



Dodgeball Ottawa Tournament Rules

(Updated Aug 15, 2017)

Rules – *Short and Sweet:*

- Players must remain within the taped area of the court during game play. Players are permitted to leave the taped area using the back line to retrieve balls.
- Both feet must be touching the area inside the taped court area for catches to be considered valid. Catches made outside of the court are not valid.
- To re-enter the game after a catch has been made, a returning player must enter from the back of the court. They cannot be hit or touch game balls until they entered the court. (See Section 6 for details)
- Players who are not playing or have been eliminated may not interfere with game balls on the court (inside taped lines). If a dead player interferes with a ball on the court, it shall be rolled to the opposite team. The Referee can order a ball to be rolled to the opposite team as well.
- If a player is hit by a live ball they are considered out, this includes headshots. Throwers are to do their best to keep the balls low. See Section 4 - Headshots for details.
- When time ends, the team with more players on the court will be awarded the point.
 - In order for a point to be awarded, at least 3 players must have been eliminated from one team. Otherwise the game is considered a wash.
 - There must be at least 30 seconds left in order to start a new game
- At least one ball must be thrown by the team who has the "advantage" within 10 seconds of gaining advantage. The team with "advantage" must throw at least one ball in order to reset the count. **The opposing team's throws do not reset the count.** (See section 7 for more details)
 - 1st Advantage - whichever team has more balls on their side of the court
 - 2nd Advantage - whichever team has more players on the court
 - 3rd Advantage - whichever team won the previous game

Referee

The Referee is present to oversee the game, ensure rules are being followed and that the game is being played in a fair, sporting and rapid fashion. It remains the player's responsibility to remove him/herself from the court when hit or caught out, and to follow all other rules. The Referee has full authority to enforce all rules, including calling players out at his/her discretion. When disputes arise, the Referee will make the deciding call. The Referee may stop game play to settle disputes.

If a player is exhibiting unsportsmanlike behaviour (i.e. being rude to players or the ref, disregarding the rules of the game) the Referee may issue a formal warning which could lead to the administrator expelling the player from a game, a match or the tournament. The tournament administrator reserves the right to change or adjust any rule without prior notice at any point in the tournament.



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1. General Rules:

- Each game begins with 6 players per team on the court, with a minimum of two male and two female players per team. This tournament is a co-ed tournament.
- 6 x 7" dodgeballs are used for each game. Teams start with 3 dodgeballs each
- Games begin with all players touching the back court line of their side of the court. Referees will signal both teams and countdown "Ready, ready, Dodgeball", then game play begins.
- Hard lines – the middle line and the side lines of the court are considered hard lines. If a live player crosses the middle line or the side line, they are out.
- Soft line – players can step outside of the court using the backline. This should only be done to retrieve balls. Players must remain inside the court at all times.
 - Players cannot throw a ball outside of the court. They must enter through the back line of the court with both feet inside the court to throw a live ball.
 - If a player makes a catch without both feet inside the court, the catch is **not** considered valid (wash - no one is out).
 - If a player is hit while outside the taped court, the player is OUT!
- Players must attempt to remain within the court area at all times. Referees may remind players to re-enter the court if they are found to be dodging outside of the taped court. At the Referee's discretion and after warnings, the Referee may call a player out for persistently remaining outside of the court boundaries (referee's discretion).
- Once play has begun, teams must remain on their half of the court.
 - Players may reach across the centre-line to retrieve a ball, but may not touch any surface on the opposing team's side of the court (i.e. ground or court apparatus). If a player touches any surface on the opposing team's side of the court, that player is immediately out (hard line).
- Once a player has been hit or caught out, they should immediately raise their hand and move outside of the court area (out of play).
- Players may not kick balls to or at the opposing team.
- To win a game one team must eliminate all the players on the opposing team. Game wins and losses are tracked by the Refs. The team with the most wins at the end, wins the match.
- When time ends, the team with more players on the court will be awarded the point. In order for a point to be awarded, at least 3 players must have been eliminated from one team. Otherwise the game is considered a wash.
 - There must be at least 30 seconds left in order to start a new game

Details, details...

Only the 6 players that begin a game may play for that game. An exception can be made if a player is injured; In which case a team-mate can replace the player, male for male, female for female.



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2. Live-ball/Dead-ball

A live-ball can eliminate a player, either by making a hit or by being caught. A dead-ball cannot eliminate a player.

- A ball is considered live when it is thrown by an opposing player. A ball continues to be live after it hits a player, hits a ball in the possession of a player, or hits a live ball.
- A live ball becomes dead when it strikes any object on the court other than an active player, a ball in the possession of a player, or a live-ball. (i.e. a ball is dead when it hits the nets, poles, any other apparatus in the court, a dead-ball or inactive players/spectators)
- If a ball is thrown by a player who crosses the centre-line in the act of throwing, that ball is immediately considered a dead-ball and cannot eliminate a player on the opposing team.
- Players may hold multiple balls at once. (Beware that a ball knocked out of your possession by a live-ball counts as a hit)
- Players in the possession of a ball may use that ball to block. Live balls that hit only the ball in possession will not eliminate that player, and the ball continues to be live.
 - Please keep in mind that if the live-ball strikes a player's fingers, the player is out
 - Also, if a player blocks a live-ball into him/herself, that player is out

Details, details...

A ball becomes dead if it crosses the centre-line, returning to the team that threw it (i.e. a player cannot rescue an opponent by catching a ball that ricochets across the centre-line, nor can an opponent be hit out by such a ball. The ball is dead once it returns across the centre-line.)

