

Official Rules of The First Annual Ridgecrest Regional Hospital Dodgeball Tournament

PLAYING PROCEDURES

1. Play will be 6 on 6. A minimum of 4 is required to start the game.
2. Play will be held inside the basketball courts.
3. No substitutions will be allowed once a game has started, except for injuries. There is a 15 second stall count between each game for substitutions. No substitutions will be allowed after the 15 second count.
4. Team may substitute between games.
5. Ten (10) minute time limit. Team with the most wins in the 10 minutes will be deemed the winner. If teams are tied, there will be a sudden death game to determine match winner. This consists of ONE (1) ball placed in center line. Players start behind back line. The first team to get an out wins.
6. Game time is forfeit time, if your team is not there at your scheduled time you will forfeit.

THE GAME

SEC. 1 Objective

The objective of dodgeball is to eliminate all players of the opposing team by throwing one of six game balls and hitting the opposing player below the shoulders on the fly.

SEC. 2 Starting a Game

Each team starts with ONE (1) ball and then there are FOUR (4) balls evenly spread on the center line at the beginning of each game. Each player must start behind the back line. It is a sprint to the FOUR (4) balls once the play begins. There is a five (5) second grace period after the initial rush before balls can be thrown.

Play begins on the referees signal of "Go" and "Dodge" after the five (5) second grace period after the initial rush.

SEC. 3 Eliminating the Opposing Players

A player is out if:

- They throw a ball that is caught by the other team.
- They get hit by a ball thrown by the other team. (If the ball does bounce off an opposing player and is then caught the thrower will then be out. This is true even if a different player catches the ball. However if the ball bounces off another ball, the ball is dead). Players may use the ball to block; however, if the ball is knocked out of their hand while blocking, they will be out.
- They hit another player BELOW the shoulders. NO HEAD SHOTS ALLOWED.
- They cross the center line.

SEC. 4 Out of Bounds

A ball that hit any wall or ceiling is considered dead and is not back in play until someone has picked up the balls and throws it at an opponent.

SEC. 5 Off-Sides

The center line is the off-sides line. If any part of your foot or body touches the center line, you will be declared out and thrown ball will be dead.

SEC. 6 Stall Count

No player can hold the ball for longer than 5 seconds. Penalty- roll the ball gently to the other team. The opposing team is responsible for calling the stall count. For example: Stall 1, Stall 2, Stall 3...Stall 5. Then at this point the player must roll the ball over or is out.

SEC. 7 Court Procedures

Players are expected to be honest and take themselves out when the time comes. Players should not squat due to risk of being hit. Do not leave the basketball court during game play unless an injury occurs.

PLAYER CONDUCT

Unsportsmanlike conduct (intentional head shot, explicit language, or badgering the referee...) will result in immediate ejection from the game, and one less starting player for any further games in the match. In the case of a headshot the thrower will be out.