

# SEGHS Student-Staff Dodgeball

## Tournament Rules

### Teams, Players, Rosters

May have up to 8 players on roster.

May play with up to six (6) players on the court. The minimum number of players required on the court is four (4).

### The Court

- The boundaries of the court are determined by the boundaries going across the basketball court.
  - There will be two courts going at the same time.
- All active players must stay within these lines, unless they are retrieving a dodgeball that has exited the playing area.
- Players retrieving balls outside the playing area must exit and enter through the end (back) line.
- Players may reach across a side-line to retrieve a ball, provided an entire foot does not cross the side-line.
- Eliminated or bench players may help retrieve dodgeballs for their team.
  - These players may not enter the field of play or interfere with active play
  - A team is only entitled to the out-of-bounds dodgeballs on its' respective side.
    - The center line will extend out-of-bounds for this purpose

### Match Length

Each match will be 8 minutes in length with a continuous clock (No stoppages)

Within the 8 minutes, the team with the most games won within that match is the winner. (Match win=knocking out all your opponent's players)

### Substitutions

May only occur during dead balls. Referee will determine dead balls.

### Gameplay

The object of the game is to eliminate all opposing players. The first team to legally eliminate all opposing players wins the game.

If time expires, the team with the most players remaining wins the game.

**Sudden Death Overtime:** If there are an equal number of players on each team after time expires, a 2 min. overtime period will be played.  
The team to first eliminate a player on the opposing team wins the game.

## **Opening Rush**

Each game begins with an opening rush.

Six (6) dodgeballs will be placed on the center line, three (3) to each side.

Each team may only initially retrieve the three (3) dodgeballs to the team's right.

- After the opening rush, any remaining dodgeballs may be retrieved by either team.

Prior to the opening rush, all players must have both feet behind the end lines.

Any dodgeballs that are dropped and/or roll to the opposing team's court are lost.

During the opening rush, all dodgeballs must be moved behind the attack line before being thrown across the center line.

Following the opening rush, players may attack from anywhere in-bounds on their half of the court.

## **Live vs. Dead Ball**

Alive ball is a ball that is thrown; it is still live if it hits an active player or a held dodgeball.

The ball is dead once it hits an object other than an active player/held dodgeball or is caught.

Players may not kick, punt, or spike the ball. This will result in an unsportsmanlike yellow card.

## **Player Elimination**

A player will be eliminated if:

- hit at the shoulder level or below by a live ball.
- has live ball caught by an opposing player in bounds.

**CLARIFICATION** –If a player is hit or deflects a dodgeball and a teammate catches it, only the thrower is out or hits an opposing player above the shoulders with a live ball.

**EXCEPTION** - If a player crouches down/ducks and his/her head is below where his/her shoulders normally would be, and is hit above the shoulders, the dodging player will be considered out.

**CLARIFICATION** – If a player deflects a live dodgeball with a held ball, and the live dodgeball hits a teammate above shoulder level, the teammate is eliminated.

crosses the side-line with an entire foot to retrieve a dodgeball.

He/she crosses a boundary line with an entire foot while not retrieving a dodgeball.

He/she completely crosses the center line with an entire foot.

A player may use a dodgeball to block incoming throws

- However, if he or she drops the dodgeball as a result of blocking a ball, he or she will be out.

Players may intentionally drop a held ball in order to catch a live ball.

If a player catches a ball, a team member from his or her own team may come back.

The order in which the players come back into the game will be the order in which they were eliminated.

- For example, the first person out must be the first person back in.
- Once players are eliminated, they must immediately drop all balls and exit the court.
- Players should line up in the order they were eliminated in case they are reinstated by a catch on their side.

## **Stalling**

**Either team** may not possess all dodgeballs on its side for five (5) seconds or longer.

Stalling rules will apply for all game and time periods