



TOURNAMENT RULES & REGULATIONS

ALL PARTICIPANTS AND VOLUNTEERS WILL BE REQUIRED TO WEAR MASKS INDOORS

The Teams

- Registered teams will be made up of **6-8 players in the same grade level**.
- Teams with less than 8 players may have a Free Agent added by the Dodgeball committee.
- Each team will designate a team captain (a player who will lead the team & help coordinate).
- Each team will identify a Team Manager (parent of one of the players to help coordinate and to help manage the team on the day of the event). The Team Manager must be at the event until the players leave campus.
- Each team will be assigned a Coach by school administration.
- Each team must have 2 parents, other than the team Manager, sign up as event volunteers or your team will be disqualified. Every volunteer must be verified as a [volunteer with LGUSD](#). Volunteer shifts will be approximately 2.5 hours in duration.
- All teams must have at least two players of each sex (at least 2 boys AND at least 2 girls).
- Teams will be registered in 6th, 7th, or 8th Grade Divisions.

Official Ball

The game will be played with 6 balls. The balls are “no-sting” (aka Stay Puft) soft rubber balls, approximately 7 inches in diameter.

Court Management & Team Flow

- **There will be no parents and non-Fisher student spectators this year.**
- Only scheduled Players, Coaches, referees, and Scorekeepers will be allowed in the playing area (gym) and Players’ Lounge (outside area by the small gym).
- On-Deck Teams will wait in the designated “On-Deck Area” on the bleachers until called by a Referee.
- All other Teams will wait in the designated “Team Holding Area” or at their tables.

The Game

The object of the game is to eliminate all players on the opposing team by:

1. Hitting opposing player(s) with a LIVE thrown ball below the shoulders, or
2. Catching a LIVE ball thrown by your opponent.
 - a. **A ball is LIVE** until it hits the ground (including bouncing off another player).
 - b. **A ball is DEAD** only when the ball has been caught – or hits the ground, an official, or the fencing around the play area.
3. Each game will be timed and will be 3 minutes in duration.
4. **Each team’s starting lineup** must include a minimum of 2 players of each sex.



Player Rules

1. Play starts with no more than 6 players per team active on the court.
2. If a team has more than 6 members, the inactive players will wait in the player Line-up Queue next to their Coach, inside the play area and will rotate in as described in #6 below.
3. Active players will be called “Out” only by the Referee. When a Player is called “Out”, that player must go to the end of the line in the Line-up Queue.
4. A player will be called “Out” if they:
 - Are hit by a ball thrown by the opposing team, but the ball is not caught;
 - Throw a ball that is caught by a member of the opposing team;
 - Drop a ball they are blocking with (i.e., they deflect a ball that is thrown at them, but drop the ball they are holding);
 - Throw the ball from on or in front of the Attack Line (players may **not** step on the Attack Line while throwing the ball) ;
 - Step out of bounds after the game has started (over the Sideline or End Line, or in the Neutral Zone – See “Boundaries” below) – unless they are retrieving a ball that bounced out of play.
Players may ONLY retrieve ball through the End Line.
5. A player is NOT “OUT” if they cross the End line to get a ball OR cross the End line while backing up facing the game.
6. Players waiting in the Line-up Queue (“Inactive Players”) may **rotate “In” only when a LIVE ball is caught by a teammate, only when there are fewer than 6 active players on the court, and only when instructed by the Referee.**
7. **If the ball bounces off a player, but is caught by a teammate** before it hits the ground – the first player is still “In,” a new player can enter, and the opposing player (the one who threw the ball) will be called “Out”.
8. When attempting to catch a blocked ball, a player must hold onto the ball(s) that they had in possession of at the time of the block, otherwise the player is out.
9. **A thrown ball can be blocked with another ball** and the player holding the ball stays “In” UNLESS they drop the ball they were holding. If the player drops their blocking ball as a result of trying to block an opponent’s ball, they are “Out”.



10. Note that the number of active players on the court CANNOT exceed 6. Players will rotate into active play in order. **No cutting in line.** All players must rotate equally.
11. Players CANNOT kick the ball.
12. **Referee has final say in all player elimination.**
13. **Ejection from the game for poor sportsmanship** will occur at the discretion of the Referee. Example of poor sportsmanship that may result in ejection include (but are not limited to):
 - Repeated head shots
 - Intentional roughness
 - Foul language
 - Arguing with Refs
 - Taunting
14. At the end of the game, all players must stay on the court until the Coach has signed off on the scorecard.

10 second Rule

1. If any player holds a ball for more than 10 seconds at one time, officials will count down 10 seconds before the ball(s) must be thrown or the holding player will be "Out".
2. If a team has all 6 balls on their court, and they are not being used (i.e., all 6 balls are left on the ground), referees will begin a 10 second holding rule on the ball closest to the centerline until it is played or turned over to the other team. If a player plays a ball, the countdown is transferred to that ball.

The Opening Rush

- Game begins by placing the 6 dodgeballs along the Center Line – 3 balls on either side of the center hash.
- Players take starting position just outside the End Lines, touching the End Line until play begins.
- When the official signals, players may approach the Center Line to retrieve the 3 balls **ONLY ON THEIR SIDE** of the Center Hash.
- Once a ball is retrieved it must be taken or thrown to a teammate behind the Attack Line before it can be legally thrown at the opponents.

Timing and Winning

- Each Game will be 3 minutes of play. The final games will be 5 minutes of play.



- The first team to legally eliminate all opposing players will be the winner.
- If no team has eliminated their opposing team at the end of 3 minutes, the team with the greatest number of players still on the court (“player points”) will be the winner.

Boundaries

- Fencing will be set up to surround the Play Area. All players must remain inside the Play Area during their game.
- Boundaries (End Lines, Side Lines, Neutral Zone and Center Line) will be clearly marked on each court.
- Line-up Queue will be clearly marked inside the Play Area.
- Players may not leave the court during the game unless they are called “Out” or retrieving a ball.
- Players may leave the boundaries through the End Line only in order to retrieve balls AND must re-enter through the End Line.
- Balls hit outside of the fencing will be retrieved by designated volunteers only.

Court Diagram:

