



DODGEBALL FOR HOPE TOURNAMENT RULES

ATMOSPHERE

Dodgeball for Hope is a family friendly event. If any player or team is not compliant with game rules or event expectations, the player or team may be disqualified at the discretion of the tournament referees.

TEAMS

A team consists of 5 players.

TO WIN

The object of the game is to eliminate all 5 opposing players. This can be done by:

- Hitting an opposing player with a live ball below the shoulders, including on clothing or accessories.
- Catching a live ball thrown by opponent without touching another surface - floor, wall, another person, or another ball.

A live ball is a ball that has been thrown before time expires and has not touched anything.

START OF MATCH

Teams are responsible for being ready when their team is set to play.

After the referee's signal, teams have 60 seconds to arrive on their designated sides.

If a player or players have not arrived at the end of 60 seconds, only players on court can start the match.

Players can join the next available space on the first out, first in line (see caught ball rule).

Teams with no players present after the 60 second signal will forfeit the match, no exceptions.

Matches are timed to five (5) minutes for Major League, three (3) minutes for Minor League.

OPENING RUSH

Six (6) tournament sized dodgeballs will be placed on the center line of the court, three (3) being placed on either side of the center line.

Players take their position with one hand on the back court wall.

Following the referee's signal, teams can retrieve their three balls to the right of the center hash line.

Ball must be brought behind the attack line before it can be thrown.

GAME PLAY

Boundaries: If a player's whole foot steps over the center line, they will be ruled as out.

Caught Ball Rule: In the case of a live caught ball, the catcher's teammate may return to the game in the order that they were eliminated. The thrower on the opposing team will be out.

Stalling: If a team controls all balls in play for more than 10 seconds, a violation will be called and play will be paused. The team must forfeit all balls to the other team.

Referee calls: Calls made by the referees are final.

Questioning or disrespecting a referee may disqualify you and/or your team from play.

END OF MATCH

If neither team has been eliminated before end of play, the team with more players is declared the winner.

In the event of a tie, a one minute overtime sudden death game will be played. All players still in play will be given a ball (up to 3 balls), the first team to eliminate a single opponent out is the winner.

In the event the minute expires, play is paused and all players will return to the game for double overtime.

The first team to eliminate a single opponent is the winner.