

Corporate Dodgeball Challenge
Official Rules and Regulations for all Games
Competitive Edge - Spring, TX

General Rules & Regulations for Round Robin and Tournament Games

1. Six (6) Players on the court during a game (maximum).
2. For Tournament play a match is best two (2) out of three (3) games – winner advances to the next round – single elimination
3. Up to four (4) additional team members (“Alternates”) allowed in the “buffer zone” between the court and nets to retrieve balls. All Alternates must wear vests that will be provided indicating that they are additional team members, but not participants during the game.
4. From game to game, the Players and Alternates may substitute for each other, but never during games.
5. When picking up the ball at the center line to start the game all players must back up behind the firing line (10’ off the centerline) before you are able to throw the ball at your opponent as well as the other team must be behind the line before throwing the ball. Any ball thrown before retreating back to the firing line will not count for an OUT and that player will be called OUT.
6. You may not cross or step on the middle line at any time – if you do, you are OUT.
7. The baseline in the back of the court will be an indication of court space but players will not be called OUT for crossing this back baseline. However, if a player is abusing this and staying out of the playing boundaries that player will be called out by the officials – this is purely a judgment call by the official on the court.
8. You may not hold a ball for more than ten (10) seconds. If you do, a violation will be called and you will have to forfeit your ball to the other team.
9. You are out if the ball hits you in the air.
10. The moment you are out the ball becomes dead.
11. If a player is hit by a ball, the player is out unless the same player that is hit catches the ball after impact. If a teammate catches the ball after it hits the player, the player that is hit is still eliminated.
12. If an incoming ball is deflected by another ball, the incoming ball is dead.
13. You may not drop a ball that you are holding in attempt to catch another ball that has been thrown at you – if you do you are OUT.
14. Players must stay in bounds for the entire game – you are OUT if you step outside the sidelines of the playing space.
15. Teammates may only return to the game if your team catches the ball in the air. The opponent is out if his/her ball is caught in the air. The priority in which players return to the game is in the order in which they were eliminated. The order of the return line may not be changed or altered (First Out/First In).
16. Any player that is out of the game may retrieve balls for his/her team; provided that players remain in re-entry order.
17. You are responsible for the actions of your own fans.
18. Absolutely NO HEADSHOTS – player disqualification if an intentional headshot is thrown at an upright player.
19. No jewelry or metal may be worn by any player.
20. Shoes must be worn by all players and all times while on the court.
21. ABSOLUTELY NO FOUL LANGUAGE – Any player breaking this rule will be disqualified from the contest and future games in the tournament – this is a “family-friendly” event.
22. No Arguing with the officials – their word is FINAL.
23. No kicking of the ball – dead ball will result.
24. No Time outs.

Sudden Death Overtime Rules and Regulations – For Tournament play ONLY

1. If at the end of the five (5) minute period allotted for a single game both teams have an equal number of players remaining on the court then sudden death overtime must be played to determine the winner.
2. The sudden death overtime will only be played during the single elimination portion of the tournament.
3. The sudden death overtime will consist of each team picking one of the remaining players from its team to represent the team in a 'throw-off'.
4. Each team will pick their own player from the remaining players that are still on the court – no player that is OUT may be picked.
5. Each team will have three throws at the opposing team's representing player – all in succession.
6. A coin toss will determine which team throws first. If a subsequent overtime period is required, the order of throwing will be reversed.
7. The throwing player must stand behind the firing line in order to make his/her three throws while the other team's player must stand on his/her own firing line while the opposing team's player makes their three throws.
8. The opposing player being thrown at may not move off of the firing line and their feet must remain planted while the opposing team throws at them. They may dodge but they may not un-plant their feet - if they do the opposing team gets an additional throw.
9. If the player representing the team being thrown at catches one of the throwing player's balls then that does not count as a hit but it does count against the throwing players throw total – so long as the defensive player does not move his/her feet.
10. After the first team throws, the second team will have an opportunity to attempt their three throws regardless of how many throws the first team landed.
11. If the second team is able to land more hits than the first team was they are the winner of the game.
12. If the second team lands fewer throws (out of the three) than the first team they are the loser of the game.
13. If the second team lands as many throws as the first team then the sudden death overtime is repeated until a winner is determined.
14. There must be a winner.
15. Officials have the final say in the determination of a 'hit'.

Round Robin Tournament Rules and Regulations

1. Round Robin rules will mirror the Single Elimination Tournament rules except for the following:
 - a. Each team will play one single game instead of a 2 out of 3 format as detailed in the single elimination tournament rules.
 - b. No sudden death overtime will be played in the round robin games – a tie is possible.
 - c. All other rules as noted in the single elimination tournament rules will be enforced.