

## HERE ARE THE RULES FOR DODGEBALL 2010

\*\*\***PRE-GAME**- each team will have an opportunity to do their team cheer. Team cheers can be altered, or upgraded from game to game. After cheers, everyone will come to the center court and someone will pray for that match.

\*\*\***START OF GAME**- Each team will have it's six players for that game with one foot on the baseline. The 6 court dodgeballs will be lined up on center court.

The refs will countdown and blow a sing whistle to start the scramble- all players will sprint to midcourt to get possession of the ball.

**After this time, there is a grace period where no one can be hit, so if you get the ball during the scramble, do not throw right away.** Once the scramble has settled, the refs will blow a double whistle to signal the start of the game

If two people are still fighting over the same ball, a redo scramble for that ball will be set up and a one on one scramble will take place before the double whistle is blown.

\*\*\***ELIMINATIONS**- here are the ways to eliminate another player or be eliminated- once you are eliminated, you can go to the sideline and wait for an opportunity to come back in. NOTE- we are not playing dungeon rules, so no throwing from the other side of the court to get back in.

1) You can be eliminated by hitting an opponent with a dodgeball. Throws must hit the player on the fly (no bouncing before) and then touch the ground. If the ball bounces before, then the hit does not count. The player is not out until the ball hits the ground (See #2) and one ball on the fly CAN eliminate multiple players.

2) You can eliminate an opponent by catching their throw. **THIS IS A DOUBLE DIPPING RULE-** If you catch a ball, the thrower is out, and your team can bring another player back in (**UP TO A MAX OF 6 PLAYERS ON THE COURT**). If a **teammate is hit, and the ball pops up into the air, and you catch it, then the** thrower is out, your teammate is NOT eliminated and you get to bring someone in.

3) You can be eliminated by trying to block a ball thrown at you with a ball in your hand- if your drop your ball (see defending for more details)

4) You will be eliminated if you step out of bounds or over the center line (except for on the the scramble)- **STAY ON THE COURT!**

5) **Rule by popular demand-** The KAMIKAZE throw will be accepted as a sacrificial move. Since a player is not out until their feet land out of bounds or over the center line, if a player jumps from his own side and throws the ball before he lands, the throw will count. The thrower will be out when they land over the line, but any person(s) that are hit by the ball will also be out. This also applies to a KAMIKAZE CATCH – jumping out of bounds to catch a ball as long as the ball is caught before the jumper's feet touch the ground out of bounds.

Please go out on your honor, or if the ref calls it. No arguing... let's keep this tourney fun (competitive fun).

\*\*\***DEFENDING**- here are the ways you can defend yourself from a thrown dodgeball

1) Dip, duck, dodge

2) Catching the ball

3) Deflecting the ball with a ball in your hands. You can **BLOCK** with another ball. After that deflection, the ball **CAN STILL BE CAUGHT FOR AN ELIMINATION**. But, **if you block with a ball in your hands and your drop the ball you are holding, then you are out.**

\*\*\***GAME ENDS**- either when the other team is out of players, or when time runs out. The time limit for each game is 7 minutes.

Each MATCH- is 3 games (best of three... but even if one team wins the first two, you must still play the third)

**SCORING AND SEEDING**- scoring and seeding for the playoffs are determined first by your team's Match Record. Any tied records will be determined by your team score- or how many people you had left on the courts total from your 3 matches (9games). A team that wins all matches with 1 player left on the court all three games has a score of 3. That team will be ranked below another team that wins a match, all three games, with out having anyone eliminated (score of 18).