

Dodgeball Rules for this Tournament

- Teams will be divided into two divisions.
- Teams will play a round robin format within their division.
- Each game will have a five-minute time limit. If, at the end of five minutes both teams still have players remaining, the team with the most players at the end of the five minutes gets the win. If each team has the same number of players remaining at the end of five minutes, the game will continue until one team has more players.
- All teams will play a minimum of 2 games with double elimination.
- After round robin play, there will be double elimination tournament brackets.

Basic rules:

- **All referee decisions are final. Any arguing can/will result in disqualification for the player's entire team for that game.**
- The game starts with 6 balls on the centerline.
- This is the only time where a player may step over the centerline. The player who retrieves a ball must step back behind the white line before throwing the first ball.
- Any player who gets hit with the ball must come out of the game and line up next to the referee. **Be honest when you are hit. Do not wait for the referee to call you out.**
- Any player who throws a ball and the opposing team catches it, must come out of the game and line up next to the referee. A player on the team whose teammate caught the ball, goes back into the game. This will be the player who was the first person that was knocked out.
- A player may block/deflect the ball with a ball he/she is holding, however if the thrown ball hits the player after a deflection, or the player drops the ball he/she used as a blocker, that player is out.
- A player may only hold onto a ball for 10 seconds. If a player holds on to the ball for longer than 10 seconds, he/she must roll the ball to the other team.
- A player is not out if the ball hits the ground or wall first.
- A player is not out if the ball first hits another player. Only one player can be knocked out per thrown ball.
- A player is taken out of the game if he/she steps over the centerline.
- A player is taken out of the game if he/she steps outside of the outside boundary while trying to dodge a ball. The player may step over the outside boundary if retrieving a ball that was thrown or deflected.
- **NO** headshots are permitted, a player hit in the head by a high thrown ball will be deemed "safe", and any thrower committing a headshot will be deemed "out."