

YMF DODGEBALL TOURNAMENT

RULES AND REGULATIONS

Teams:

- Players:** A maximum of 6 players can be on the court at one time. Teams must have at least 4 to start. A team with less than 4 players on hand at the scheduled starting time will forfeit the match. Teams may have more than 6 players for substitutions and/or injuries; however prizes are based on 6 player teams.
- Substitutions:** Substitutions may be made at timeouts or in case of injury. You may only sub a player that has not yet played in the current game. After all subs have played you may reenter the game if you were not declared out.
- Referees:** Referees are supplied by the YMF for the tournament – four per court. Referees will be responsible for the clock, calling out of bounds and out players. Backline officials will be provided and will be responsible to help call out of bounds, out players and settle court controversy – one backline official per side per court. All referee decisions are final. Arguing with a referee is grounds for ejection from the match at the discretion of the ref and tournament official.

Field Size:

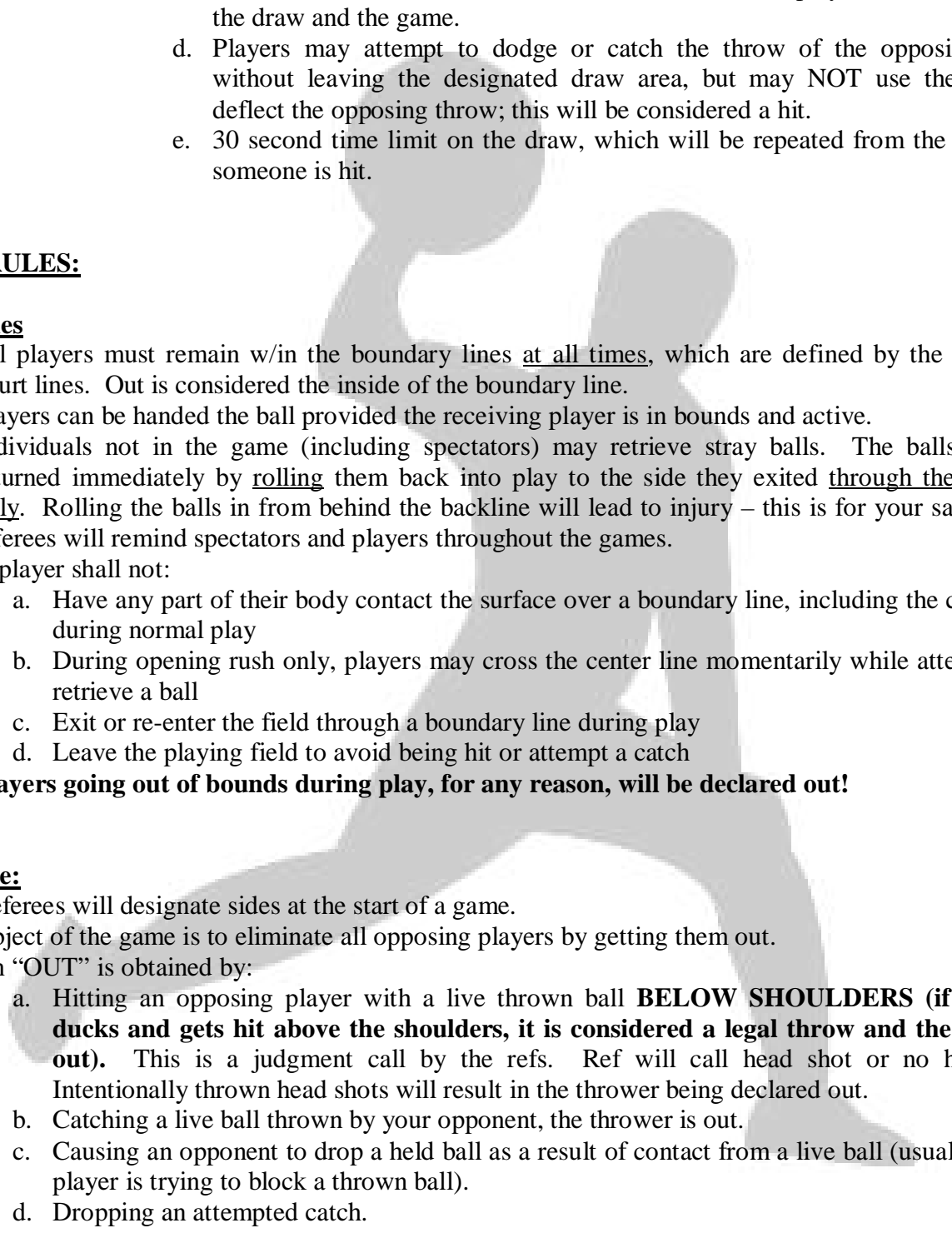
We will use the volleyball court lines as the boundaries. Teams will not be allowed to be outside these lines at any time during play. Anyone that is in the game that steps on these boundaries will be declared out.

