

**2024 Kennebunkport Rec Dodgeball Tournament Rules**

RULE I: Tournament Format

1. Tournament play will be 5v5, with a minimum of 4 players required to start each game
2. No substitutions will be allowed once the game starts unless there is an injury
3. Teams may only make substitutions in-between games.
4. Tournament will follow a Round Robin format, with each team guaranteed to play four games. There will be five rounds of play in total with the final round taking place at the end of Round Robin play.
5. Each game will last five minutes. (No overtime or sudden death)
6. The team with the most points at the end of each game will win the match (see Scoring Rules).
7. Points will be tallied throughout the five rounds to determine the two highest scoring teams.
8. All starting players must be present by the beginning of each match. If a team is missing any starting players, they will forfeit the match and receive no points.

Rule II: Scoring Rules

* At the end of each game, each player that is remaining on the court will count for a point for your team (if you have five players left at the end of the round, your team will receive 5 points)
* The objective is to keep your players on the floor and eliminate the other teams players (if everyone on one team is out before the round is over, the winning team will receive 5 points and the losing team will receive zero points)
* The two teams with the most total points after their four games will play in the championship

RULE III The Game:

Sec. 1 Objective

The objective of dodgeball is to eliminate all players of the opposing team by throwing one of the five balls and hitting an opposing player on the fly below the neck or by catching a ball thrown by the opposing team.

Sec. 2 Starting the game

The game will start with all five balls lined up on the center line with all players touching the back wall of their side of the court. When the buzzer sounds, teams will rush to the center line to grab the balls, but cannot throw until the end of the 5 second grace period. Play officially begins after the 5 grace period and is signaled by the officials command.

Sec. 3 Eliminating the Opposing Players

A player is out if:

* They throw a ball that is caught by the other team
* They get hit with a ball thrown at them by the opposing team (must be in the air and hit below the shoulders)
* They throw a ball that bounces off a player and then is caught by another teammate. (The ball is considered dead if it hits the floor, ceiling or any walls)
* You can block the ball with another ball, but if the ball is knocked out of your hand, you are out
* They hit another player above the shoulders
* They cross or step on or over the centerline

A player is not out if:

* Their ball is caught off the wall or ceiling
* They get hit above the shoulders
* The ball hits the ground before hitting the player
* They catch a ball that hits another one of their teammates (their teammate is still out)

Sec. 4 Returning to Play

If you are out, players must line up on the side of the court in the order they got out in. This forms the resurrection line.

If their teammate catches a ball, then the first player at the start of the resurrection line comes back into play. The revived player must first touch the back wall before entering play. Revived players must also be in the line at the time of the catch in order to be brought back in.

Sec. 5 Out of Bounds

A ball that hits any wall or ceiling is considered dead and is not back in play until someone has picked up the ball and throws it at an opponent.

Sec. 6 Offsides

The center line is the off-sides line. If any part of your foot or body touches the line, you will be declared out and the thrown ball will be dead.

Sec. 7 Stall Count

No player can hold the ball for longer than 5 seconds. Players that hold the ball for longer than 5 seconds will be issued a penalty.

**Penalty**- Player must roll the ball to the other team. The opposing team and referees are responsible for the stall count. For example: Stall 1, Stall 2, Stall 3,... Stall 5. At this point the player must roll the ball over or the player is out.

Sec. 8 Court Procedures

Players are expected to be honest and take themselves out when they have been hit by an opposing player. Any arguing with officials/staff will not be tolerated. Once a player is out they must follow the Returning to Play rules. (See Sec. 4).

Players should not squat or sit due to risk of being hit.

Do not leave the court during play unless injury occurs.