

THE FIRST ANNUAL  
LINCOLN  
***DODGEBALL***  
TOURNAMENT



**MARCH 15  
9AM-6PM  
MATTANAWCOOK ACADEMY  
OFFICAL RULEBOOK**

## Teams

Teams will be made up of 6-10 players. Six (6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game if a ball is caught and there are less than six of their teammates on the court. Only six members of one team are allowed on the court during the game. The only other time a player may enter the game is during timeouts or in the case of injury. A minimum of four (4) players must be present to start a game. All participants must wear athletic court/gym shoes to participate. Uniforms are not required, but encouraged.

## Field and Equipment

A futsal field will be used for the game of dodge ball. There are marked sidelines, end lines, attack lines and one Centerline. Six (6) balls will be used for every match. Jail will be located along one side of the court on benches. The "inside" line of the court is not used, the court extends to separating wall.

## Boundaries

All players must **maintain one point of contact** in boundary lines unless going to retrieve a ball. The field of play is the basketball court between the electric partition wall and the far sideline and the total area behind the baseline extended from one wall to the other wall. When retrieving a ball, players must pass through the end line and immediately re-enter the playing area through the end line. A player not immediately re-entering the playing area will be declared out. A player may be handed a ball, provided the player receiving the ball remains completely within their team's field boundaries. A player may not enter or exit the court through the sidelines at any time, including avoiding being hit or attempting to catch a ball. Players must not have any part of their body cross the centerline and contact the ground on the opponents' side of the court. An automatic out will occur if a player leaves or enters through the sidelines or crosses the centerline.

## Beginning the Game

Game begins by placing the dodge balls along the centerline – 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 centerline to retrieve the balls. Anyone caught pushing an opponent at the start will be called out. Do not touch the other team "intentionally" at the beginning. Sliding will not be allowed at the beginning of the game, an out will be called. **If a player is called out due to sliding, they cannot re-enter the game via catch.**

Then they must retreat beyond the **attack line** before throwing the ball at opponents. After running up to retrieve a ball at the beginning of the game the player's feet must travel across the red/yellow line and both feet must be on the ground before the ball can be thrown. A player is not allowed to jump back across the line and throw the ball in midair. The player's feet must be on the ground behind the line.

## Object of 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 below the shoulders with a LIVE thrown ball.
2. Catching a LIVE ball thrown by your opponent before it touches the ground, basket or other object out of bounds.

3. Crossing the centerline or exiting or entering the court from any line but the back line when retrieving loose balls.
4. Kicking the ball at the other team with the intention to get a member of the opposite team out.
5. Headshots will result in the person throwing the ball out.

### **Declaring a Winner**

Matches will consist of 3 games. Games may last a maximum of 3 minutes. If the game time expires, the team with more active players on the court wins; a tie will result if there is an equal number of players on each side as the game time expires

### **Timing, Time-Outs**

3-minute games

3 games per match

Time outs once per match

### **Other**

In order to reduce stalling, the referee will have discretion to call a "stall attempt". The referee will signal this by raising his/her hand and loudly saying "stall warning". If the offending team has not made a legitimate throw, the referee will count down from 5 seconds. If the referee reaches zero on his/her countdown, all of the balls will go over to the non-offending team. Play will resume once the non-offending team has possession of all the balls.

Uniforms are considered part of a player's body. If the uniform is hit you are out.

Any ball that touches the ceiling or wall is a dead ball and does not result in an out.

If a defender attempts to catch a live ball, but drops it, the defender is out.

The defender may block a live ball with another ball. That ball is still a live ball however, until it hits the floor, wall or ceiling.

If a blocking ball is dropped as a result of contact from a live ball, then the player who drops the ball is out.

A player shall not leave the playing field to avoid being hit or in an attempt to catch a ball. The player violating this rule will be considered out.

**Unsportsmanlike conduct (intentional head shot, explicit language, or badgering the referee...) will result in immediate ejection from the game, and one less starting player for any further games in the match. In the case of a headshot the thrower will be out.**

### **Sudden death round:**

Each team selects one player for a round and play continues until one round is not tied.

Scoring: win = 2 points; tie = 1 point for each team; loss = 0 points

Fingers and hands are considered part of the blocking ball

If the score is tied at the end of an elimination match, the match will continue into an overtime game lasting a maximum of 3 minutes.

If the game is tied at end of the 3 minutes of overtime, "sudden death" is called. There is no reset when going into "sudden death". The first team to eliminate an opposing player will win the match.