

DODGEBALL GAME PLAY:

There will be 16-20 registered teams (with 10-15 players per team) and they will be **randomly** placed into Four divisions: example: Div. 1 (a,b,c,d) Div. 2 (e,f,g,h,) Div. 3 (i,j,k,l) Div. 4 (m.n,o,p) .

For the first hour to hour and a half each team will play everyone in their division (a vs b, a vs c, a vs d, etc.) @30 minutes (3 minute games). The winning team from each division moves on to the semifinals.

At the end of each game teams get:

2 points for win

1 point for tie

0 points for loss

Semifinals will be the winner of Div. 1 vs winner of Div. 2 and the winner of Div. 3 vs winner of Div. 4.

In the event that there's a tie between 2 or more teams, in a division, there will be a 1 minute playoff, followed by "sudden death" if that game remains tied. If it's between 3 teams use a hat with #'s 1 thru 3. The team that selects number 1 has a bye and plays the winner of teams 2 vs 3 (1 minute playoff)

Semifinal Teams will play 1 game. If you lose you are out.

The winning team from the Div. 1/ Div. 2 game will play the winning team from the Div. 3/ Div. 4 game in the Championship Game – best 2 of 3.

That will decide the WINNING TEAM!

Award Ceremony to follow

RULES:

Dodgeball teams will consist of **10 players on the court at one time (minimum 3 girls)**. Teams may have an additional 5 players to be substituted after a round has been completed or when an eliminated player is allowed back in the game.

There will be 2 referees per court, a timekeeper, and 6 balls.

The refs will place the 6 balls along the middle line of the court.

Teams will stand behind the back, end line and await the referee to blow the whistle to start the round.

There will be 2 whistles from the refs: first whistle – go get balls / second whistle – you may start throwing people out.

Any player hit by the opposing teams ball, on the fly (bounces do not count), will be eliminated.

(Eliminated players must stand out of bounds, in a designated area, in the order they were eliminated.

They may throw out of bounds balls back to their teammates, but not at the opposing team.)

If a thrown ball is caught by an opposing player, the player throwing the ball will be eliminated. Additionally, the team that caught the ball will be allowed to bring back a player in the order they were eliminated (starting with the first person removed **or they may use a sub**). This also includes catching a deflected or ricocheted ball off of one of your teammates or a ball popped off a player's ball. Balls caught off a wall, backboards, etc. will not result in any elimination.

Throws at someone's head (whether intentional or not) are not allowed. If a player is hit in the head they stay in the game. And the player that threw the ball will receive a warning.

Catching the ball out of bounds does not count. Anything caught or thrown out of bounds does not count.

Players may block the opposing teams throw with their ball. If the ball is knocked out of their hands while blocking it, that player will be eliminated. Unless, the thrown ball is caught by you or your teammates, then you will be saved and the opposing player will be out.

Teams are not allowed to stall with the ball. A ball needs to be thrown within 15 seconds from each side. If a team member holds a ball for more than 15 seconds a ref may call delay of game forcing the team member holding the ball to roll the ball over to the opposing team's side.

Teams may give their retrieved ball to another player to be thrown.

If the last remaining team members from both sides are eliminated simultaneously (balls hit them at the same time) play continues sudden death with the same players until next one gets eliminated.

Once all of the players are eliminated the team with players remaining has won the game.

The ref will set up the start of the next game.

***Unsportsmanlike conduct will not be tolerated.**

***Players must wear gym shoes (no black soled shoes)**

***Any unforeseen circumstances will be taken to the "Commissioner" for a final ruling.**