



San Carlos Parks and Recreation Coed Dodgeball Tournament

I) Teams, Players, and Equipment

1. Rosters may have up to 8 players. Only 6 players can play at one time. Others will be available as substitutes.
2. Teams must have a minimum of 2 women and a maximum of 4 men to start the game.
3. Eligible participants must be at least 18 years of age prior to the start of the program.
4. An official Gator “dodgeball” or similar ball will be used.

II) Court Dimensions and Markings

1. The playing area will be a rectangular surface free from obstructions that measure 30 ft. wide and 60 ft. long.
2. The playing court shall be marked with sidelines, endlines, attack lines, and a centerline. There shall be at least 3 feet of unobstructed space outside the boundaries.
3. The game will be indoors at the San Carlos Youth Center.

III) Object of the Game

1. The object of the game is to eliminate all opposing players by getting them “OUT.” Once you are out of the game, you cannot return unless you are brought back when a member of your team catches an opposing team’s throw (See Rule VIII-1). Getting a player out may be done by:
 - a. Hitting an opposing player with a thrown ball shoulders or below.
 - b. Catching a ball thrown by your opponent before it touches the ground.
 - i. A ball is considered live until it is caught by an opponent, goes out of bounds, or contacts the floor, baskets, or any part of the ceiling and supports.
 - c. Causing an opponent to drop a live ball as a result of contact by another thrown live ball.
 - d. An opposing player stepping out of bounds.
2. A player may block a thrown ball with a ball being held, provided the held ball is not dropped because of the contact with the thrown ball.

IV) Boundaries and Game Play

1. During play, all players must remain within the designated boundary.
2. Players may cross either the side boundary or end line to retrieve stray balls. However, players MUST reenter through the end line only. At no time can players cross the centerline to retrieve stray balls.
3. The game will start with 5 dodge balls along the centerline. Players then take a position behind their end line. Following a signal by the official or monitor, teams may approach the centerline to retrieve balls. A player cannot possess more than one ball at a time.
 - a. Balls must be retrieved with your hands and may not be kicked off the centerline.
 - b. If a player crosses the end line before the signal, this will be considered a false start, and players will retake their positions behind the end line. If the same player commits more than 3 false starts he/she will be out of the game.
4. Once a ball has been retrieved during the opening rush, the ball must first be taken behind the attack line before it you can begin throwing at the opposing team.
5. It is illegal for the team leading to control all the balls for more than 5 seconds. The team that is leading must make a legitimate effort at the end of the 5 seconds to get at least one ball across the attack line and into the opponent's court. If this is not done within 5 seconds, the court monitor or official will count this as a violation.
 - a. If a violation occurs, there will be a stoppage of play and balls will be distributed as follows: violation team (2 balls), non-violation team (3 balls). Play will continue with balls in hand. Remaining players must be behind the end line to re-start the game. The court monitor will signal a re-start of the game.

V) Timing, Time-outs, Substitutions

1. Until we are aware of the number of teams, we cannot tell you the format of play at this time.
2. Each team will be allowed one-30 second time out per game.
 - a. During time outs, teams may substitute players. Substitutes may be players who did not start the game and who are still eligible to participate.
3. All players are in jeopardy until the Court Monitor recognizes and signals the beginning of a timeout or end of regulation time. All live balls in flight at the time of a Court Monitors signal may eliminate an opponent.

VI) End of Match/Declaring a Winner

1. The first team to legally eliminate all opposing players will be declared the winner of that game.

2. The team that wins the most games during the allotted match time will be declared the winner. If the number of games won is equal, a tie breaker procedure will be used as detailed in Rule VII.

VII) Tie Breaker Procedure

1. A 3-minute sudden death overtime period will be played.
 - a. Overtime will begin with the number of players left standing at the end of regulation.
 - b. All overtime periods will begin with the same number of balls in hand behind the teams' end line. The first team to eliminate any one opposing player will be declared the winner.
2. No time out during overtime periods.
3. At the end of each overtime period, if no players have been eliminated, an additional player from each team to a maximum of 6 will be placed back into play.

VIII) Area of Eliminated Players

1. Eliminated players on each court will form lines behind the navy lines on the sideline of their court. Keep in order of being eliminated with the first person eliminated at the front of the line. Re-enter on a caught ball in the same order eliminated.
2. Eliminated players may throw an out of bounds ball back to their team; they may not throw a ball at the other team or hold onto the ball.

IX) Rules Enforcement

1. Rules will be enforced primarily by the "honor system." Players will be expected to rule whether a hit was legal or whether they were legally eliminated. A court monitor will supervise all contests. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. The court monitor's decision is final.