

Dodge For A Cause Tournament Rules

THE TEAM

Teams will be made up of 6 - 10 players. Six players will compete on each side. Substitutes may enter during the game only in the case of an injury.

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

- 1. Hitting an opposing player with a LIVE thrown ball below the neck.** If a player is struck above the neck, the thrower is out. No headshots. If a player intentionally dives or dodges in such a way that their last second movement contributed to them being hit in the head-then the ref may call the hit player out. In such cases, the ref may choose to continue play with no outs called.
- 2. Catching a LIVE ball thrown by your opponent before it touches the ground.** Catching a ball brings one of your players back in. Players out of the game will line up on the right side of the court in a line. They will reenter the game on teammate catches in the order they were out of the game.
- 3. Players can defend themselves by blocking a ball in flight** with another ball but must retain control over the ball they are blocking with. A player dropping and losing possession of the blocking ball is deemed out. If a player uses a ball shield and the ball hits the player's hand, the player is out. The ball is LIVE until it is caught, hits the ground, or goes out of bounds. If a player uses a ball shield and the ball ricochets hitting themselves or another teammate before hitting the ground, that player is out. If a blocked ball is caught by a teammate before hitting the ground, the thrower is out.

Definition LIVE ball: A ball that has been thrown and has not touched the ground, or gone out of bounds.

BOUNDARIES

During play, all players must always remain within the boundary lines. Stepping on or over the line is out. Any other body part touching the line is out.

RETRIEVERS/SHAGGERS

Teams are responsible for retrieving balls that go out of play. Ball retrievers will not be playing in the actual game but will retrieve balls out of bounds for teammates. Ball retrievers must be on the team roster. Only 2 retrievers allowed per team. If you cannot provide 2 retrievers, you may ask someone from another team to help. You may only retrieve balls from your side of the court. If a retriever enters the court at any time, one person will be called out on their team.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three on one side of the center hash and three on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three balls to their right of the center hash. Once a ball has been retrieved, it must be taken back to the end line before it can be legally thrown.

HOW DO I WIN?

The team to legally eliminate all opposing players will be declared the winner of that game. Each match consists of 3 games. The first team to win 2 of 3 games wins the match. A three-minute time limit has been established for each of the three games. If neither team has been eliminated at the end of the three minutes, the team with the greater number of players remaining will be declared the winner. If each team has the same number of players remaining it will go into sudden death. The 1st team to lose a player loses the game.

TIME-OUTS

Each team will be allowed one 30-second timeout between games to hydrate and tend to your wounds.

10-SECOND HOLDING BALL VIOLATION

In order to reduce stalling, a violation will be called if a player holds the same ball more than 10 seconds. A second violation in the same game by the same player will result in the player being called out for that game only by the ref.

RULE ENFORCEMENT

We will have volunteer refs officiate the games and enforce the rules. You are also responsible for ruling whether or not a hit is legal. Please have good sportsmanship, be respectful of our refs, and use the "honor system" when necessary. Referees have final say on all calls. Aggressive play can be penalized by the referee, which can result in expulsion from the game in progress and possibly the tournament. If a player is called out and doesn't leave the court, the game will be stopped to remove that player for that game. If this happens twice in the evening, that team will be forfeit from the tournament. *Teams may begin a game with less than 6 players on the court, but receive no consideration for not fielding a complete team.