

LC DODGEBALL TOURNAMENT RULES



OBJECTIVE:

The object of the game is to eliminate all opposing players by getting them “**OUT**”. This can be done by:

1. Hitting an opposing player with a thrown ball (clothing is considered part of the body).
2. Catching a ball thrown by your opponent before it touches the ground.

Once a player is called **OUT**, they cannot come back into that game unless a ball is caught by your teammate, in which case the referee will allow the **LAST** ousted player to come back into the game *or* a time out is called and a “**BUY IN BUCKS**” is used (see below for “**BUY IN BUCK**” rules).

First team to eliminate all opposing players OR has the most players remaining on the court when time expires is the winner.

ROSTERS:

Rosters are official with wristband. Rosters will consist of 6-10 players and may NOT have more than one LCHS basketball player. (See definition of “Basketball Player” on the Roster form). Each team starts with 6 players on the court. No exceptions!

TEAM CAPTAINS: (THE LCHS Basketball Player is the TEAM CAPTAIN/PUBLIC Team Creator)

Each Team Captain must check their team in at 12:00pm:

- Verify all paperwork & entry fees have been submitted.
- Pick wrist bands for your team and distribute to teammates. (Captain wristband will be a different color)
- Check in with Scorekeeper 10 minutes prior to EACH game to verify their team is ready to play and players are on roster & accounted for. Any team playing with a player on another roster will be disqualified.

TIME:

There will be a 5 minute time limit for each game. **Matches will be the best 2 of 3 games.** If neither team has been eliminated at the end of 5 minutes, the team with the most players left on the court is declared the winner. Bracket games ending in a “**TIE**” will be broken by a 3 minute playoff game.

There is a 20 second “shot clock”. A player holding the ball for longer than 20 seconds will receive a warning from the referee. A repeated infraction will result in the player holding the ball being called **OUT**.

ATTIRE:

Wear comfortable athletic clothing. Athletic/tennis shoes are mandatory. School appropriate teams uniforms encouraged.

BOUNDARIES:

Games will begin with all of the balls placed along the division line. Each game will be played with 6 balls. Players must be positioned behind their respective baselines before the start of the game. All players are limited to the court. A player may only leave the court under the following two conditions:

1. They are “**OUT**”, *or*
2. To attempt to catch a deflected ball that is still live (deflected off a teammate).

A player may **NOT** go out of bounds to avoid getting hit. Doing so will result in an “**OUT.**” Catching a ball out of bounds does not count unless it is deflected off of a teammate and caught before it hits the ground.

A player may step on the center line that divides the court in half, but stepping over the line will result in an “**OUT.**” This will be by Referee judgment, we do not have an instant replay system, and the referee’s decision is FINAL! NO Arguing. Arguing may result in disqualification.

DEFLECTIONS:

1. Deflections off the floor, walls, spectators or officials are considered “Dead Balls.”
2. Deflections off a teammate count and both players hit are **OUT**, unless the deflection off teammate 1 is caught by teammate 2.
3. If a ball hits another ball, which a player retains in their possession, it does not make either player out.
4. If a ball hits another ball, which a player retains in their possession, and that ball is caught by a teammate, the person who threw the ball is **OUT**.
5. If a ball hits another ball, which a player retains in their possession and that ball then hits a teammate, the teammate is **OUT**.
6. If a ball hits a ball that a player is holding and the ball is knocked out of the players hands, that player is **OUT**.
7. A ball rebounding off a catch attempt may be caught before touching the floor by any teammate on the “HIT” player’s team. Result: the thrower is **OUT**.

TIME OUTS:

Each Team will be allowed TWO 15 second time outs per game (total 4 per game). A time out may be used to substitute players, use a “**BUY IN BUCKS**” to re-enter players that have been called “**OUT**” or strategize. A girl **may not** be substituted for a boy during this time.

REFEREES:

Referees will supervise all games. The referee’s decision is final! **NO EXCEPTIONS!** **Excessive arguing will cost that team another player.** All players are expected to be honorable and be on their best behavior. Please call yourself “**OUT**” even if the referee did not see you.

CHEATING:

Any player caught cheating (example: sneaking back into the game after being called **OUT**) will be called **OUT** again and will also cost his or her team an additional **OUT**. The additional ousted player will be selected by the opposing team. All players are expected to be on their best behavior. Jumping Rosters **WILL** cause the team to be eliminated from the tournament.

HEAD SHOTS WILL NOT BE TOLERATED. IN THE JUDGEMENT OF THE REFEREE, ANY PLAYER THOUGHT TO HAVE INTENTIONALLY THROWN A “HEAD SHOT” WILL BE OUT AND REMOVED FROM THE REMAINDER OF THE CURRENT GAME IN PROGRESS.

BUY IN BUCKS:

BUY IN BUCKS will be \$5.00 each and may be utilized during the timeouts to purchase the re-entry of a player that has been called “**OUT**”. **1 BUY IN BUCKS = 1 PLAYER** There is no limit of **BUY IN BUCKS** that can be used **BUT** they can only be used during the timeouts. Once timeouts are utilized, no **BUY IN BUCKS** can be used. These can be purchased at the Registration Check In table **OR** at each Court from the Court Coordinator keeping time.

Parents, sponsors & friends may purchase **BUY IN BUCKS** from the Scorekeeper during the game on behalf of their team but may only be used during the timeouts.

HAVE FUN...BE SAFE...RESPECT THE RULES!