



# Teen Glow Dodgeball Packet

Tuesday, June 11 • 6:30 pm • Annerino Community Center





# Teen Glow Dodgeball Tournament Rules

## THE TEAM

The game shall be played between two teams of 6 players. Teams may have an additional two players on their roster that may be available as substitutes to switch out between games or in case of injury. No substitutions will be allowed during games except for the case of injury.

## THE COURTS

The games will be played indoors at the Annerino Community Center (201 Recreation Dr). Volleyball court lines will be utilized as the boundary lines for dodgeball games. There will be four available courts that may be used for games.

## THE EQUIPMENT

The official ball used in tournament will be 6" Gator Skin (foam) balls. Participants must wear shoes, shirts and pants/shorts.

## THE GAME

The object of the game is to eliminate all opposing players by getting them "out". This may be done by:

1. Hitting the opposing player with a thrown ball. (Exception: The ball cannot hit the opposing player in the head. Players hit in the head are NOT out)
2. Catching a ball thrown by your opponent before it touches the ground or any walls (includes deflected balls).
3. Causing an opponent to drop a live ball as a result of contact by another thrown live ball. (usually occurs when a ball is being used as a shield to block a thrown ball.)
4. An opposing player stepping out of bounds. (To avoid getting hit and not because he or she is retrieving a ball – in which case you have 5 seconds to retrieve a ball, and come immediately back to the playing court.)
5. If a person deflects a thrown ball with another ball, they cannot get out (even if they are hit by the deflected ball). If someone catches the deflected ball, the person who threw the ball is out.
6. If a team has more players and all the balls, they will have 10 seconds to throw a ball, or a player will be eliminated.
7. Any ball hitting a wall is dead (as if it hit the floor). If a ball hits your, then the wall, you are out. If the ball hits the wall then you, it is a dead ball. A ball laying on the floor shall be considered part of the floor.

Game begins by placing the dodgeballs along the center line. Players then take a position at their back end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. Sliding is NOT permitted. The signal officially starts the game.

## RUSH RULE

Each and every ball retrieved at the opening rush must first be taken to the back line before it may be legally thrown at an opponent. Sliding is not permitted; you must approach the center line under control. If you cross the line, you are out

## WINNING THE GAME

The first team to legally eliminate all opposing players will be declared the winner. A 7-minute time limit has been established for each game. If neither team has been eliminated at the end of the 7 minutes, the team with the greater number of players remaining will be declared the winner. All balls are dead (even if they are in the air) when the 7-minute time limit has been announced. In the case of an equal number of players remaining after regulation, a 3-minute sudden-death overtime period will be played six-on-six, first player out.

## RULE ENFORCEMENT

Players will be expected to rule whether or not they were eliminated by a legal hit. All games will be supervised by at least one official. The official's responsibilities will be to rule whether or not hits they observe are legal.

*THE OFFICIAL'S DECISION IS FINAL — NO EXCEPTIONS*

## BOUNDARIES

1. During play, all players must remain within the boundary lines.
2. Players must only leave from the back line to retrieve balls and must return to the court by the back lines.
3. Balls that are out of play can only be retrieved and re-entered into play by active players on either team that have legally left the court and re-entered it, or by the official, who may throw balls back into play at their discretion and to the side of the court where the ball is out of play. Spectators and players that are "out" cannot retrieve balls and throw them back into play.
4. A player shall not:
  - a. Have any part of their body contact the playing surface on or over the sideline
  - b. Enter or re-enter the field through their sidelines
  - c. Leave the playing field to avoid being hit, or attempt to catch a ball
  - d. Have any part of their body cross the center line and contact ground on their opponents' side of the court. This rule includes the rush at the beginning of the game.
  - e. Linger out of bounds **for more than 5 seconds** to retrieve a ball

*ON PENALTY: PLAYER WILL BE DECLARED OUT*

## MATCH PLAY

Matched will be decided using a "best-of-three" format in which the first team to win two games will be declared the winner. The tournament style is currently TBD depending on the number of teams registered. Each team will be guaranteed a minimum of **2** matches.

## CODE OF CONDUCT

1. Understand, appreciate, and abide by the rules of the game
2. Respect the integrity and judgement of game officials and volunteer staff
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat
4. Be responsible and maintain self-control
5. Do not taunt or bait opponents and refrain from using foul or abusive language
6. Swearing will not be tolerated, nor will fits of rage (i.e. kicking the bleachers, etc.)
7. No aiming throws toward other players' heads

*Anyone in violation of this code of conduct as declared by the tournament personnel will be disqualified from the tournament without refund and will leave the premises immediately.*



*We make the fun happen!*

A facility of Bolingbrook Park District · Annerino Community Center · 201 Recreation Dr. · 630.739.0272

[bolingbrookparks.org](http://bolingbrookparks.org)