The only exception to this is if the ball hits a player, as they may catch their own deflection (pop-up) by reaching over the centre-line (as long as they do not touch the other side of the court).

3. Hits:

- A player is out when they have been hit with a live-ball.
- A live-ball can eliminate multiple players (i.e. if a ball ricochets off of a player into another team-mate, then hits the ground, both players are out).
- If a player uses a ball in their possession to deflect a live-ball into a team-mate, the team-mate has been hit out.
- A player's clothing is considered part of that player. If their clothing is hit, then the player is out.
- If a player has a ball knocked from their possession by a live-ball, that player is out.



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A player hit by a live ball is out only once the ball that hit them becomes dead. So if the ball that has hit the player flies up into the air, anything the player does on the court as an active player counts, until that ball becomes dead (i.e. the player can catch, throw, sweep). Close calls will be settled by the Referee.

4. Headshots:

Headshots are to be avoided! Players that are deliberately targeting heads will be considered in breach of the spirit of the game and may be addressed by the administrator. Please keep the spirit of the game in mind.

However, please keep in mind that the objective of the game is to hit people with a foam ball. Accidents happen, you will get hit in the head, it is a reality of the game. It is the intentional targeting of the head that we are trying to avoid. That being said, a hit is a hit. If you are hit anywhere on the body, including the head, you are out.

5. Catching:

- If a player catches a ball thrown by an opposing player, the thrower is out and a player from the catcher's team is returned back to play.
- Player making the catch must be inside the taped court for the catch to be valid (one foot).
- If a live-ball hits a player, then a team-mate catches it, the player is considered saved (not out) and the catch is valid (thrower out, player returns). The ball must be live for the catch to be valid, (see section 2).

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- If a player catches an opponent's ball while in possession of another ball, the catch is valid and the thrower is still out.
 - Recall, that if a live ball knocks any ball in possession out of a player's hands, the player is out. So if while attempting to catch a ball, either ball is dropped, the player is out.
- If a player traps a ball against a surface such as the ground or wall, the throw is not considered a legal catch and the thrower is not out. Please note, if the ball touched the player prior to touching the wall or floor, the player is out.
- If a dead-ball is thrown and caught, it is not considered a legal catch and no player may return to play (see section 2).



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6. Returning a player into the game:

- When a catch is made, the players must return to the court in the same order that they were hit out, (first player out, first player in, second player out, second player in. (*hint, line up in order on the sidelines help keep this straight)).
- To re-enter the game after a catch has been made, a returning player must enter from the back line of the court. They cannot be hit out or touch game balls until they have entered the court (two feet inside the boundaries).
 - If a returning player is hit by a ball prior to entering the court (two feet inside the boundaries) they are not out, and this ball is considered dead.
- Returning players may not participate or interfere with the game until he/she has re- entered the court.
 - A returning player must enter from the back of the court as quickly as possible in order to limit interference and to speed the flow of the game. If a player walks onto the court from the sidelines, that player will be called out.

7. Flow of Game

Dodgeball is meant to be a fast-paced sport. The following rules are meant to keep the pace of the game moving.

- At least one ball must be thrown by the team who has the “advantage” within 10 seconds of gaining advantage. Once at least one ball has been thrown, the count resets. The advantage may still belong to the throwing team, if that team still meets the criteria for having advantage.
- A ball must be thrown by the team who has the “advantage”
 - 1st Advantage - whichever team has more balls on their side of the court
 - 2nd Advantage - whichever team has more players on the court
 - 3rd Advantage - whichever team won the previous game
- If the team with advantage does not throw one ball within 10 seconds, that team will lose possession of ALL the balls on their side of the court. This will only be called by the refs.
 - The Referee will signal which team has the advantage by pointing towards the team with "advantage". As the 10 seconds counts down the Referee will yell “5-4-3-2-1-Balls” signaling the last amount of time left before the team with advantage loses all the balls.
- When the game comes down to a 1v1, the ref will quickly stop the game and call no blocking. Players are to start at the back line and each side will get 3 balls (regardless of previous ball possession). The ref will then restart the game as no-blocking.



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The “advantage” will be placed on the home team for the first point. This means that for the first game the home team will be required to throw the ball first. Home team is designated on the referee’s scoresheet.

If balls and players are equal, advantage will be placed on the team who won the previous point.

8. Sportsmanship and Safety

Dodgeball Ottawa wants everyone to feel welcomed and safe. We will not tolerate any form of threats, personal violence, abusive language or physical confrontation. Any person found violating this will be ejected from the tournament. If a physical confrontation were to occur, both parties will be ejected from the tournament with no refund by the administrator.

- We understand that when adrenaline is pumping it is easy to overreact. Please refrain from yelling at the opposing team. If an issue occurs, please speak to the Referee in a calm manner. It is suggested that the captain or a designated player from each team speak to the Referees directly in these situations to limit any yelling.

The referees have the authority to issue warnings and follow our carding system below:

Examples of Yellow Card Offenses	Examples of Red Card Offenses
<ul style="list-style-type: none">• Yelling/screaming at the ref• Yelling/screaming at the other team• Yelling/screaming at your teammates (draft)• Punching or kicking objects (walls, chairs, etc.)	<ul style="list-style-type: none">• Crossing the center line to aggressively yell/scream at other team• Aggressively arguing with the referee
Yellow Card Consequences	Red Card Consequences
<p>1st: you are out for current point*</p> <p>2nd: you are out for current point and the next point. Your team must play a player down while you are out</p> <p>3rd: red card</p> <p>**if you are already out or sitting when incident occurs, you cannot be caught back in and must sit the next point</p>	<p>You are out for the current match and the next scheduled match (teams may find a sub).</p>