All Saints' Episcopal Church
Fun in Fellowship

DODGEBALL TOURNAMENT RULES

EACH PLAYER MUST READ, UNDERSTAND AND AGREE TO ABIDE BY THE CODE OF CONDUCT AND TOURNAMENT RULES.

CODE OF CONDUCT

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game referees.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and do not use foul or abusive language.
6. Have FUN!

THE TEAM

Age Brackets/Divisions have been established as follows:

Keiki Division, 10 & Under

Youth Division, 14 & Under
Youth Division, 18 & Under

Masters Division Coed, Over 18
Masters Division Kane, Over 18

- All teams will consist of at least 6 and a maximum of 10 players. (6 are active; others are available as substitutes.)

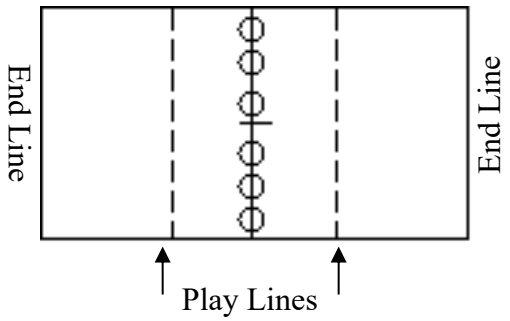
- Keiki and Youth divisions may be coed.

- Masters Division Coed must have at least 3 female members and at least 3 females on the starting line up. Masters Division Kane is intended for all male teams but may have female members.

UNIFORM/DRESS

- All players must wear rubber-soled athletic (tennis) shoes; no cleats.
- Teams should have matching colored shirts (Design does not need to be the same, just the overall color), or special theme costumes may also be used.

THE FIELD



The game may be played indoors or outdoors. The playing field for Youth & Masters Divisions shall be a rectangle with minimum measurements of 40 ft. long and 20 ft. wide, divided into two (2) equal sections by a center-line and play-lines approximately 8-10 ft. from, and parallel to the centerline.

The playing field for the Keiki Division shall be a rectangle with minimum measurements of 20 ft. long and 15 ft. wide, divided into two (2) equal sections by a center-line and play-lines approximately 4 – 6 ft. from, and parallel to the centerline.

THE EQUIPMENT

The official ball used in tournament play for Youth & Masters Divisions will be an 8” or 8.5" Rhinoskin foam covered ball. Six (6) balls will be used during each game.

The official ball used in tournament play for the Keiki Division will be a 6” Rhinoskin foam covered ball. Six (6) balls are used during each game.

THE GAME

Object

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

- Hitting an opposing player with a LIVE thrown ball below the shoulders. (Please see further clarification under ***Illegal Hits***.)
- Catching a LIVE ball thrown by your opponent.

Definition: LIVE ball – *A ball that has been thrown and has not touched anything, including the floor/ground, nets, another ball, another player, official, or other item outside of the playing field (wall, ceiling, etc)*

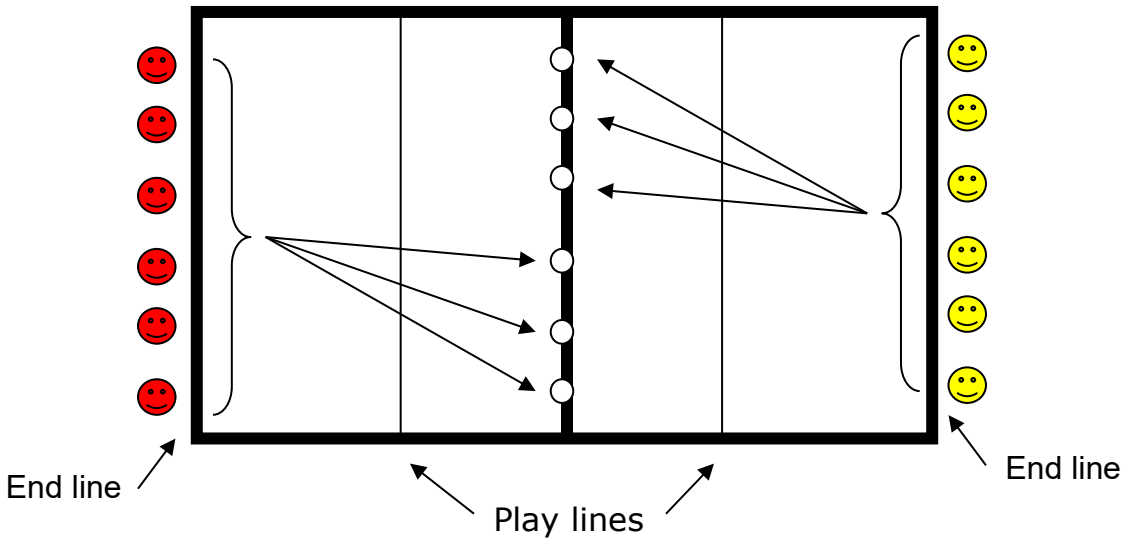
Timing and Winning a Game

A 3-minute time limit has been established for games in ALL divisions. The first team to legally eliminate all opposing players will be declared the winner for that game. If neither team has been eliminated at the end of 3 minutes, the team with the greater number of players remaining will be

declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played. The first team to out an opponent is declared the winner. Note: Due to tournament time constraints, officials may adjust this time limit. An announcement will be made before doing so.

