



DODGEBALL RULES

1. Team Composition

- Each team consists of six players on the court at a time, with up to four substitutes.
- Substitutions must be made prior to the start of the game. No substitutions can be made during a game, except in cases of injury
- Teams must wear similar clothing to distinguish you're on the same team. (Themed outfits encouraged!)
- All players must be present during the registration time; no late entries will be allowed.

2. Game Length and Structure

- Games will be 7 minutes long; or all players on one team are eliminated before 7 minutes mark.
- If time expires, the team with the most remaining players wins.
- In case of a tie, a 1 minute sudden death round will be played.

3. Tournament Format

TBD by number of teams

4. Refereeing

- Teams are expected to play with honesty and with sportsmanship.
- Referees will be provided for all games. Their calls are final.
- Any fighting may result in the ejection of the tournament.

5. Gameplay Rules

Beginning Play

- Play begins with all players positioned behind their team's endline.

The Rush

- The Rush occurs at the beginning of each game or reset
- Upon the official's signal, both teams rush to the 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.
- Crossing the center line will result in an "out"
- Players may not physically grab and pull another player across the neutral zone to prevent them from returning to their side of the court



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Putting a Ball in Play

- The player and the ball must go completely behind the kitchen 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:
- A player carries the ball across the attack line.
- A player passes the ball to a teammate who is behind or carries it across the attack line.

Time Outs

- There are no team time outs except in the event of an injury.

Outs

Elimination: A player is "out" if:

- They are hit by a live ball anywhere on the player's body, clothing or uniform (before the ball touches the ground).
- If a player is hit by a live ball rebounding off another player or rebounding off a ball lying on the court.
- A defender catches a live ball thrown by opponent.
- Re- entry: A player may return to the game if their team catches a ball. Players re-enter in the order they were eliminated.
- Ball possession: Players must throw within 15 seconds of gaining possession.

Blocking:

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

Stalling: (The act of intentionally delaying the game.)

- If a referee determines that a player or team is stalling, at the referee's discretion, the player or the team will lose possession of all balls on their side.
- If both teams are stalling, a reset should occur.



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Equipment & Court:

- Number of balls: 5 balls per game
- Court Size: Pickleball Court
- The “Kitchen” on the Pickleball Court will be used as the “Neutral Zone” for the rush.

Conduct & Fair Play:

- Teams are expected to compete in a fun, respectful and safe manner.
- No intentional headshots are allowed.
- Arguing or unsportsmanlike behaviour may result in penalties, including ejection from the tournament.