

SOUTHERN UTAH SPORTS ACADEMY

Dodgeball Rules & Guidelines

Team Size: A team should consist of 6-10 players. Maximum of (6) six players will compete on each side at a time. Players are only allowed to participate on a single team in each division once the tournament begins.

Divisions: Need a minimum of 4 teams to hold each division.

- Middle School (Grades 6-8)
- Elementary (Grades 1-5)

Format:

- Double Elimination Tournament (3 Match Guarantee)
- Games will end when all opposing players have been eliminated, or after 10 minute time limit, one team has more participants remaining. If the game is tied, a 2 minute sudden death period will determine the win, with the first team to eliminate one opposing player to be declared the game winner.

Playing Field: The field of play is a basketball court divided into 2 equal sections by a center line, attack lines, and outer boundaries.

Equipment: (6) 6" coated (foam) will be in play.

The Game: The object of the game is to eliminate all opposing players by getting them "OUT." This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
 - a. A ball may hit multiple players as long as it remains live.
 - b. A ball hits a player and that same player catches the ball, the throwing player is out.
 - c. A player catches a ball that has hit a teammate, the hit player and throwing player are out and the next player in the rotation enters the game.

- d. A player struck by a ball above the shoulders will not be considered out, UNLESS, it is ruled by a referee that they intentionally moved in a way that led to being hit above the shoulders.
 - e. Teams will be given a warning the first time a ball strikes an opponent above the shoulders. A second strike above the shoulders will result in the throwing player considered out (unless ruled intentional by referee as stated above).
2. Catching a LIVE ball thrown by your opponent before it touches the ground.
 - a. A ball can be caught over the boundary line as long as the player has both feet fully in bounds.
 - b. A player using their ball to block a thrown ball from an opponent, but has the ball they are blocking with knocked out of their hands, will be out.
 - c. A player using their ball to block a thrown ball from an opponent, has the ball they were blocking with knocked out of their hands, but catches the thrown ball; the throwing player will be out.
 3. One player may return to the game after a teammate catches a ball from the opposing team. Players must rotate in the same order they went out.
 4. When a team is down to one player on the court, the opposing team may move beyond the centerline to the other teams attack line. If the down team is able to bring a teammate back into play, the opposing team must retreat back to their side of the court and behind the attack line, before play continues.
 5. In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than five (5) seconds. Violations of this rule results in the opposing team receiving four (4) of the balls, and the game being restarted with both teams on their respective end lines.
 6. Ball is considered a "LIVE BALL" that has not touched anything, including the floor/ground, another ball, another player, official or other items outside the player field (wall, ceiling, etc)

Boundaries: During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. Any player that exits the court must be back on the court within 5 seconds of leaving the field of play, or they will be considered out.

The Opening Rush: The dodgeballs will be placed evenly along the center line to begin play. Players then take position behind their end line. The referee will signal play to begin and teams may approach the centerline to retrieve balls. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown. Any player throwing a ball before crossing the attack line after the rush will be considered out.

** Only during the opening rush can players step over the centerline when retrieving a ball and not be in violation.

Timing and Winning a Game: The match will be a best of three (3) games. The first team to legally eliminate all opposing players will be declared the winner. There is a ten (10) minute limit per game: at the end of the time limit the team with most remaining players will be called the winner of the game. If equal amount on each team – sudden death period with first team to eliminate a player from the opposing team wins.

Time-Outs & Substitutions: There are no team time-outs during game play. Referees may call a timeout for disputes or injuries. Substitutes may only enter a match between games or in the case of an injury.

Code of Conduct:

1. Play with integrity and respect the judgement of game officials and volunteer staff.
2. Understand, appreciate, and abide by the rules of the game.
3. Respect your opponent.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.
6. Fighting, vulgarity, or fits of rage will not be tolerated and will be punished with removal from the tournament.
7. Realize you are the “Target!”

Uniforms: Players are welcome to wear costumes or matching uniforms. Clothing is an extension of your body and players will be called out if a ball comes in contact with clothing.

Sportsmanship: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. There will be no abuse of referees or tournament officials tolerated, verbal or otherwise. Any indication of such behavior by a player, coach or spectator will result in immediate removal from the tournament location.