

Merriam Community City Dodgeball Tournament 2024 Rules



- 6v6 format: 2 players must be female
 - Minimum of 6 players
 - Maximum of 8 players (**2 possible subs**)
- A match ends when all members of a team are eliminated or when the timer expires (8 minutes)
- One 30 second timeout will be allowed for each team per game.
 - Substitutions will be allowed during this time. The player who subs has to switch with a teammate who is still in the game when the timeout is called. Player cannot switch with someone who is out.
- If time expires, the team with the most players on the court wins the game. If teams are even at the end, the game will pause and go into sudden death. The first team to eliminate a member of the other team wins the game. Players who are out at the end of regular regulation will remain out during overtime play.
- **Hard lines rule:** Any part of the body touches the line or outside the boundaries of the line, then the player is eliminated. The only exception is during the opening rush, players are allowed to step over the centerline.
- **Opening Rush:** 6 dodgeballs are placed at the centerline. Each team will have three designated balls to retrieve. They have to “activate” the ball by touching it to the back wall before it is considered a “live” ball. After it is activated, the game is live.
 - If a ball is thrown before it is activated, it will result in surrendering the ball to the opponent.
- **A player is eliminated from the match if**
 - Hit by a ball directly
 - Ball is caught by the opposing team before it touches the ground
 - Step completely out of bounds even when dodging a ball
 - Hit an opponent in the head
 - If the dodging player is ducking, jumping before contact, the dodge is out
- A thrown ball can get multiple opponents out if it contacts them and then touches the ground or netting.
- A player may re-enter from the bench if a teammate catches an opponent’s ball
 - First out, first in rule

- **Blocking:** You may use a ball to block other balls. The hand is considered an extension of the ball. That means if the hand is hit while holding a ball, the player remains in the game.
 - If a ball contacts a player and a teammate catches the ball before it hits the ground, it counts as a catch. The thrower is eliminated and the first player contacted is safe and remains in the game.
 - If you attempt to block the ball and it comes in contact with your fingers you are out.
 - If the dodgeball is blocked successfully but hits your teammate and hits the floor, your teammate is out. If a player attempts to block the ball but the player blocking loses control of their own ball and it hits the floor they have been disarmed and are eliminated from the game.
 - If you block a ball into your body, you are out. If a blocking ball becomes dislodged because of an opponent's thrown ball, the blocker is out
- **Deadball:** Players have 10 seconds to throw the ball at the other team to prevent stalling and hoarding the balls. If a player does not throw it within the 10 seconds, the ball turns into a dead ball and is required to surrender ball to other team
 - If player does not surrender dead ball, the player will be eliminated from game
- **Catching**
 - Player who throws ball is out, player is catches ball a teammate can come back in after touching back wall (designated spot)
- **Other scenarios that might occur**
 - Block ball and my ball is knocked out of my hands (OUT)
 - Block a ball and it hits me (OUT)
 - Ball deflects off me and I catch it (SAFE)
 - Ball hits a teammate and I catch it (SAFE)
 - Ball hits two players at same time (BOTH OUT)

