

## I. Rule 1. Eligibility

- A. Any age of player is allowed
- B. Participants may only play on **ONE** team for the duration of the tournament
- C. A rules meeting will be issued for all Team Captains before tournament play begins

## II. Rule 2. Equipment

- A. All players must wear clean athletic shoes
- B. Participants must remove all jewelry before playing
- C. D-T Student Council will provide the dodge balls
- D. Teams must use provided equipment
- E. Hats may not be worn, but bandanas & head bands are permitted

## III. Rule 3. Field

- A. The court will be a rectangle
- B. The court shall be marked with sidelines, end lines, and a center hash mark
- C. The Boundaries:
  1. During play, all players must remain within the boundary lines
  2. Players may pass through their end line only to retrieve stray balls
  3. When retrieving a ball, the player must also immediately re-enter the play field only through their end line
  4. Spectators and ejected players cannot touch or kick balls to any active members on the playing fields
  5. The 2<sup>nd</sup> row of bleachers is for the members of who are playing only. All spectators must sit behind the 2<sup>nd</sup> row of bleachers
  6. A player shall not:
    - a. Have any part of their body contact the playing surface on or over the sideline.
    - b. Exit or re-enter the court through their sideline
    - c. Leave the playing field to avoid being hit by. Or attempt to catch, a ball.
    - d. Have any part of their body cross over the center-line and contact the ground on their opponent's side of the court
      - i. **PENALTY:** the payer will be declared out

## IV. Rule 4. Players

- A. A team will consist of 6 players
- B. A team must start with a minimum of 4 players
- C. No substitutions or time outs are allowed during the games

## V. Rule 5. Play

### A. The Game

1. The match will be a best of 3 games
2. Each game will have a 5-minute time limit
3. A coin flip will start the match. The winning team will have choice of sides to being the match.
4. Teams will alternate sides following each game
5. The object of the game is to eliminate all opposing players by getting them out
6. The first team to legally eliminate all opposing players will be declared the winner
7. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.
8. If each team has equal number of remaining players, an overtime period will be played
9. An out is scored by:

- a. Hitting an opposing player with a LIVE thrown ball below the shoulders. NOTE: if the player ducks, and this clearly is the cause for the player being hit about the shoulders, they are out. If the referee's are unclear of the duck and throw, a wash will be issued to both team members.
  - b. Catching a LIVE ball thrown by your opponent
  - c. Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball
  - d. An opposing player stepping out of bounds
10. A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball
11. LIVE (def): a thrown ball that strikes, or is caught by, an opposing player before contacting the ground or surround areas.
- a. NOTE: a ball deflected off another ball is still LIVE

### B. Beginning the Game

- 1. Prior to the beginning of the game, 6 dodge balls are placed along the center line equally spaced
- 2. Players will take position behind their end line and at the supervisor's signal may approach the centerline to retrieve the balls
- 3. Teams may only retrieve ball placed to the RIGHT of the center hash mark.

### C. Opening Rush Rule

- 1. Each/every ball retrieved at the opening rush must first be taken beyond the attack line before it may be legally thrown at an opponent
- 2. If balls are not rushed, the opposing team may grab these balls after they cross over they're own attack line
- 3. It is illegal for the **LEADING TEAM** to control all the balls for more than 5 seconds. If the leading team controls all the balls- i.e. All balls are located on their side of the center line- they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. If this is not done within 5 seconds, a five second violation is called
  - a. **1<sup>ST</sup> VIOLATION:** stoppage of play and balls will be divided evenly between the teams. Play will continue with "balls in hand."
  - b. **2<sup>ND</sup> VIOLATION:** FREE THROW for the opposing team, a penalty in which one player is allowed an unobstructed throw at their opponents without risk of elimination.
  - c. **3<sup>RD</sup> VIOLATION:** Ejection of one player from offending team

### D. Overtime

- 1. Overtime will be a 3-minute sudden /death period
- 2. All overtime periods will begin with an equal number of "balls in hand" behind a team's end line. The first team to eliminate any ONE opposing player will be declared the winner.
- 3. The stalling procedure does not apply to overtime

### E. Profanity Policy

- 1. Foul language will not be tolerated
- 2. Referee's have the option to eject any player who back talks, uses foul language/gestures, and/or argues immensely with a call
- 3. A warning will be issued during the Rules Meeting before any tournament play.
- 4. Violations occur to any player that is in active play or has gotten out.
  - a. **1<sup>ST</sup> VIOLATION:** removal from current game in the set of 3
  - b. **2<sup>ND</sup> VIOLATION:** removal from current game as well as the following game.
  - c. **3<sup>RD</sup> VIOLATION:** ejection from premises. This means you must leave the school until tournament play is finished