

Down To Business Dodgeball Tournament Rules

The TEAM

1. All participants must sign a league roster/waiver form before they can play in any game.
 2. The game will be played between two teams of seven (7) players.
 4. All seven(7) players need to work for or be a part time employee of the company or business.
 5. Teams must have a minimum of 5 players to start the game.
- A. Each team must have at least 1 woman on the court.

TIME LIMITS

1. Teams will be guaranteed 2 games followed by tournament bracket play with single elimination.
2. Each game will be made up of three five(5) minute sets.
3. Best of three sets will continue to the next game.

The GAME

Definition of Live Ball: A ball thrown at an opposing player that has not touched the ground or a wall or any other out-of-bounds obstruction.

1. The game will be played at Smithville Maple Elementary School.
2. The object of the game is to eliminate all opposing players by getting them "OUT". This is done by:
 - Hitting an opposing player(s) with a live ball at the shoulders or below (no head or neck).
 - Catching a live ball.
3. The game will begin by placing six (6) dodgeballs on the center line. Players will take position touching their respective back walls.
4. When the whistle is blown, each team will sprint to the center to retrieve the balls.
5. Once the balls are retrieved from the center, they (the balls) must touch the player's respective back wall before being thrown at an opposing player. This can be done by either throwing the ball at the back wall or running to the wall and touching it.
6. Players must remain in their respective areas – behind the center line on their side of the court.
7. Players may leave the court to retrieve a dead ball, but may not cross center court. A player may reach across center court, but may not step on or across the center line.
8. A player may defend himself by using another dodgeball. However, a player is out if, when defending with a ball, the live ball touches any part of that player or the ball is dropped.
9. Anytime a thrown ball hits any part of a player's head, the ball is dead and that player remains in the game.

10. If a player catches a live ball, the thrower is “out” and everyone hit by the thrown ball remains “in”. Also, a player from the catcher’s team may reenter the game. Players must reenter in the order they were put out.

- For example, player A throws a ball and hits opposing player B. The ball bounces off player B and is caught by player C without touching the floor. Result; player A is out, and players B & C remain in. If applicable, the first player out, from that team, may reenter.

EQUIPMENT/SAFETY

1. The SPR will provide the official game balls.
2. All exposed jewelry judged unsafe by the monitor should not be worn. Exception; medical alert bracelets and necklaces.
3. All players must stay within the basketball lines.

RULE ENFORCEMENT

1. The SPR will provide a monitor. The monitor will have final authority on all calls and rule interpretation.
2. Teams will also be expected to use the “Honor System” when enforcing rules. Any player legally put out should leave the court, whether the umpire saw the play or not (if you’re out, you’re out)
3. Court Monitors: each court will have a monitor and they will rule when teams cannot agree. Court monitor’s decision is final