

Thanksgiving Dodgeball Tournament Rules

1. A game consists of the best of 3 matches. After each match teams will switch sides. Ten players will start on the court per team.

IF YOU FIGHT OR ARGUE YOU WILL GO HOME!

2. Players will line up against the wall beneath the baskets. If you cross those lines in order to dodge or throw a ball you will be out. You may cross lines to retrieve balls only. If you are out of bounds retrieving a ball and you get hit you will NOT be out. You may not throw a ball from out of bounds, doing so will result in you being out.

3. 8 balls will be used per court.

4. Players hit with thrown balls (in the air) are out. Clothing counts as part of the body, INCLUDING HATS.

5. Any thrown ball that is caught by the opposing team before it hits anything else will cause the thrower to be out.

6. If a ball is caught, one player from the catching team may re-enter play.

A. Player re-entry is based on the order in which players are put out.

B. Officials will supervise re-entry and do their best to resolve questions about players being hit- Be Honest! The Officials can't see everything.

C. Players entering the floor from the side will have 5 second entry halo, or until they pick up a ball. Whichever happens first.

7. HEAD SHOTS will count. We are not in elementary school anymore. If you get hit in the head you are still out no matter what.

8. Players that cross mid court are out. They may jump and throw, once they touch the ground they are out. Players may step on the line. If the foot completely clears the line, then they are out.

9. Balls may be blocked with another ball.

A. If in an attempt to block a ball, the ball used to block is dropped, the player is out. If a player attempts to block and it touches a player/s, player/s is out.

B. Once a blocked or deflected ball touches a wall, basket, seating or floor it is dead.

C. Balls caught after they are blocked will result in an out to the thrower

10. Once a team is reduced to one player. If there is no change in player rotation after 1 minute the game will be called and the team with the most players on the court wins.

11. 5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all eight (8) balls on their side of the court for more than 5 seconds. This also applies to teams who have the same number of players as the other team. Violations will result in a loss of a player.

12.. If a match comes down to a one on one player situation, play will be called dead, each player will be given a ball and start on their own baseline. Players may use the entire court (as long as it is inbounds, unless retrieving a ball) to determine a winner.

13. MONEY BALL

In order for the Money Ball to be in play, ONE team can only have one player left. If that player makes a basket with ANY BALL, without crossing the center line, on the opposite team's basket, the entire team (9 Players) gets to re-enter the game. This rule is only valid if ONE team is down to ONE player. If both teams are down to one player, playing rules revert to Rule 10-A and Money Ball is no longer in play. If the player who threw the money ball gets hit while it is still in the air the ball is still alive and will count if a basket is made.

14. Remember the five D's of Dodgeball.

Dodge – Duck - Dip - Dive & Dodge

15. If teams are tied in pool play the following tie breakers will be used:

- 1st head to head winner.
- 2nd One game tie breaker.
- In the event of a three way tie, the tie breaker will be one match, winner stays, Round Robin.

Organization

1. Teams may have 12 players on their roster.
2. Only 10 players may play in a game.
3. Matches will consist of the best of three games. The winner of two games wins the match.
4. The team will consist of adult players. Three high school aged players 16 or older are allowed per team.
5. Swearing, fighting, cheating and other poor behaviors will not be tolerated. Violators will be asked to leave. Do not fight or cheat!!! Same applies for spectators- see attached spectator code of conduct

6. All Games will be played at Diamond Fork Middle School.
7. 1st & 2nd place teams will receive awards.
8. Games will be played on courts as soon as the prior game scheduled is complete.
9. Teams need to stay at the building and be ready to take the court upon completion of the previous game.
10. A person can only play on ONE team. No team jumping!

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Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and Spanish Fork recreation staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.
6. No alcohol or tobacco will be allowed in the schools or on school grounds (includes E-cigs and vaporizers).
7. No food or drink allowed in the school gyms! (Exceptions to this are water bottles).