



presented by **HUESTON HENNIGAN LLP**

## **SchoolPower DodgeBall Tournament Official Rules and Regulations**

October 12, 2022

### **Divisions:**

Grades 3 & 4 :: Development Division  
Check In 1:30 p.m. | Start Time 2:00 p.m.

Grades 5 & 6 :: Pool Play Competition  
Check In 3:30 p.m. | Start Time 4:00 p.m.

Grades 7 & 8 :: Pool Play Competition  
Check In 5:30 p.m. | Start Time 6:00 p.m.

High School :: Pool or Open Play  
Check In 7:00 p.m. | Start Time 7:30 p.m.

### **Coaches**

- ❖ Please plan to attend the Coaches/Referee Orientation before the tournament (date & time TBD)
- ❖ Coaches are responsible for making sure all payments and online waivers are submitted for each player. No one is allowed to participate without a waiver (including coaches).

- ❖ Please be on time for registration. Check-in outside the gyms at the registration table to pick up your packets. Team photos will be taken at registration and made available online after the tournament.
- ❖ Costumes are an important part of the tournament! Be creative and have fun...there will be a Best Costume award for each division.

## Rules & Regulations

### The Courts

- ❖ Only Players, one Coach, and Refs/Scorekeepers will be allowed on the courts. All other parents and fans must stay off the courts.
- ❖ Keep your team together and sit in designated seating areas for "Players."

### The Teams

- ❖ Each team should include 6 to 8 players.
- ❖ All teams must be coed and include a minimum of 2 players of the opposite sex.
- ❖ Teams can be all one grade or a mix of the grades in the division (i.e. include both 3rd and 4th graders for the 3-4 division).
- ❖ Elementary and middle school teams **must** have one adult coach (18+) and a team parent (can be the same or different as the coach).
- ❖ Players can be from outside of LBUSD, as long as the team includes at least two LBUSD students. Teams with LBUSD student majority will receive registration priority.
- ❖ Starting line-up must include 1 person from the opposite gender.
- ❖ A maximum of six players at a time will compete on each side at one time.

### The Official Ball

- ❖ Dodgeball tournament balls are a "no-sting" (aka. Stay Puft) soft rubber ball approximately 7". They are slightly deflated for a better grip.

### The Game Objective

The object is to eliminate all players on the opposing team by:

1. Hitting opposing player(s) with a LIVE thrown ball below the shoulders
2. Catching a LIVE ball thrown by your opponent
  - a. A ball is LIVE until it hits the ground. (Including bouncing off another team player)
  - b. A DEAD ball occurs when the ball has been caught, or hits the ground, an official, or fencing.

### The Opening Rush

1. Games begin by placing the 6 dodgeballs along the mid-line. 3 balls on either side of the center hash.
2. Six players (at least one of opposite sex) take starting positions with their hands touching the back boundary fence.
3. When the official signals, players may approach the mid-line to retrieve the 3 balls only to the right of the center hash.
4. Once a ball is retrieved it must be taken, or thrown to a teammate, behind the attack-line (10 ft) before it can be legally thrown at the opponents.

### Player Rotations

1. If a team has more than 6 players, the remaining players/subs must stand in the player line next to the Referee and rotate in order. No cutting in line. All players must rotate equally.
2. Players called out must go to the end of the player line-up and rotate in only when those in front have entered.
3. A new player can enter the court only when a teammate catches the ball from an opposing player and is instructed to enter by the Referee. (Also, a ball can be caught when the ball bounces off a team player. In this case, the teammate is still in, the opposing player is out, and a new player can enter.)
4. A thrown ball can be blocked with another ball. The player holding the ball stays in UNLESS they drop the ball they were holding. Again, they would be out if they dropped the ball they were using to block with.

### Boundaries/Fencing

1. Fencing will be set up along the boundary lines of each court. All players must remain in bounds at all times or be eliminated.
2. You may touch the fence at the start of each game but at no time during play are players allowed to touch or run into the fence. If contact is made the player is out.
3. If a player steps on the mid-line, the player is out.
4. Balls hit or thrown out of bounds will be returned by coaches and volunteers only.

### Timing and Winning

1. Each contest will be allowed only three minutes of play.
2. The first team to legally eliminate all opposing players will be the winner.
3. If no team has eliminated their opposing team at the end of three minutes, the team with the greatest number of players on the court wins.
4. In case of a tie in overall pool standings, the team with the greatest total number of players left on the court throughout pool play moves on.

5. **10-second Rule** - If a team in the lead (or in a tie) controls all balls on their side for more than 10 seconds, officials will count down 10 seconds before the ball(s) must be thrown or the team holding the balls will lose a player for stalling.

## **Tournament Flow**

### Pool Play

- All teams (from each division) will be divided into equal pools of teams.
- Each team will play other teams in their pool trying to win as many games as possible to earn the right to go on to the Single Elimination Bracket.
- Only 4 teams per pool will move on to Single Elimination Bracket (numbers subject to change depending on registration numbers).
- Single Elimination Winners Bracket will begin with 4 matches (the best of 8 teams from Pool Play).

### Championship Match

Best 2 out of 3 games will determine the Championship team.