



TOURNAMENT RULES

THE TEAMS

Teams are made up of five players on the court. A team may have less players at a disadvantage or more players that can only be substituted between matches. The teams in the High School tournament may include voluntary middle schoolers but the Middle School Tournament may not include high schoolers.

THE RUSH

Teams will line up behind the cones on their appropriate sides. At the whistle, players may rush to the centerline for the dodgeballs. There are 6 balls, split into 2 even groups near the ends of the centerline. During the opening rush, you may only grab the balls to your right and may begin throwing immediately.

THE RULES

You are out if: 1) you step on or over a sideline or centerline; 2) a thrown live ball hits your body; or 3) you throw a live ball and it is caught by an opponent.

A thrown live ball can only hit out one (1) player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls and are ineligible to hit players out. If a ball is caught by a player after it hits a teammate, the teammate remains in play.

You may block a thrown ball with a held ball. However, if you drop the blocking ball during the act of blocking, or if you fail to make a clean block (as in the thrown ball still ends up hitting or grazing your body afterwards), you are out.

If you are out, line up on the side *in the order you got out*. If your teammate catches a ball, the player at the start of your team's "resurrection" line comes back into play.

You can only hold a ball for 10 seconds, afterwards, it will be considered dead and must be rolled over immediately to the other team.

If the game comes down to 1 player per side, they have 10 seconds to hit each other out; if not, "Showdown" comes into effect. The game is paused, each player gets two balls, two balls are lined up at the ends of the centerline, and the centerline is dissolved. The first player to get the other player out wins.