

## RULES OF THE TOURNAMENT

- The official dimensions for a regulation court are as follows:
  - The court is divided into two 30 feet (9.1 m) by 30 ft (9.1 m) areas, with a 4 feet (1.2 m) by 30 ft (9.1 m) neutral zone located at center court separating the two sides, an attack line located parallel and 10 feet (3.0 m) from the center line, for a total court length of 60 feet (18 m) from endline to endline, and a total width of 30 feet (9.1 m) from sideline to sideline.
  - Approximately 2 feet (0.61 m) to 3 feet (0.91 m) should be allotted for an out of bounds area, allowing officials to move freely along the sidelines.
  - The Queue for each team is a 3 ft (0.91 m) by 12 ft (3.7 m) area, and should be located 2 ft (0.61 m) to 3 ft (0.91 m) from the sideline, leaving enough room for an official to move freely along the sideline.
- Each team must have six players and may have up to four alternates.
  - Team Entry Fee: \$75
- Substitutions must be made prior to the start of the game. No substitutions can be made during a game, except in cases of injury.
- Retrievers are individuals designated to retrieve balls that go out of play. Teams are responsible for providing retrievers - at least one retriever is required - can be one of your substitutes.
  - Retrievers may not enter the court at any time.
  - Retrievers are only allowed to field balls from their side of the court.
- Tournament is elimination style dodgeball - the team that eliminates all members of the other team first is declared the winner.
- Play begins with all players positioned behind their team's endline.
- The Rush occurs at the beginning of each game or reset.
  - Upon the official's signal, both teams rush to center court and attempt to retrieve as many balls as possible. A team may rush with as many or as few players as it wants, but at least one person from each team has to Rush. There is no limit to how many balls an individual player may retrieve.
  - Players may not slide or dive head first into the neutral zone or they will be called out.
  - Crossing over the neutral zone will result in an "out."
  - Players may not physically grab and pull another player across the neutral zone or prevent them from returning to their side of the court.
- The player and the ball must go completely behind the attack line. During the Rush, any ball retrieved from the neutral zone must be returned behind the attack line before it may be thrown at an opponent. A ball that hasn't crossed the attack line is considered a dead ball, any hits or catches are voided plays.
- Two time outs allowed for each team
- A player shall be deemed "out":
  - When a live ball hits any part of the player's body, clothing, or uniform.

- A headshot occurs when a player is hit directly in the head by a high thrown ball. A high thrown ball is a ball thrown above shoulder height of the person hit in the head. Shoulder height is the height of the shoulders of the player in an upright standing position. If a player is ducking or crouching and hit in the head this will NOT be deemed a headshot as the ball was NOT thrown above shoulder height.
    - 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." A player raising their hands/arms to defend themselves from a headshot will not be called "out" if the ball hits their hands/arms above shoulder height in the act of defending themselves; and the thrower will be called "safe".
    - A player unsuccessful in their attempt to catch a high thrown ball will be deemed "out". It is the official's judgment as to whether the player is defending themselves or attempting to catch the ball.
    - A ball deflected by another ball, player, or object is no longer considered a high thrown ball. Should the ball strike a player in the head, that player shall be deemed "out", even if their own block deflected the ball.
  - If a player is hit by a live ball rebounding off another player or ball lying on the court.
  - If a defending player catches a live ball they have thrown.
  - Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in").
- Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out."
    - Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out."
  - If a referee determines that a player or team is stalling, the referee will warn player or team. If the stalling continues, at the referee's discretion, player or team will lose possession of all balls on their side.
    - If both teams are stalling a reset should occur.
  - If any part of the player's body touches the endlines or far neutral zone line, the player shall be deemed "out".
    - Momentum may carry a player out of bounds while making a catch. If control of the ball was established prior going out of bounds, this is NOT deemed an out.
  - A player may safely step into the neutral zone but not across the centerline. Any player crossing over the centerline (located in between the two sections of the neutral zone) is deemed "out."