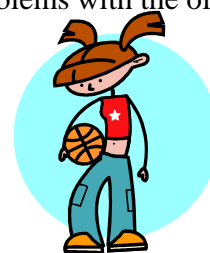


## Dodge Ball Rules and Regulations

### Teams

1. All teams must consist of 6-8 players. If you do not have a full team, you may sign up as an individual or as a smaller group and will be placed on a team with other people just like you. 😊
2. Only 6 people will be allowed on the court; therefore you are allowed two substitutes.  
\* Substitutions can only be made at the start of a new game, or if an injury occurs.
3. All teams are **co-ed**, with at least **2 females**, if the majority of the team is males (or **2 males**, if majority of the team is females). **At least 2 of each gender must start every game!**
4. *Teams can come from anywhere and be of all shapes and sizes.*
5. **The tournament is \$5 per person to register**, and all participants must wear recreational attire including, tennis shoes, matching shirts, and protective eyewear. Matching team t-shirts can be purchased for \$10 apiece. If players need to borrow eyewear it will be available.
6. No jewelry or hats may be worn on the court.
7. A floor captain must be designated for each team. They may discuss problems with the officials and help in the start of the game.
8. Each team is allowed **1** time out per regulation game.



### The Game

1. This is a **double elimination** tournament. Each game will last 8 minutes.
2. The first team to eliminate all opposing players or the team with the greatest number of players remaining at the end of regulation time will be declared the winner.
3. A 1 minute overtime period will take place if there are an equal number of players at the end of a regulation game. If there are still an equal number of players after the 1 minute overtime session, we will have additional overtime periods until there are an unequal number of players on each side.
4. The court size will be equivalent to a standard volleyball court (60' x 30').
5. Players cannot leave their boundary lines other than to retrieve a stray ball. Players may not touch the center line. If they do, they will be called out. Your substitute team members, or those who are already out may retrieve the stray dodgeballs.

### How do I sign up?

Bring a completed team sign up form with the permission slip and \$5 per person to Sr. Schartow as soon as possible. (or send them through interschool mail) If you are not a team from the Linden district, please mail everything to: Linden High School (Make checks payable to: The Linden High School Spanish Club)

Attn: Matt Schartow  
7201 Silver Lake Road  
Linden, MI 48451

To ensure you are part of a team, turn in all team members slips and money at the same time. (We must have a permission slip signed by a parent on file if a participant is under 18 years of age or a Linden Schools student.)

2. Bring in completed t-shirts forms if your team wants to order them at the same time.

### More Specifics:

\*Once a ball hits an opposing player or a ball being used as a shield without being caught, the ball is dead when traveling to someone else, meaning one ball cannot get more than one person out.

-If a ball deflects off of a player and is caught by another player. The thrower is still IN, and the person the ball hit first is OUT.

-If a player is using a ball as a shield and blocks a ball that then hits someone else, **NOBODY IS OUT.**

-If a player deflects a ball with another ball used as a shield, and someone else catches it, **NOBODY IS OUT.**

\*After a ball is deflected either by hitting someone or by a ball used as a shield, the ball is **ONLY** in play for the person that the ball just hit, or used the ball as a shield.

-If the ball deflects off of a particular player and that **SAME** player catches it before it hits the ground, it is a catch, and the thrower is OUT.

-If a player is using a ball in their hands as a shield and the thrown ball deflects off of the ball being used as a shield and hits **THAT SAME** player, the player that got hit is OUT.

\*Once a ball hits the ground, it is dead, and cannot get anybody out.

\*Players must stay within the boundary lines, which include not stepping on the center line, at all times.

-Players who go out of bounds too much, or “hide” beyond the boundary line, may be called OUT at the discretion of the referee.

-If a player is dodging and accidentally jumps out of bounds, they can be called out, but the referee will normally give a warning first, and future infractions may cause them to officially be called OUT.

-A player is still “live” and “in play” when they are out of bounds and can still get out or catch the ball, whether that be retrieving a ball or otherwise, for if we were to strictly enforce the rule, they would be OUT the moment they step over the boundary line, except to retrieve a stray ball.

-Any part of your body that hits the ground on or beyond the center line results in an OUT.

+If you lean over the line, but no part of your body hits the ground, you are still IN.

+As soon as your foot or hand falls to the floor, **THEN** you are OUT.

+Touching the line **AT ALL** results in an OUT.

\*When a player catches a ball, not only is the thrower OUT, but the catcher’s team gets to bring a teammate back in. (It’s a two player swing!)

-The player that comes in on a caught ball can be **ANY** of the players from that team that are not in the game at that moment, **INCLUDING** the substitute players that didn’t start the game, or players that have gotten out.

### Running the Tournament

\*After a game is over, the captain of the winning team must tell the “official bracket-keeper” who won the match, but **ONLY** the **CAPTAIN** of the **WINNING TEAM** needs to go to the “official bracket board” near the DJ booth, and tell them that you won.

\*It is up to the captain to follow the brackets and listen for the announcement of who is on-deck so that they are ready to play. If a team does not show up for a match, they forfeit the match.