

CVYFCA DODGEBALL TOURNAMENT 2018

Rules & Regulations of Play

These are guidelines and not intended to cover every aspect of the game.
Referees' decisions are final.

Teams

- Teams are made up of 6 to 8 players.
- Each game begins with six (6) players competing on a side.

Boundaries

1. All players must remain within the boundary lines.
2. Players may only pass through their end line to retrieve stray balls.
 - a. Players hit by a live ball while out of bounds retrieving a ball, facing away from the playing field, will not be declared out.
3. When retrieving a ball, the player must also immediately re-enter the playing field only from their end line.
4. A player shall not:
 - a. Have any part of their body contact the laying surface on or over a sideline.
 - b. Exit or re-enter the field through their sideline.
 - c. Leave the playing field to avoid being hit by or attempt to catch a ball.
 - d. Have any part of their body cross over the centerline and contact the ground on their opponent's side of the field.
5. A player may, without penalty, step on the centerline.
 - a. *Exception* - During the open rush, players may cross the centerline to retrieve balls.

The Game Best-of-Three matches. All games to be completed. 5-minute matches.

1. Matches will begin with a coin toss.
2. The team winning the coin toss will have a choice of sides to begin the match.
3. Teams will alternate sides following each game.
4. The object of the game is to eliminate all opposing players by getting them out.

Scoring an OUT

1. Hitting an opposing player with a live thrown ball
2. Catching a live ball thrown by your opponent.
3. Causing an opponent to drop a held ball as a result of contact by a thrown live ball (if player loses control of the held ball and then regains it they are still out).
4. A player stepping out of bounds.
5. Referees' decisions are final.

Opening Rush Rule

1. Each ball received at the opening rush must first be taken beyond the attack line before it may be thrown.
2. Players may only retrieve three balls on the right as they are facing the centerline.

Other Important Items

1. A live ball deflecting off a held ball remains alive only to the holder.
2. A live ball deflecting off a player remains live only to that player.
3. Once a player is out, they must drop any balls and exit the playing field immediately at the nearest sideline.
4. No player will be pronounced out after being hit by an opposing player violating the centerline (suicide attack).
5. After a caught ball, the team may reinstate an additional player (in the order of the first player out to the most recent).
6. No time-out, except for case of injury.
7. Substitutions can only be made between games.

Overtime If needed, after 5-minute game time has elapsed.

1. Any three players of each team take the field.
2. A coin toss determines which team starts on offense or defense.
3. The team on offense is given two balls and may take position anywhere on their side of the court.
4. After a signal, offense has five seconds to throw per round for each team.
5. Overtime will be played in rounds, one throw per round for each team.
6. At the end of each round, an additional player will be placed on each team.
7. Overtime ends when a ball is caught, or when only one team eliminates their opponent during a round.

The leading team may not stall to complete their win. A 5-second violation will be called.

1. First offense, balls will be divided evenly between the teams.
2. Second offense, a free throw from the offended team without risk of elimination will be granted.