

DODGEBALL TOURNAMENT RULES

THE TEAM

Teams shall consist of exactly six players. No substitutes will be allowed. Teams can register with fewer than six players but will play short of the maximum number of six players allowed on the floor. Teams do not have to wear a uniform or even the same color of clothing. Be as creative as you like but keep it (relatively) clean. Coed teams must have three men and three women.

THE COURT

Each match will consist of two teams of up to six players on the floor. Seven balls will be used. The court is divided in half by a red center line containing a center blue dot. Approximately six feet back from the center line on each half is a green tag up line. In each corner of the rink are white hash marks. Near the end walls there is a white return zone for players returning to the game. Each half of the court has access to a team bench for eliminated players. The match official and scorekeeper will take up a position in the center of the rink along the red line. Players are allowed to move freely on their own half of the rink, can make contact with the red line, and reach across the center red line so long as they don't make contact with the floor on their opponent's half of the court.

TIMING AND MATCHES

Each match will consist of one 15-minute period and as many as nine games. The first team to win five games, or whoever has won the most games by the conclusion of the period wins the match. If the score is tied and time expires while in the middle of a game, the current game will be finished with the winner taking the match. If the score is tied and no time remains on the clock and a game has yet to begin, one additional game will be played to determine a match winner. Each team shall have one timeout per match.

GAME START

Seven balls will be placed along the center red line, with three balls placed on each side of the center blue dot and one ball placed directly on the center blue dot. Players must line up on their own end of the rink, between the corner hash marks and touching the back wall prior to the referee's call to start the game. At the referee's signal, teams may rush the line and can only grab the balls on or to their right of the center blue dot. Teams can not grab any ball to their left of the center blue dot until put into play by the opposing team or a rebounding ball. Should a player grab a ball to their left of the center blue dot, all seven balls must be forfeited to the opposing team.

Upon retrieving a ball from the center line, the player must make contact with the rink floor on or behind the green tag up line or pass the ball back to a teammate who is on or behind the tag up line before the ball becomes live. In the event a ball is not returned to the tag up line, it can not be used to eliminate an opponent. Anyone hit with a ball that has not cleared the tag up line shall remain in the game, as does the thrower.

SCORING

The team who eliminates all of the opposing players from the floor wins the game. Players can be eliminated by striking them with a live ball which later becomes dead or by catching a throw from an opponent. Players can also be eliminated for crossing the center line, dishonesty, or at official's discretion.

The balls are considered dead when they strike the floor, walls, sidewall spectator netting, or another eliminated player. Balls are still live when striking another ball or the ceiling netting. It is possible to eliminate more than one opponent from a single throw should the ball deflect off of the body of more than one opponent before becoming a dead ball.

BLOCKING

Players are allowed to use one or more balls to block an opponent's thrown ball. However, the thrown ball remains live even after being blocked, meaning a deflection into the blocker's body or his/her teammate can still result in a kill for the opposing team. Likewise, a teammate could catch the blocked ball while still considered live, eliminating the thrower and returning teammate to the floor. However, blockers are not allowed to squeeze their dodgeballs to the point one side of the ball is touching the other. The blocker will first be warned by the official with a second warning resulting in being declared out for the game, not eligible to return (yellow card).

LEAVING AND RETURNING TO THE GAME

As players are eliminated from the game, they shall immediately proceed to their respective bench and line up in the order in which they were eliminated. Numbers will be provided at the benches to help keep this organized.

Eliminated players are not allowed to remain on the floor beyond the reasonable amount of time it takes to reach the bench. Eliminated players are also not allowed to interfere with the game in any way. If a player who has been eliminated from the game purposefully blocks or attempts to block a throw from an opponent or throws their ball across the center line in an attempt to interfere with an opponent, their opponent shall select any other remaining player on the floor of their choosing to be eliminated. Should an eliminated player interfere with the movement of the dodgeballs on the rink floor, their team must forfeit all seven balls to their opponent.

If a live ball deflects off of an eliminated opponent and is caught before otherwise becoming a dead ball, the thrower shall remain in the game and the catching team does not get to return a player to the game. However, if a ball deflects off an eliminated opponent and then strikes one or more teammate(s) of that opponent before becoming a dead ball, those teammates are out.

If a thrown ball deflects off of an opponent and up into the air, and that opponent is then hit with a second ball that becomes dead prior to completing the catch, that opponent is eliminated, his/her team does not return a player to the game, and the thrower remains in the game.

Players can return to the floor when a teammate catches a ball thrown from an opponent. When returning to the game following a catch, players must do so in the order in which they were eliminated. Should a player return to the floor out of order, they must return to the bench at the back of the line, and their team shall forfeit the return of any other player for that particular caught ball. When returning, the player is not considered live until they have reached the return area located at their end of the rink floor (inside the soccer goal boxes). A returning player may collect a ball on their way to the return area but must return as promptly as possible or risk being call out by the official.

DELAY OF GAME

If during the course of the game the match official determines that neither team is throwing a ball for an extended period of time (approximately three seconds or so), the official will direct the team with the majority of balls to throw a specific number of different balls within five seconds. The number chosen by the official will ensure that the team with the majority of dodgeballs will give up their majority at least temporarily, yet can retain at least three dodgeballs for their side. For example, if a team has six balls on their side compared to only one for their opponent, the official will instruct the team with six balls that it must throw three different balls within five seconds to avoid forfeiting all seven balls to their opponent. A team is in possession of a ball when it is within reach of any member of their team or below the two red (hockey) faceoff dots near each corner of the rink.

HONESTY AND SPORTSMANSHIP

Teams will be responsible for officiating their own games. The official will only settle disputes to calls on the floor. The official has the final say in all matters and those calls should be respected. Players who persistently refuse to go out when hit by a ball may be subject to disqualification (see below).

YELLOW / RED CARDS

Players and teams who are unable or unwilling to adhere to the above rules will be eliminated from the game, disqualified from the match, or removed from the tournament. Similar to soccer, a yellow and red card system will be used as follows:

Warning/Elimination: Players who refuse to leave the court after being hit by a ball, complain about an official's call, argue with an opponent, or swear will be first warned by the match official and/or eliminated from the current game (can return).

Yellow Cards: Players who repeatedly refuse to remove themselves from the game when knowingly eliminated by an opponent, argue with the match official, excessively swear out loud, or threaten an opponent shall be shown the yellow card. This action by the official eliminates the player from the rest of the current match and they can not return until their next match. Their team must finish the match with one less player on the floor. If the yellow card is assessed after the 12-minute mark of the period, that player shall also remain out for the duration of following match.

Red Cards: Any player judged to be threatening to the official, an opponent, or rink staff shall be assessed a red card. Any player receiving a second yellow card will also be assessed a red card. A red card means that the offending player has been disqualified from the remainder of the tournament and his/her team must play down for the remainder of all matches of the tournament.

For further clarification on these rules, please contact the tournament director at (402)562-5663 or rink@columbuseventcenter.com