**Dodge For Difference Dodgeball Tournament Rules**

**Code of Sportsmanship**

* Dodgeball employs the honor system. That means that if you are hit you are expected to go out without being told by anyone including the referees, opposing team members, or your own teammates.
* Referees are provided to rule on unclear plays, settle disputes, keep the game moving and ensure player safety. **Referees decisions are final**; argumentation with a referee will not be tolerated, Referees reserve the right to take away mulligans, disqualify individuals, and disqualify teams if deemed appropriate by the referee.
* Team captains are the only players allowed to communicate concerns with the referees.
* Dodgeball is a competitive game and we fully support a competitive spirit, but sportsmanship, respect, and courtesy are mandatory.

**MULLIGAN RULES**

**Note: It is likely that the game will be paused in order for the referee to receive the mulligan.**

* **Any** one player that is currently out will be allowed back into the game.
* Mulligans cannot be used after the 2 minute warning
* Referee must have the mulligan in hand before player is allowed back into the game
* Mulligans can be purchased throughout the evening
  + $20 during pool play
  + $50 during playoffs
  + $100 during championship

**Team, Game, and Tournament Structure**

**Teams:**

* Teams are to be composed of eight people on the court at the start of the game.
  + In the event that a team shows up shorthanded there are two options. First, that team can play shorthanded as if they had a full roster with no penalty. The other option is that the team can have 1 or more substitutes from the guests.
* There must be at least one female per team.
* Teams must have a designated team captain to interface with the referees.
* Costumes are highly valued and there will be a significant prize going to the team with the best costume.
* Teams must be ready to compete!

**Game:**

* Opening Rush: Players must be touching the back wall at the start of the game. After the whistle is blown, teams approach the centerline to retrieve the balls
* Players must touch the back line after retrieving the balls before they are live.
* Players attempt to eliminate opponents by hitting them with balls or catching their throws.
* Eliminated players line up against the designated wall or on the sideline, which is to be announced at the start of the games, next to the referees, according to the order of elimination.
* A game is won when one team manages to get every opposing team member out.
* Each Game is going to last eight minutes. Typically one team will have won before the eight minutes is up, but in the case where there is no winner after eight minutes the team with the highest remaining number of players in the game wins.
* A sudden death match will take place if there is an equal number of players in the game on each team

**Tournament Structure:**

* The tournament will begin with pool play.
* Then there will be a double elimination style tournament after the pool play

**OTHER RULES**

**Boundaries:**

* Players must stay in-bounds during play
* During the opening rush, players may cross the centerline.
* Players are not allowed to deliberately cross the centerline during regular play. If they do, they will automatically be called out.

**Throwing:**

* If you get hit, you're out.
* When a person is out, they go stand on the outline in the order in which they got out. Players may come back into play when catches happen in the order they got out.
* If in doubt, players should call themselves out (AKA “If in doubt, you are out.
* Headshots are the exception, if you get hit in the head you are not out, but the ball that hit you in the head is dead and cannot be caught by a teammate. This is to discourage headshots and promote player safety.

**Catching:**

* If someone catches a ball you threw, you are out and they get to bring in 1 person from their team (1st on the outline)
* If while trying to complete the catch, the player is hit by another ball, the catch is void.
* We play that if you're a girl and you catch a ball, you get to bring 2 people in instead of 1.

**Deflections:** A deflection is when a ball bounces off a ball that a person is holding

* A ball is considered "dead" if it hits any object other than another ball (i.e. other players, the net, the basketball net, the floor, the wall, the ceiling) - so if it hits one of those things and then you you're still in
* If someone deflects a ball and it hits you, you're out but the person holding the ball is still in.
* If it hits your own ball and then a part of you before hitting the ground, you're out.
* If the ball is deflected by you or someone else (not dead) and you catch it, that counts as a catch. The thrower from the other team is out and you get to bring in one person from the outline.
* If the ball hits you and then you catch it before it hits anything else, that counts as a catch. The thrower from the other team is out and you get to bring in one person from the outline.
* If you try to deflect a ball but drop the ball you are holding, you are out.

**Clothing:**

* If any article of clothing is hit by a live ball, that player is out
* The exception is that any article worn on the head counts as part of the head (hat, wig, etc)
* Players must wear shirt and court appropriate shoes during play

**Getting Out**

* If you get out either by being hit or if your ball is caught it is your job to get to the outline quickly. If you interfere with play on your way out in a manner judged purposeful by a referee, your team will be deducted 1 mulligan.
* If you aren't standing in the outline, you don't get to come back in. So if you just got out and are walking out while a person on your team catches the ball, you are still out and cannot come back in.
* Once on the sidelines, knocked-out players are not allowed to kick or pass balls to their teammates. This is illegal and will result in the ball being turned over to the opposing team
* The order of the outline is very important. The first person to get out is the first person to come back in when a ball is caught. The outline needs to reflect the order in which team members were deemed out.

**Sudden Death:**

* Each team must choose a player from the remaining players left in the game to represent the team in sudden death.
* The centerline boundary is dissolved, while the sidelines remain active boundaries.
* Players begin with 2 balls in their hands at their respective walls.
* The other 2 balls go at the ends of the centerline.
* When ready, showdown begins when the referee blows the whistle.
* Tagging the opponent in a showdown will not count; balls must be released in order to hit someone out.
* Regular throwing and catching rules apply
* Sudden death ends when one opponent gets out