Equipment:

- 4 balls per game
- Participants must wear gym shoes, shirt, and shorts/pants

Playing Time:

- The first round of matches in both the winners and losers brackets will consist of 3 games – a "best of three" match.
 - All other matches during tournament play will consist of 1 game.
1. A game will be no more than 5 minutes for regulation time.
 2. The clock will run continuously with the exception of injuries, time outs and referee time outs.
 3. The game ends during regulation if all active players from one team are eliminated.
 4. Each team will receive one 30 second timeout per game (including the best of three).
 - a. During time outs, teams may substitute with players that didn't start the game or players that had been substituted out (not hit out) and wish to re-enter (same # of players must re-enter game)
 5. After regulation, if an equal number of players remain on each team, a 2 minute sudden death overtime period will be played.
 - a. Overtime will begin with the same active players that ended the game in a tie.
 - b. Each team will get the same number of balls to start (2 each).
 - c. First team to eliminate 1 player from the other team will be the winner – all game rules apply.
 - d. No timeouts in overtime
 - e. NO SUBSTITUTIONS in overtime!
 6. After overtime, if no one is eliminated within 2 minutes, a dodge ball draw will occur.

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- a. A single player from each team that was on the court during OT will stand 15' apart in the designated draw areas.
 - b. Each player will have one ball with the ball starting on the ground next to the player and the player's hands by their sides.
 - c. At the refs call, a live draw will occur with the first player eliminated losing the draw and the game.
 - d. Players may attempt to dodge or catch the throw of the opposing player without leaving the designated draw area, but may NOT use their ball to deflect the opposing throw; this will be considered a hit.
 - e. 30 second time limit on the draw, which will be repeated from the start until someone is hit.

GAME RULES:

Boundaries

1. All players must remain w/in the boundary lines at all times, which are defined by the volleyball court lines. Out is considered the inside of the boundary line.
2. Players can be handed the ball provided the receiving player is in bounds and active.
3. Individuals not in the game (including spectators) may retrieve stray balls. The balls must be returned immediately by rolling them back into play to the side they exited through the sidelines only. Rolling the balls in from behind the backline will lead to injury – this is for your safety. The referees will remind spectators and players throughout the games.
4. A player shall not:
 - a. Have any part of their body contact the surface over a boundary line, including the center line during normal play
 - b. During opening rush only, players may cross the center line momentarily while attempting to retrieve a ball
 - c. Exit or re-enter the field through a boundary line during play
 - d. Leave the playing field to avoid being hit or attempt a catch
5. **Players going out of bounds during play, for any reason, will be declared out!**

The Game:

1. Referees will designate sides at the start of a game.
2. Object of the game is to eliminate all opposing players by getting them out.
3. An “OUT” is obtained by:
 - a. Hitting an opposing player with a live thrown ball **BELOW SHOULDERS (if a player ducks and gets hit above the shoulders, it is considered a legal throw and the player is out)**. This is a judgment call by the refs. Ref will call head shot or no head shot. Intentionally thrown head shots will result in the thrower being declared out.
 - b. Catching a live ball thrown by your opponent, the thrower is out.
 - c. Causing an opponent to drop a held ball as a result of contact from a live ball (usually when a player is trying to block a thrown ball).
 - d. Dropping an attempted catch.
 - e. Stepping out of bounds as described in *Boundaries*.
 - f. Definition of a Live Ball: a thrown ball that has not contacted the ground or a ball on the ground.
 - g. Low balls trapped against the ground will be considered a hit and the player trapping is out.

4. If a throw is caught, a player on the catching team that has been out can reenter the game (in the order that the players went out – first out is first in).
5. NFL rules apply while catching balls going out of bounds – two feet must be in bounds (as defined above) for the catch to count. If a player catches a ball with two feet in play and then falls out of bounds, the throwing player is out, the catching player is out and the catching team brings in the next player.
6. A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact of the thrown ball.
7. If a deflected ball (either hitting a person or off a held ball) is caught, the person who threw the ball is out. In this case, the person hit with the ball remains in the game, as well as a person who was out being brought back in. Similarly, if a ball is deflected by a ball held by a player or deflected by a player and hits another player, the player hit is out, i.e. balls are live until they are caught, hit the ground or go out of bounds.

To Begin:

1. Four dodgeballs will be placed at center court.
2. Players take position behind their end line.
3. On the whistle from the official, teams approach the centerline to retrieve the balls. Every ball retrieved on opening rush must be taken behind the attack line before it can be legally thrown (attack line being the 10 ft volleyball line). Note during regular play balls may be thrown from in front of the attack line.
4. A player may carry or pass a ball behind the attack line.

Stalling / 10 Second Violations:

1. During a regulation game a team must have the opportunity to eliminate an opposing player. This requires possession of a ball (CANNOT HOLD BALLS).
2. It is illegal for any player to control a ball for more than 10 seconds. A legitimate effort must be made to get rid of the balls into the opponents back court, but not throwing it far into or past the backline.
3. Penalty for 10 second violations:
 - 1st violation is to stop play and balls will be divided evenly between teams.
 - 2nd violation is a free throw for opposing team which constitutes an unobstructed throw at opponent without risk of elimination.
 - 3rd violation is ejection of one player from the offending team.
4. Balls can be passed among teammates, but 10 total seconds still apply.
5. Ten seconds starts when a player's hand touches the ball.

At the End of Each Game:

1. The winning team's captain must notify the Bracket Puba immediately upon game completion to ensure the proper teams move onto next round.
2. Each team captain is responsible for notifying his/her team on their game times.
3. The bracket will be posted on the gym wall throughout the tournament for viewing and official use.