

Dodge Ball Rules

Friday, March 19, 2010

This Dodge Ball Tournament is sponsored by
Maple Grove Evangelical Free Church

This is a double elimination tournament and is designed to be fun. **Check-in and practice rounds will be from 6:00 – 6:45 p.m.** Tournament play begins promptly at 7:00 p.m. At half time, there will be a short message. Refreshments will be available for purchase throughout the evening.

Entry Fee & Prizes:

Team entry fee: \$25 per team of 6 people (Max)

1st Place prize: \$500.00

2nd Place prize: \$100.00

3rd place prize: \$25.00

(Gold, Silver and Bronze medals will be given to top three teams)

Team (Register your team link):

A team shall consist of 5 players (see optional player rule) and no less than 4 players. The team **must have 2 females and 2 males with the 5th team member either male or female.** You must be in high school (grades 10-12) to play (No college-age students are allowed to compete). **Entry fee per team is \$25.00.** You must have your entire team present when you check-in (beginning at 6:00 p.m.) and the team fee must be paid in full, at one time. **PRE-REGISTRATION IS ENCOURAGED! Online pre-registration is available until Friday, March 19 at noon. Pre-registration determines your seeding in the tournament.**

You can also register your team at the door once all the pre-registered teams have checked- in. At the door registration will open at 6:45pm if there is space available.

Optional Extra Player:

Each team may have one extra team members on their roster. The extra player can be used for substituting for a missing team member due to schedule conflicts, illness or injury. **The extra player cannot be on more than one team.** Random substitutions are not permitted during the 2 minute game. The starting 5 member team must play out the entire game.

Uniforms:

Uniforms are not required but strongly encouraged. If a team does not have uniforms, then a matching color or attire to distinguish one team from another is strongly advised.

Balls:

Balls are provided by MGEFC. Games will be played with 6 balls.

Match:

A match is complete when there is a winner of 2 out of 3 games. Teams switch sides after each game. The winner of each match moves on in the competition. The loser goes to the consolation bracket. After losing 2 matches, the team is eliminated.

Game:

A game will end when all members of one team are out or after 1.5 minutes. At the end of 1.5 minutes, if each team still has players in the game, then **the team with the most players in the game will be declared the winning team**. If after 1.5 minutes each team has the same amount of players still in, the game will go into overtime.

:45 Second Warning:

After: 45 seconds of the 1.5 minute regular game play, the official will blow the whistle once; at that time you may advance across the 3 meter line to the center line to throw the ball. If you step on or over the center line while throwing the ball, you are out. The 10 second rule also applies (see rule below).

Overtime:

Overtime is sudden death and will start like a new game except **only the remaining players will play**. During sudden death, the first team to eliminate an opposing team's player shall be declared the winner. **Overtime will last 1 minute maximum**, and if no one gets out in that one minute, then the Officials will rule which team will be declared the winning team. Official's decision will be final. (*see Official's Authority section)

Beginning:

Each game will begin with 6 balls on the center line. Teams will line up with at least one foot touching the back wall. When the whistle blows, teams may advance toward the center line to claim the balls to the right of the center point of the line. You must back up to the 3 meter line and remain behind this line to begin throwing at your opponent.

Objective:

The object is to hit an opposing team member below the neck. Any person contacted by a thrown ball on the fly is out of the game. (Deflection off the wall, floor or another person does not count. See below for deflection off a teammate.)

Throwing the Ball:

The person throwing the ball is out if:

1. **The ball goes over the 4 foot wall on the fly (not having touched the wall)**
2. The ball is caught on the fly by an opposing player. **NOTE: Catching the ball on the fly does NOT bring another player from your team back on the court.**
3. The ball hits an opposing player in the head. (If that person ducks and gets hit in the head, the person hit is out, and the thrower stays in).

3 Meter Line:

You must throw the ball from behind the 3 meter line. If any part of your foot goes over the line you will be called out. (See **one minute warning** for play after the first minute.) The area between the 3 meter lines is open to all players to retrieve balls but you must go back behind your own line before you can throw the ball at your opponent. At any time, you may throw or hit a ball with your hand to get it back to a teammate. If a ball goes out of the playing area for any reason, the official will return the ball to the center line.

10 Second Rule:

You must throw the ball within 10 seconds or the official may order you to forfeit the ball to the other team. (see penalties). If you hold the ball for nearly 10 seconds and then toss the ball to a teammate because of the 10 second holding rule, the official may require you to give the ball to your opponent anyway.

Being Thrown At:

1. You are out if the ball is thrown by the opposing player and hits you below the shoulders on the fly.
2. If the ball hits you and deflects off you and is caught in the air by a teammate who is still in the game, (as opposed to a teammate who is already out) then you **ARE NOT OUT**. In this case, the ball must only be deflected off of you and not had contact with the walls, floor, ceiling rafters, chairs, officials or anything else before your teammate catches the ball. **The thrower is not out because the ball was deflected, or not caught on the fly**. If the teammate cannot make the catch, the initial person hit is out.
3. If a player tries to catch a thrown ball on the fly and can't hang onto it, he is out.
4. You are allowed to deflect the oncoming ball with a ball in your hands, but if the ball comes out of your hands while you are doing this, you are out.
5. If you get hit with a ball, you are expected to go out. If an official sees you get hit and you don't leave, then you will be ejected and a ball from your team will be given to the opponent's team. **Official's decision will be final.**

Players Put Out:

Once a player is out, he/she must leave the playing area and stand nearby until the game is over. You can't re-enter the game in progress. (Catching a ball does NOT allow a teammate to re-enter the game.) At the start of a new game, players re-enter the playing area, until the winner of the match (2 out of 3 games) is determined.

Penalties:

1. Delaying the game by holding the ball more than 10 seconds is not allowed. (See 10 second rule) You must forfeit the ball by rolling the ball past the opponent's 3 meter line. If the player will not give up the ball, he/she will be called out. Passing the ball to a teammate to avoid the 10 second rule or to hoard all the balls is not allowed.
2. The use of alcohol or drugs will not be tolerated, and you will be removed from the playing area.
3. Any unsportsmanlike conduct or the use of foul language will cause you to be called out. (We require good sportsmanship. Foul language will be judged by the Official. Don't take the chance; keep the game clean and fun for everyone.)

Officials' Authority

1. **Officials' decisions are final.**
2. The Official may stop play and/or also the clock for any reason to enforce rules or to give warnings.
3. Minor changes to the rules may occur prior to the games. Official rules will be made available at registration. To avoid misunderstandings, please review the rules before you begin play.
4. Any rule changes will be announced by Officials prior to the tournament beginning.
5. ***In the case of overtime**, and the Official cannot determine a clear winner, the Official can elect to have another 1 minute sudden death overtime period with the entire team. The first team to eliminate an opposing team's player shall be declared the winner.