

RIDGE DODGEBALL DERBY TOURNAMENT RULES

OBJECTIVE:

The object of the game is to eliminate all opposing players by getting them “**OUT**”. This can be done by:

1. Hitting an opposing player with a thrown ball (clothing is considered part of the body).
2. Catching a ball thrown by your opponent before it touches the ground.

Once a player is called **OUT**, they cannot come back into that game unless a ball is caught by your teammate, in which case the referee will allow the **LAST** ousted player to come back into the game *or* a time out is called and a “**DERBY DOLLAR**” is used (see below for “**DERBY DOLLAR**” rules).

First team to eliminate all opposing players OR has the most players remaining on the court when time expires is the winner.

ROSTERS:

Rosters are official. You may add one (1) additional player/sub at the tournament **before** your first match only. This should be done at your initial “Check In” at the Registration table. Rosters will consist of 6-10 players and may **NOT** have more than 2 ORHS baseball players. (See definition of “Baseball Player” on the Roster form). Each team starts with 6 players on the court. No exceptions!

TEAM CAPTAINS:

Each Team Captain must check in no later than 30 minutes prior to the tournament to:

- Verify all paperwork & entry fees have been submitted. Add / make changes to roster at that time.
- Pick wrist bands for your team and distribute to teammates; **NOTE:** Wrist bands will not be passed out individually. **BUT,** will be given to **TEAM CAPTAINS** to distribute to their team; and
- Blind-draw for a spot on the double-elimination bracket;
- Check in with Court Coordinator 10 minutes prior to **EACH** game to verify their team is ready to play and players are on roster & accounted for. Any team playing with a player on another roster will be disqualified.

TIME:

There will be a 5 minute time limit for each game. **Matches will be the best 2 of 3 games.** If neither team has been eliminated at the end of 5 minutes, the team with the most players left on the court is declared the winner. Bracket games ending in a “**TIE**” will be broken by a 3 minute playoff game in the Double-Elimination tournament **ONLY**.

There is a 20 second “shot clock”. A player holding the ball for longer than 20 seconds will receive a warning from the referee. A repeated infraction will result in the player holding the ball being called **OUT**.

ATTIRE:

Wear comfortable athletic clothing. Athletic/tennis shoes are mandatory.

BOUNDARIES:

Games will begin with all of the balls placed along the division line. Each game will be played with 6 balls. Players must be positioned behind their respective baselines before the start of the game. All players are limited to the court. A player may only leave the court under the following two conditions:

1. They are “**OUT**”, *or*
2. To attempt to catch a deflected ball that is still live (deflected off a teammate).

A player may **NOT** go out of bounds to avoid getting hit. Doing so will result in an “**OUT.**” Catching a ball out of bounds does not count unless it is deflected off of a teammate and caught before it hits the ground.

A player may step on the center line that divides the court in half, but stepping over the line will result in an “**OUT.**” This will be by Referee judgment, we do not have an instant replay system, and the referee’s decision is **FINAL!**

DEFLECTIONS:

1. Deflections off the floor, walls, spectators or officials are considered “Dead Balls.”
2. Deflections off a teammate count and both players hit are **OUT**, unless the deflection off teammate 1 is caught by teammate 2.
3. If a ball hits another ball, which a player retains in their possession, it does not make either player out.
4. If a ball hits another ball, which a player retains in their possession, and that ball is caught by a teammate, the person who threw the ball is **OUT**.
5. If a ball hits another ball, which a player retains in their possession and that ball then hits a teammate, the teammate is **OUT**.
6. If a ball hits a ball that a player is holding and the ball is knocked out of the players hands, that player is **OUT**.
7. A ball rebounding off a catch attempt may be caught before touching the floor by any teammate on the “HIT” player’s team. Result: the thrower is **OUT**.

TIME OUTS:

Each Team will be allowed TWO 15 second time outs per game (total 4 per game). A time out may be used to substitute players, use a “**DERBY DOLLARS**” to re-enter players that have been called “**OUT**” or strategize. A girl **may not** be substituted for a boy during this time.

THE TOURNAMENT:

All teams will play one (1) Warm-Up match prior to advancing to the double-elimination tournament. This will allow you to get accustomed to the game, learn the rules, how to strategize, and how to work together effectively. Warm-Up games may end in a tie.

All teams will compete in the double-elimination tournament. TEAM CAPTAINS will blind-draw for a spot on the bracket upon check-in prior to their Warm-Up match. This will determine each team’s first bracket match time, what court they will play on, and who will be their first opponent. Bracket games CANNOT end in a tie. Ties will be broken with a 3 minute playoff game.

The Championship Match is best two out of three games. “IF” game will be played, if applicable.

REFEREES:

Referees will supervise all games. The referee’s decision is final! NO EXCEPTIONS! **Excessive arguing will cost that team another player.** All players are expected to be honorable and be on their best behavior. Please call yourself “**OUT**” even if the referee did not see you.

CHEATING:

Any player caught cheating (example: sneaking back into the game after being called **OUT**) will be called **OUT** again and will also cost his or her team an additional **OUT**. The additional ousted player will be selected by the opposing team. All players are expected to be on their best behavior. Jumping Rosters **WILL** cause the team to be eliminated from the tournament.

HEAD SHOTS WILL NOT BE TOLERATED. IN THE JUDGEMENT OF THE REFEREE, ANY PLAYER THOUGHT TO HAVE INTENTIONALLY THROWN A “HEAD SHOT” WILL BE OUT AND REMOVED FROM THE REMAINDER OF THE CURRENT GAME IN PROGRESS.

DERBY DOLLARS:

DERBY DOLLARS will be \$5.00 each and may be utilized during the timeouts to purchase the re-entry of a player that has been called “**OUT**”. **1 DERBY DOLLAR = 1 PLAYER** There is no limit of Derby dollars that can be used **BUT** they can only be used during the timeouts. Once timeouts are utilized, no Derby Dollars can be used. These can be purchased at the Registration Check In table **OR** at each Court from the Court Coordinator keeping time.

Parents, sponsors & friends may purchase Derby Dollars from the Court Coordinators during the game on behalf of their team but may only be used during the timeouts.

CAPTAINS REMEMBER YOU WILL BE NOTIFIED BY EMAIL / TEXT WITH ANY CORRESPONDENCE REGARDING THE TOURNAMENT. THIS INCLUDES THE BRACKET! MAKE SURE YOU HAVE THE CORRECT PHONE NUMBER AND EMAIL ON THE ROSTER.

QUESTIONS: CONTACT Kim Thundyil @ 936-689-5618 or kim.thundyil@gmail.com

HAVE FUN...BE SAFE...RESPECT THE RULES!