

6 v 6 COED DODGEBALL TOURNAMENT

REGISTRATION

Each team will need to register, with all team members present before the first game begins. All participants must complete the registration form and sign the Liability Waiver prior to play. The Tournament begins at 12 pm. The Registration table opens at 11:30 am.

FORMAT

Each team is guaranteed a minimum of two matches. The tournament is double elimination.

A match between two teams is won by the team who wins the best of 3 games. Games are 7 minutes long.

The team with the last player standing is the winner of the match. If the match time ends (7 minutes) and more than one player is left, the team with the most players left on the court is declared the winner. If an even number of players are on both sides of the court, a sudden death round occurs. The player that gets out next during sudden death ends the game and that team is then the loser of the match.

THE TEAM

Teams will be made up of 6–8 players. Six (6) players will compete from each team. Other players will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of an injury. The team must have a minimum of two female players in the game, at the start of each game.

TOURNAMENT RULES

General:

- 6 balls are placed on the centerline in two groups of 3 (one group on each side of the centerline).
- Teams can only take the 3 balls on the line to their right initially.
- All balls must touch the back wall of the respective player in possession of each ball to be considered live. Any balls that do not touch the back wall before being played will be considered dead.
- Eliminated players must exit the court and line up in a designated area to signify they've been eliminated.
- Play continues until one team is eliminated.

- **Players who exit the boundaries of the court are called out.**
- **Only hits from the shoulders down will count..... NO HEADSHOTS!**

Catches:

- **If a player catches the ball thrown, the thrower is out and one player from the catcher's side may re-enter the game.**
- **The call made on whether a catch was in full control will be at the discretion of the referees.**

Blocks:

- **If a player blocks a thrown ball with their own ball and then the ball is caught, the thrower is out.**
- **A failed block will result in the person attempting to block being called out (a failed block would be dropping your blocking ball as a direct result of attempting to block or the thrown ball hitting the blocker after being deflected).**

Dead Balls:

- **A dead ball is a ball that hits an object, surface or teammate before the player, or a ball declared as dead by the referee.**
- **There is a 10 second holding rule. Players can only be in possession of the ball for 10 seconds. If a player still has possession after 10 seconds, the ball is considered dead.**
- **Dead balls must be rolled over with the intention of touching the opposing teams "wall". If a dead ball stops midway, the referee can step in and assist in the turnover.**