



Tournament Rules

Team Composition

1. Teams will consist of 6–10 players.
 2. Your team must consist of at least two girls and two boys, and these players must be on the court at the start of the game.
 3. Six (6) players will play on the court at a time, with the rest available as substitutes.
 4. Substitutes may enter the game only during timeouts or in case of injury.
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Playing Field

1. The field will be a rectangle at least 50' x 30', ideally 60' x 30' (volleyball court size).
 2. The court will be divided into two (2) equal halves by a centerline, with attack lines placed 3 meters from the centerline.
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Equipment

1. Games will use official 8.25" rubber-coated foam dodgeballs.
 2. Six (6) balls will be used in each match.
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Objective of the Game

1. Eliminate all opposing players to win.
 2. Players are eliminated if:
 - Hit by a **LIVE** ball below the shoulders.
 - A **LIVE** ball they throw is caught by the opponent before it touches the ground.
 3. Definition of LIVE: A ball that has not touched the floor, walls, another ball, or any other object outside the field of play.
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Match Structure

1. **Best of 5 Games:** Each match consists of up to 5 games. The first team to win 3 games wins the match.
 2. **Game Duration:** Each game has a 3-minute time limit.
 - If neither team is fully eliminated within 3 minutes, the team with the most players remaining wins the game.
 3. **Tie-Breaker Rule:** If the match is tied at 2-2, a decisive 5th game will be played to determine the winner.
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Game Rules

1. **Boundaries:**
 - Players must stay within the court boundaries during play.
 - Players may leave the court through the end-line only to retrieve stray balls and must re-enter through the same end-line.
 2. **Opening Rush:**
 - Six (6) balls are placed along the centerline before the start.
 - Teams may retrieve only the three (3) balls to their right of the center hash.
 - A ball must be taken behind the attack line before it can be thrown.
 3. **Stalling/5-Second Rule:**
 - Teams holding all six (6) balls on their side for more than 5 seconds will forfeit the balls to the opposing team.
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Timeouts & Substitutions

1. Each team has one (1) 30-second timeout per game.
 2. Substitutions are allowed during timeouts or in case of injury.
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Rule Enforcement

1. Games operate on an honor system where players call themselves out.
2. Each game will have a court monitor to resolve disputes and enforce rules.
3. **The court monitor's decision is final.**