**HEF DODGEBALL TOURNAMENT RULES**

**Court**

- The court is divided into two 30' X 30' areas, with a 4' X 30' neutral zone located at center court separating the two sides, an attack line located parallel and 10' from the center line, for a total court length of 60' from endline to endline, and a total width of 30' from sideline to sideline.

- Approximately 2'-3' should be allotted for an out of bound area, allowing officials to move freely along the sidelines.

- Six dodgeballs will be in play during each game

**Players**

- Teams consist of six players with up to two substitutes, 8 total players.

- Teams may consist of either gender. Any ratio of men and women may participate, including all male and all female teams.

- Substitutions must be made prior to the start of the game. No substitutions can be made during a game, except in cases of injury.

- Ball retrievers will be provided by HEF

**Gameplay**

- Double-elimination tournament with best-of-three matches.

- Games end after 8 minutes have expired or all opponents are eliminated on one side.

- If time expires, all remaining players are counted. The team with most players remaining wins the game.

- There are no time outs.

**Beginning Play**

-All six balls will be placed on the centerline in the neutral zone. On the whistle, teams rush the centerline to get a ball and return behind the attack line before throwing the first ball.

**Outs**

player shall be deemed "out" when:

- a live ball hits any part of the player's body (except the head), clothing, or uniform.

- a player is hit by a live ball rebounding off another player or ball lying on the court.

- a defending player catches a live ball they have thrown

- players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in").

**Blocking**

-Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out."

-Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out."

**Stalling**

-If a referee determines that a player or team is stalling, the referee will warn player or team. If the stalling continues, at the ref’s discretion, player or team will lose possession of all balls on their side.

**Headshots**

-A headshot occurs when a player is hit directly in the head by a high thrown ball.

-Any thrower committing a headshot will be deemed "out."

**Uniforms**

-Teams are encouraged to wear uniforms