

# The Rules



## The Teams

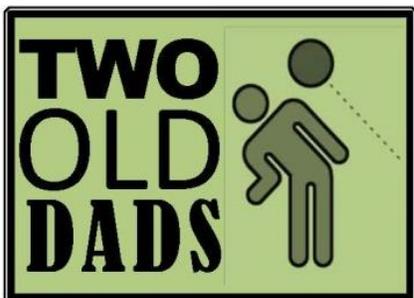
A team consists of 6 players with any combination of male and female (at least one of each). All players need to be 18+ years of age. Feel free to bring an extra player or two as reserves if you want.

## The Courts

The games will be played indoors at Litchfield High School gymnasium. There will be 2 courts taped off in the gym at the school for the first round. One large court will be taped off for the games in the advanced rounds. The tournament will be played in a double elimination format and brackets will be posted.

## Rules of the Game

1. The object of the game is to eliminate all opposing players by getting them "out". This may be done by the following:
  - a. Hitting an opposing player with a thrown ball.
  - b. Catching a thrown ball by your opponent before it touches the ground.
  - c. Causing an opponent to drop a live ball as a result of contact by another thrown live ball.
  - d. Stepping out of bounds to avoid getting hit.
  - e. Stepping over the center line.
2. Catching a ball thrown by an opposing team will result in an eliminated player from your team being allowed back in the game.
3. No intentional headshots - Hitting someone above the shoulders will result in the player who threw the ball to be eliminated and not the person who was hit.
4. A thrown live ball can only hit out 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.
5. During play, all players must remain within the boundary lines unless they are retrieving a ball.
6. Players must only leave from the back line to retrieve balls and must return to the court by the back lines.
7. Balls cannot be held for more than 5 seconds. If held more 5 seconds it needs to be dropped and rolled to the other team.



## Opening the Game

1. The game begins by placing 6 dodgeballs, split into even groups near the ends of center line. The referees will blow a whistle to start the game. Players rush the center and take the balls to the right.
2. A false start will be called if players move from their starting position prior to the official's signal to start the game.
3. The player must bring the ball back to the back line prior to the 1st throw. Players cannot immediately throw from the center line at the initial rush to get the dodgeballs.

## Winning the Game

The first team to legally eliminate all opposing players will be declared the winner. A 5/6minute time limit has been established for each game. If neither team has been eliminated at the end of the 5/6 minutes, the team with the greater number of players remaining will be declared the winner. All balls are dead (even if they are in the air) when the 5/6 minute horn sounds. In the case of an equal number of players remaining after the buzzer sounds, the remaining players will play Sudden Death. First person to get knocked out, loses the match.

## Rule Enforcement

Players will be expected to rule whether or not they were eliminated by a legal hit. Referees will be stationed at the end of center line to help facilitate the game. Referees will start game, confirm hits and catches and count ball possession time.

### **Referee's decisions are final - NO EXCEPTIONS**

(Remember, the referees are volunteers using their best judgment)

## Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of the game officials and volunteer staff.
3. Respect your opponent.
4. Refrain from using foul or abusive language.

