

DODGEBALL TOURNAMENT

Sponsored by Allen-Kramp Wealth Management

Team Sport Rules:

\$25 Per Team / Age Groups 13-16 & 17-20

RULE I PLAYING PROCEDURES

1. Play will be 5 on 5. A minimum of 4 is required to start the game.
2. Play will be held inside the North Grandstand on the Hancock County Fairgrounds.
3. **No substitutions** will be allowed once a game has started, except for injuries. Team may substitute between games.
4. There will be a 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.
5. Footwear is optional.
6. Game time is forfeit time, if your team is not there at your scheduled time you will forfeit.
7. Team will switch ends of the court between every game.

RULE II THE GAME

SEC. 1 Objective

The objective of dodgeball is to eliminate all players of the opposing team by throwing one of five 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 THREE (3) balls evenly spread on the center line at the beginning of each game. It is a sprint to the THREE (3) balls once the play begins. There is a five (5) second grace period after the initial rush before balls can be thrown. Each team member must start with one foot on their back line. Play begins on the referee signal of "Go" 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 as well. 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 cross the center line.

A player is not out if they get hit above the shoulders.

SEC. 4 Out of Bounds

A ball that goes outside the play area (arena) is considered dead and is not back in play until the ball is back in the play area. Aids will retrieve any ball that goes outside of the arena and will return it to the team side that it went out from.

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 the thrown ball will be dead.

SEC. 6 Court Procedures

Players are expected to be honest and take themselves out when the time comes. Once a player is out, they must stand outside of the play area. Players should not squat due to risk of being hit. Do not leave the arena during game play unless an injury occurs.

RULE III PLAYING DIMINISIONS

The short line is the center line for the dodgeball tournament.

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