

Coon Rapids Lions Club Annual Dodgeball Tournament

Rule Book

The Court

The court is divided into two 30' x 30' neutral zone located at center court separating the two sides, an attack line located parallel 10' from the center line, for a total court length of 60' from endline to endline, and a total width of 30' from sideline to sideline.

Approximately 2' to 3' should be allotted for an out of bound area, allowing officials to move freely along the side lines.

Every effort should be made to obtain the correct dimensions. However court size may be adjusted to best suit the available space.

Equipment

Six (6) regulation size balls should be used

The official ball used in tournament will be 6.2" rubber-coated foam ball

Players

Teams consist of at least 8 players of which two need to be of opposite sex.

Eight players will start the game

Substitutions

Substitutions must be made prior to the start of the game. No substitutions can be made during a game, except in cases of injury. Players can only play on one team.

Matches

Matches will be a timed game. A game will be played until time expires or all opponents are eliminated on one side if time expires, all remaining players are counted. The team with the most players remaining wins the game.

Beginning Play

Play begins with all players positioned behind their team's end line, on their chest.

The Rush

The Rush occurs at the beginning of each game or reset.

Upon the official's signal, both teams rush to center court and attempt to retrieve as many balls

as possible.

A team may rush with as many or as few players as it wants, but at least one person from each team has to rush.

There is no limit to how many balls an individual player may retrieve.

Players may not slide or dive head first into the neutral zone or they will be called out.

Crossing over the neutral zone will result in an “out.”

Players may not physically grab and pull another player across the neutral zone or prevent them from returning to their side of the court.

Putting a Ball into Play

The player and the ball must go completely behind the attack line. During the Rush, any ball retrieved from the neutral zone must be returned behind the attack line before it may be thrown at an opponent. A ball that hasn't crossed the attack line is considered a dead ball, any hits or catches are voided plays.

There are several ways to put a ball into play following a Rush.

1. A player carries the ball across the attack line.
2. A player passes the ball to a teammate who is behind or carries it across the attack line.
3. A player may rebound the ball off the back wall of a closed court.

Time Outs

There are no team time outs.

Outs

Player shall be deemed “out” when a live ball hits any part of the player's body, clothing, or uniform.

If a player is hit by a live ball and the ball bounces off them and hit another player, both are out.

All out of bound balls must be put in play by an official, if not, team that receives the ball from audience will lose one player.

A defending player catches a live ball they have thrown.

Players shall return from the Queue in the order they were put “out” (I.e. first “out,” first “in”).

Headshots will be legal.

Blocking

Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed “out”.

Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out".

Stalling

The act of intentionally delaying the game.

If a referee determines that a player or team is stalling, the referee will warn player or team. If the stalling continues, at the referee's discretion, player or team will lose possession of all balls on their side.

If both teams are stalling a reset should occur.

Out of Bounds Rule

If any part of the player's body touches the endlines or far neutral zone line, the player shall be deemed "out".

Momentum may carry a player out of bounds while making a catch. Providing control of the ball was established prior going out of bounds.

Other Info

\$40 pre-registration fee

\$48 day of dodge ball tourney

Must sign waiver

Rules may be revised before the first game is played, if this does happen, new rules will be sent to you or they will be explained before the tournament begins.