

## FJH Dodgeball Tournament Rules

1. The FJH Dodgeball Tournament is a double elimination game consisting of a 5-minute flash round. The winner of each game is determined by the number of players tagged out at the end of the 5 minutes, or if a team has all of its players tagged out within the 5-minute game, they lose.
2. ALL players must be present at the beginning of their 1st game to play in subsequent games.
3. FJH Dodgeball will have 2 league referees but is primarily self-refereed, and played with honors rules. The referees will be stationed at the end of the centerline and will help facilitate the game. Referees start the game, confirm hits and catches, and count ball possession time.
4. **Each team will start behind their respective end line until the referee blows the whistle.** There are 6 balls, split into 2 even groups near the ends of the centerline. During the opening rush (when the game starts), you may only grab the balls to your right **and must not cross the centerline.**
5. You are out if:
  - a. You step on or over a sideline or centerline
  - b. A thrown live ball hits your body
  - c. You throw a live ball and it is caught by an opponent.

**Important: Once a player is out, that player is eliminated from the game and must leave the court of play immediately. There is no way for active players to free a player that is out. Players who are out may begin retrieving balls that have left the court by gently rolling (not throwing) them back to their team.**

6. A thrown live ball can only hit out 1 player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls, and are ineligible to hit players out.
7. You may block a thrown ball with a held ball. However, if you drop the blocking ball during the act of blocking, or if you fail to make a clean block (as in the thrown ball still ends up hitting or grazing your body afterwards), you are out.
8. You can only hold a ball for 10 seconds, afterwards, it will be considered dead. Dead balls need to be rolled over immediately to the other team.
9. If the game comes down to 1 player per side, they have 10 seconds to hit each other out; if not, "Showdown" comes into effect. The game is paused, each player gets two balls, two balls are lined up at the ends of the centerline, and the centerline is dissolved. The first player to get the other player out wins.
10. Players may not physically touch any opposing player. This will result in the player being terminated from the tournament. Foul language of any kind will not be tolerated and will result in player or team termination. **There are NO INTENTIONAL HEADSHOTS allowed.** Any unsportsmanlike play or behavior will result in player or team termination.