

A title card for a Dodgeball Tournament. The text "DODGEBALL TOURNAMENT" is written in large, bold, orange, sans-serif capital letters. The background is a dark grey image showing several red dodgeballs and a pair of black and yellow athletic shoes. An orange horizontal bar is at the top of the image.

# DODGEBALL TOURNAMENT

## DATE

Friday, March 2, 7 – 10 pm

## WHERE

Berean Fellowship Church  
300 Rockfield Circle  
Pittsburgh, PA 15243  
(412) 220-HOPE (4673)

## COST

\$5 / person

## RULES OF THE TOURNAMENT

- Each team must submit a team application, which includes a team roster. For a team member to be eligible to play for that team, they must be on the submitted team roster.
- Each team member must submit an individual application including a liability waiver and insurance information.
- Each individual may be on only one (1) team roster and may not play for multiple teams entered into this tournament.
- Each team must have a team t-shirt with each team member of that team wearing the team shirt. (These team shirts can be as simple as all wearing the same colored t-shirt – graphics are welcome, but not required.)
- Each team must have five players and may have one alternate. (There will be a maximum total of six (6) on the roster and the alternate can be substituted in and out through the session of play.)
- Teams may be co-ed.
- There will be three divisions: Middle School division (grades 6-8), High School division (grades 9-12), Post-High School (ages 18 – 30).
- The games will be single elimination with only the winner (2 round winner) advancing to further play. If time allows, based on the number of entries, the Tournament officials may elect to do double elimination play.

## GAME RULES

- Each team will have no more or no less than five players on the court at the beginning of each game.
- Each round is the best of three games. The first team to win two games will advance to the next round of competition.
- Each game has a time limit of three (3) minutes. At the end of three minutes, the team with the most players on the court wins. The first team to legally eliminate all opposing players will be declared the winner of that game. If neither team has been eliminated at the end of the 3 minutes, the team with the greater number of players remaining in play on the court will be declared the winner.
- Six balls will be used during each game.
- The Opening Rush: All balls will start at the midline boundary at each game—three on each side of the midline hash boundary. Players will then take a position touching their respective end line. Following a signal by the official, each team will advance to retrieve the balls. Teams may only retrieve the three (3) balls on their side of the midline hash boundary. Before a ball becomes “active” and can be legally thrown, it must be returned to the team’s base line, where it will then become “activated” for play.
- Boundaries: Players that step on or across any boundary line, including the mid-line, will be ejected from play, unless the retreat is out the back end line to retrieve a stray ball.
- Players who are hit by a ball thrown by the opposing team are out, unless:
  - the ball is caught before hitting the ground;
  - the thrown ball is deemed an intentional head shot;
  - the thrown ball has hit the floor, another ball, another player, an official or other item outside of the playing field (wall, ceiling, etc.).
- A player who throws the ball resulting in a head shot (anything above the shoulders) is out unless the opposing player is ducking to avoid the ball, in which case the player being hit is out.
- 5-Second Violation: In order to reduce stalling, a violation will be called if a team controls all six (6) balls on their side of the court for more than five (5) seconds. If a team has all balls on their side, they have five seconds (as counted out loud by a referee) to throw one of the balls. If the team does not discard the ball within five seconds, the charging referee will call one of the players out.
- If a player catches a thrown ball before it hits the ground, the first eliminated teammate may return to the court, and the opposing player who threw the ball is out. Players will return to play in the order that they were eliminated. The only exception to this is if the reserve player is substituted in, and the other player then becomes the reserve player. Only one substitution can be made during the 3 minute round.
- Players may use a ball to block oncoming balls, but if they lose control of the ball they are holding and drop it, they are out.
- Players may not physically touch any opposing player. This will result in the player being terminated from the tournament.

## CODE OF CONDUCT

- Understand, appreciate and abide by the rules of the game.
- Respect the integrity and judgment of game referees and Dodgeball staff.
- Respect your opponent.
- Be responsible for your actions and maintain self-control.
- Do not taunt or bait opponents.
- No foul or abusive language will be tolerated.
- Players may not argue with the referees’ decisions.
- Players may not spike the balls.
- Players may not kick the balls.
- Players may not hold more than one ball at a time.
- Note: All referee’s decisions are final. Not complying with, arguing with, or disrespecting referees will result in a One for One. If the behavior continues, the Head referee will declare the opposing team the winner for the game and can disqualify the entire team at his discretion!