

## Tournament Format

Teams will be assigned a court and a pool. Each team will play 3 games against the other teams in their pool. All teams will then be seeded into the single elimination tournament based on their pool play results. Ties will be broken based on game records.

Playoffs are single elimination best of three matches.

**The Honor System** Rules are enforced based on the HONOR SYSTEM. Honesty by the players is essential for the success of the game of Dodgeball. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. Each contest will be overseen by a "Court Monitor." The court monitor's responsibility will be to rule on any situations in which teams cannot agree. **THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.**

## Tournament Rules

1. Rosters – teams may have 6 to 10 players on the roster. Players must be over 18. This is an open competition with no gender restrictions.
2. 6 on 6
3. No re-entry - Once a player is out he/she is out for the game.
4. The Charge – six balls will be laid out on the court center line. Teams can only retrieve the 3 balls on the right side of the center line. Balls must be brought back behind the attack line before an attack can occur. Balls may be passed back to teammates behind the attack line who can then immediately attack.
5. Players may come up to the center line to attack.
6. Court boundary – players must remain on the court when dodging balls. If a player exits the court while dodging he/she is out. The court line is in bounds.
7. Ball Retrieval – players may leave the court through the BACK LINE only to retrieve balls out of bounds on their side of the center line. Players must Re-enter the playing area from the BACK LINE. Teammates out of the game may retrieve balls for their teammates so long as the balls are on their side of the court.
8. Blocking – A player must cleanly block a thrown ball. If the blocking ball is unintentionally dropped the hit player is out. If the ball glances off the blocker ball and strikes the blocking player then the blocking player is out. If the blocking player catches the thrown ball, regardless whether it hits the blocker ball or not the thrower is out. The blocking player may intentionally drop the blocking ball to catch a thrown ball or a deflected ball off his own blocking ball. If the ball is caught then the thrower is out. Balls which hit any other person, wall or floor before the blocker can make the catch then the blocker is out. The thrown ball can only affect the struck player. **(During overtime, blocking will not be allowed. If a live ball hits your ball you are out.)**
9. Thrown balls are considered dead when they hit the ground, wall or another player after a block or attempted catch. Blocked balls can only impact the blocker and are dead to all other players.
10. Time-out – Each team can take one time out per game. During the time-out a team can sub in any player on their roster (including a player knocked out earlier in the same game) for an active player. Time-out is 30 seconds. There are no time-outs in overtime.
11. ALL COURT MONITOR DECISIONS ARE FINAL. Dodgeball is a fast paced game. Good sportsmanship is expected from all participants. Excessive arguing can result in penalties including player ejections from future games.

## The Match

12. Round Robin Play: During round robin play, if the 5 minute time limit expires there will be NO overtime. Scoring during round robin play is as follows:

Tied when time expires – 1 point for both teams.

Team "A" has more players as time expires, Team "A" gets a Time-Win(TW) – 2 points Team "A" 0 points Team "B"

Team "A" eliminates all of Team "B", Team "A" gets a Elimination-Win(EW) – 4 points Team "A" 0 points Team "B"

Seeding for the single elimination portion of the tournament will be based upon the round robin scoring system. Ties will be broken in the following order:

1) Total wins 2) Total Elimination wins 3) Loses 4) Coin Toss

13. Single Elimination Portion of the Event: During single elimination play, in order to win the game you must eliminate all players on the opponent's team. If players remain for both teams when the 5 minute time limit expires, we will play overtime. During overtime there will be no blocking(The ball is considered part of the body). If after 2 minutes of overtime one team has not been eliminated the court monitor will stop play. Upon the restart teams will now be allowed to advance to their opponents attack line. Play will continue this way until one team has been eliminated.
14. A match consists of the best 2 out of 3 games. During Round Robin play, all 3 games within the match will be played regardless. During elimination play if team "A" wins the first 2 games the third game will not be played.
15. The 5-second rule: In order to reduce stalling, a violation will be called if a team in the lead controls all 6 balls on their side of the court for more than 5 seconds. This applies to tied teams as well. (The losing (Tied) team must have a ball within play by 5 seconds. This ball must be past their attack line and accessible to players in play) (when teams are allowed to advance to their opponents attack line, during overtime, the ball must be past their opponents end line or in their opponents hands). If a violation occurs, the court monitor will stop play and divide up all 6 balls evenly.