

Dodge, Duck, and Dive for Dreams

Rules and Regulations

TEAMS

- A. A team consists of 8 players with a minimum of 6 players to avoid forfeit.
- B. For teams totaling 6 players, 2 players must at least be girls, and for teams totaling 8 players, 3 girls.
- C. There will only be 6 players allowed on the court at all times.
- D. Substitutes will be allowed to replace a player only during a timeout or in case of an injury.
- E. **All players MUST sign a liability waiver prior to the start of match to play.**

FIELD

- A. Playing field will use basketball lines.
- B. There will be side lines, end lines and a center line

BOUNDARIES

- A. During play, all players must remain within the boundary lines. There is no boundary for the end lines (the wall/curtain is the boundary). The basketball court end line will be used when retrieving stray balls.
- B. Players may pass through their end line **ONLY** to retrieve stray balls.
- C. When retrieving the ball, the player must also immediately re-enter the playing field only through their end line.
- D. A player shall **NOT** :
 - a. Have any part of their body contact the playing surface on or over a side line unless retrieving a stray ball and it must be noted by the referee (only through end line)
 - b. Leave the playing field to avoid being hit by, or attempt to catch, a ball.
 - c. Have any part of their body cross over the centerline unless it's during the "opening rush".

EQUIPMENT

- A. Balls will be provided by referee.
- B. **All players must wear non-marking tennis shoes at all times.**
- C. The standard number of balls for a 12 person game is 6.

BEGINNING THE GAME

- A. Prior to the game, 6 balls will be placed on the center court line.
- B. Players then take their position behind the end line.
- C. Following the official's whistle, both sides approach the center line to retrieve the balls
- D. Once a ball is retrieved from the center line at the beginning rush, the balls must be brought back to the respective free throw line before they are considered "live".

DECLARING A WINNER

- A. The first team to legally eliminate all opposing players will be the winner of that match.
- B. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be the winner.
- C. In all overtime periods, the first team to legally eliminate any **ONE** opponent will be the winner.

ELIMINATION

- A. A player will be considered eliminated when any of the following occur:
 - 1. A player is struck by a ball thrown by their opponent (the player will still be considered eligible if the ball that struck them was caught by themselves or a teammate before it hit the ground). ALL hits should be below the neck.
 - 2. The ball they threw was caught by someone on the opposing team.
- B. The opposing team is allowed a player out of the penalty box to return to the match.
 - 1. Stepping out of bounds in an attempt to avoid being hit with a thrown ball.
NOTE: A ball is dead once it hits the back wall or floor. A direct hit is required in order to consider the person out of the game.
 - 2. Deflections will not be counted as outs if the deflector is still holding the ball used to deflect the oncoming ball. If the person deflecting drops their ball and does not catch the ball deflected, the person who deflected the ball is out.

TIMING, TIME-OUTS & SUBSTITUTIONS

- A. 5-minute time limit is established for each round in preliminary matches. (Subject to change)
- B. Each team will be allowed one (1) 60 second timeout per round (15 minute matches with 3 rounds- preliminary and shorter for final rounds)
- C. Only the referee(s) will have the discretion to start and stop the clock.
- D. The referee will have the discretion to call a player out if there is a controversy.
- E. During time-outs, teams may substitute players. Subs may be players who did not start the game.

OVERTIME

- A. If an equal number of players remain after regulation play, a sudden death overtime period will be played.
- B. Overtime will begin with players behind their respective end lines with balls placed on center line and an opening rush. The first team to eliminate any ONE opposing player will be declared the winner.
- C. No timeouts allowed during overtime.
- D. Substitutions may be made prior to start of overtime if injuries occur.
- E. There will be a one minute time limit.

STALLING & 30 SECOND VIOLATION

- A. If one team possesses all the balls, they must throw **at least 2 balls** over the center line to the opposing team within 30 seconds.
- B. **FIRST** violation: stoppage of play and balls will be divided evenly and play will continue with players starting at the end line.
- C. **SECOND** violation: ejection of one player from offending team.
- D. **NOTE:** Stalling procedure does not apply to overtime periods.

OFFICIALS

- A. All contests will be supervised by a Referee.
- B. Rules will be enforced primarily by the “honor system”. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated.
- C. The Referee’s responsibility will be to rule on any situation in which teams cannot agree.
THE REFEREE’S DECISION IS FINAL.

MATCH PLAY

- A. Games will be decided using a “best of 3” (5 minute matches) format in which the first team to win 2 matches will be the winner of that game.
- B. **This is subject to change depending on the number of teams that register for the event.**

CREATIVE ATTIRE is welcome and encouraged!!!

****PLEASE REMEMBER THIS IS A SPONSORED FUNDRAISER AND CHILDREN ARE PRESENT. SWEARING & POOR SPORTSMANSHIP WILL NOT BE TOLERATED. Anyone in violation of this rule will be disqualified from the tournament, without refund and must leave the premises immediately.****