



TOURNAMENT RULES

The event will begin with round robin style pool play, followed by a two and out tournament. The rules are standard from the National Amateur Dodgeball Association. Please refer to the following rules to prepare for the tournament.

THE TEAM

Teams will be made up of 4 to 8 players. A maximum of six (6) players will compete on a side; others will be available as substitutes. Substitutes may only enter the game for a player who is still alive.

You may only play on one team, and all players must be listed on the roster in order to participate.

THE FIELD

The game will be played indoors on one of several courts. The playing field shall be a rectangle, divided into two (2) equal sections by a center-line and attack-lines parallel to the centerline. The court size is usually the size of a standard volleyball court.

THE EQUIPMENT

The official ball used in the tournament will be a standard dodgeball eight (8) inch rubber-coated foam ball.

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 anywhere with a LIVE ball.
2. Catching a LIVE ball thrown by your opponent.
3. Causing a player to drop a ball used for blocking a LIVE thrown ball.

Definition: LIVE – A THROWN ball that strikes a player or is caught by a player BEFORE contacting ANYTHING – ie. ground, wall, another player, or ball (as soon as a ball touches anything it is dead – it is either caught and the thrower is out, or strikes a player and they are out, or hits something else and is dead)

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.

Each division will have a different attack line.

In the event of a one-on-one situation, the attack lines are eliminated.

Players must not cross the center line to retrieve balls.

THE OPENING RUSH

The game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end-line. Following a signal by the official, teams may approach the center line to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the end-line before it can be legally thrown.

TIMING AND WINNING A GAME

Pool play matches will be seven (7) minutes long. Games will continue until that time expires.

Tournament matches will be best of 3 games. A three (3) minute time limit has been established for each game.

The first team to legally eliminate all opposing players will be declared the winner of a game. If neither team has been eliminated when time expires, the team with the greater number of players remaining will be declared the winner. If a tie occurs, a sudden-death, first team to eliminate an opposing team member, will win the game.

TIMEOUTS AND SUBSTITUTIONS

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.

5-SECOND VIOLATION

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. This also applies to tied teams. So make sure you throw the balls as soon as possible.

RULE ENFORCEMENT

Rules will be enforced primarily by the “honor system”. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a provided referee. The referee’s responsibility will be to rule on any situation in which teams cannot agree. **THE REFEREE’S DECISION IS FINAL – NO EXCEPTIONS.**

CODE OF CONDUCT

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and BBC staff – we are all volunteers.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents. Foul or abusive language will not be tolerated, **NO MATTER TO WHAT DEGREE YOU THINK THEY DESERVE IT.**