The Start

Game play begins by placing the six (6) dodgeballs along the center line – three (3) on one side of the center hash and three (3) 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 (3) balls to their right of the center hash. Once a ball is retrieved it must go behind the play-line before it can be legally thrown. Once the ball goes behind the play line, it can be taken anywhere in the court area. ***Failure to comply will result in the violator being called out.***



Boundaries

- During play, all players must remain within the side boundary lines. Stepping out of bounds will result in that player being called out.
- Players must also remain on their side of the court. Stepping over the center line will result in that player being called out.
- Players may leave the court behind their end-line to retrieve stray balls. They must also return through their end-line.
- End-line areas are "at your own risk". Players hit while behind the end line will be called out, and any ***balls caught behind the end-line will be considered a hit and not a legal catch***.
- The use of Tournament ball runners will be determined prior to game play, whose job is to collect stray balls. Stray balls will be placed in a designated area behind end lines or returned to the referee, for throw in, whichever is closer.

- All players who are out must remain off the court until called back into play.

Re-entering the Game

Players that are out may re-enter a game when a teammate has caught a LIVE ball and calls out their name. Entry is made from the designated court entry area and may be controlled by a referee.

Time Outs & Substitutions

Each team will be allowed one (1) 30 second timeout per game, after 30 seconds of game time have passed. During this time a team may substitute no more than 3 players into the game. Substitutes can also enter a game when a team member catches a LIVE ball and calls their name, so long as there are no more than 6 team members playing at any given time.

Rest Periods

There will be a minimum one (1) minute rest period between each game or sudden death play.

5-Second Violation

In order to reduce stalling, a violation will be called if a team controls all six (6) balls on their side of the court for more than 5 seconds. A violation will result in the referee stopping play and all balls placed back on the center line.

Illegal Hits

Headshots resulting from a high thrown ball will result in the thrower being called out. However, if a player is hit in the head while ducking or dodging low, the player and not the thrower will be called out. The referee may elect to stop play for head shots to check on a player if deemed necessary.

Other Outs & Yellow/Red Cards

- Intentional kicking of a ball
- Clothing and accessory hits
- Unsportsmanlike conduct:
    - Unnecessary roughness, foul language and other unsportsmanlike conduct will result in a warning with a **yellow card.** That player must sit out the current game.
    - If a player receives a second yellow card during the tournament, that person must sit out the remainder of the current match.
    - If a player receives a third unsportsmanlike call during the tournament, they will be given a **red card** and ejected from the tournament. That team must play with a man down for the remainder of the tournament.
    - **Blatant disregard of the rules or disrespect to game officials can result in immediate ejection from the tournament at any time.**

RULE ENFORCEMENT

Up to five (5) referees may officiate a particular game, however, each player will be expected to play by the "honor system", especially as it applies to hits and eliminations. Referees will enforce all rules. Their decisions are final.

MATCH PLAY - The first team to win two games will be declared the winner of the match.

RULE CLARIFICATIONS

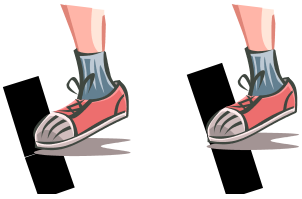
- A ball can OUT only one (1) person per throw. A ball that bounces off a person and then hits another person is considered a dead ball to the second person. Only the first person hit is out. Once a ball hits ANYTHING (floor, wall, net, ball, etc.), it is considered dead.

- A ball that is bobbled before being stabilized by the catcher, is considered a caught ball, and the thrower is called out, providing the ball does not touch anything else before the catcher stabilizes it. IF, during the "bobble", the ball touches ANYTHING other than the player catching it (such as the net, wall, another ball etc.,) the catcher is called out and not the thrower.

- Clothing and accessory hits count as an out. Players oftentimes do not feel the ball when it skims their clothing, so whistle calls are made.

- End lines are not considered out of bounds, although players should only be in the end zone area to retrieve balls and not use it as part of the playing court. Players coming in contact with a thrown ball while in the end zone will be called out **even if they catch it.** Players can get so caught up in the game that they are unaware of the end line. A referee may choose to do a courtesy reminder to watch the end line.

- Players are not called out for reaching over a boundary or center line. It is only considered out of bounds if a part of their body touches the ground on the other side of the line. Steps on the line are okay as long as it does not go past the line.



OKAY

- "Kamikazees" or "Suicides" are allowed. These types of plays involve a player jumping over the center line in order to get closer to an opponent before throwing the ball. The thrower will be called out once he lands on the other side, but is taking that risk in hopes of getting his opponent out before landing.