

Houston Festival Committee

Dodge Ball Tournament Rules

Overall Rules

- A. Have FUN !!! We are all here to have a good time and play some Dodge Ball !
- B. Officials will have the final authority on all decisions of the day's games and events. As a result of the fast pace nature of the game of dodge ball we rely on the honor system from all participants involved. Like in any sport the officials can only see so much at once. Be fair have fun.
- C. Unsportsmanlike conduct will not be tolerated. This includes bad language, intentional headshots, unnecessary roughness, fighting and arguing with the officials, staff, other team members and/or spectators.
- D. If a player is warned about his/her unsportsmanlike conduct and continues to act in this manner they will be ejected from the game/match or tournament.

Match/Game Rules

- A. There will be 6 people playing per team during the game. A team roster may consist up to 10 players. There must be a minimum of five players on the court to start a game.
- B. The object of the game is to eliminate all the members of the opposing teams.
- C. The only person who can stop a game is a referee.
- D. The number of balls for a 12 player game is six balls.
- E. Prior to the match, the referees will conduct a coin toss with both team captains to determine choice of ends.
- F. Players then take a position behind their end line. After a signal by the official, teams approach the centerline/neutral zone to retrieve the balls.
- G. Players are not allowed to step on or across the far lines of the neutral zone, sidelines or back lines. If a player's foot steps on any of these lines during the game, that player is out. So be AWARE of the lines !!!
- H. Balls must be taken back across the "attack" lines before they can be thrown at an opposing player. If the ball is not taken behind the "attack" line before it is thrown, the throw will not count.
- I. Players then attempt to eliminate members of the opposing team by tagging them with the ball. If a player is hit with a "live" ball that has not yet touched the floor, back wall or fencing that player is "out".
- J. Teams may substitute players from their roster into a new game only at the start of the game. Once a game begins they must play with the team members that they have out on the court.

Rules of Play

- A. If you are hit anywhere on your body, clothing or shoe (including your shoelace) your OUT.
- B. Any ball that touches anything outside the playing area is a dead ball.
- C. If a defender catches a "live" thrown ball the thrower is out and one player who has been knocked out can return to the game in the order of first out first in.
- D. If a defender attempts to catch a live ball, but drops it, the defender is out.
- E. The defender may block a live ball with another ball. That ball is still a live ball however, until it hits the ground.
- F. If a ball is deflected and hits additional players and is caught before hitting the ground then the thrower and players hit with the ball will be called out. Only you can catch your own deflection and save yourself.
- G. If a ball is deflected and hits additional players without being caught before hitting the ground then each player that was hit or was contacted by the ball will be called out.
- H. If a blocking ball is dropped as a result of contact from a live ball, then the player who drops the ball is out.
- I. A player may block a live ball, then catch a live ball while still holding on to the original blocking ball. If the defender throws the blocking ball down to catch the deflected ball the defender will be called out.
- J. If a ball is deflected into the air by a defender and the deflected ball is caught out of bounds the defender will be called out for stepping out of bounds and the catch is a voided play.
- K. A defender that is hit by a thrown ball is still alive until the ball that initially struck him/her is considered dead. The defender may still catch and/or throw additional balls while the initial ball that struck him/her is still "live" in the air or is caught by him/her or another teammate.
- L. If two balls hit each other in the air they are considered live balls.
- M. A player shall not leave the playing field to avoid being hit or in an attempt to catch a ball. If a defender steps out of bounds to avoid being hit by a thrown ball, they will be called out.
- N. You are live anywhere on the court. You are not allowed to go out of the playing area to retrieve a ball.
- O. Only players who have been called out or roster members currently not in the game may retrieve stray balls for their teammates. Spectators and fans must not come on to the game courts.
- P. A player has 15 seconds to throw a ball (we leave this up to the referees, you can typically tell when someone is stalling). If it appears that a player is stalling he/she will be alerted by the ref to throw the ball to keep the game moving or will be called out.
- Q. It is illegal for the leading team to control all the balls for more than 5 seconds. (A violation will result in the referee stopping play and the balls will be divided evenly.)
- R. The time limit for each game will be no more than 7 minutes.
- S. Headshots resulting from a direct throw will result in the thrower being called out. A ball that is deflected and then hits another player in the head will result in the defender being called out.
- T. A player hit in the head while ducking or dodging is out.
- U. You are not allowed to kick a ball at any time. A ball that is kicked is considered dead on contact.
- V. Unsportsmanlike conduct will result in immediate ejection from the game.