



# ***League Sports***

## ***2024 Blizzard Buster Dodgeball Tournament***

***League Director Mike Morris & Patrick Koneval***

### ***Rules***

#### **1. Teams:**

Teams may have a maximum number of 9 players on their roster, which must be turned in no later than week 1-8-24. A player not listed on roster may not compete in a match. Games are 6 vs. 6, any additional players are subs. At the start of each new game teams may adjust their 6 players that are on the court.

#### **2. Game:**

The object of the game is to eliminate players on the other team. You can do this by throwing a ball and hitting the opposing player before the ball hits ground, another ball or the wall. If you catch a live ball from an opposing player, then the thrower is out and the player at the front of the line returns to the game from the catching team. First out, first in.

#### **Game Length**

Until all players on 1 team are eliminated

#### **Match Length**

Best of 3 Match

#### **3. Boundaries:**

Once play begins players may not step outside of the boundaries or lines or they will be called out. The volleyball court will represent the out of bounds lines. The ½ court line is the line that separates the two teams and may not be crossed. If a team has subs, those players may help retrieve balls that are out of bounds and put them back in play, but only on their team's ½ of the court.

#### **4. Opening Rush:**

At the start of each game each team will have six players on a side. On "Go", the players can rush for the three balls that are placed on their right side only. A ball must be cleared backwards behind white line before it can be thrown.



## **5. Blocking:**

You may use a ball to block an incoming ball. If you lose control of the held ball you used to block then you are out. If you are blocking and the ball bounces off the ball used to block and hits you, you are out. If you catch an incoming ball while holding another ball and it touches the original held ball and both dodgeballs are controlled than the thrower is out. An incoming ball is only live for the first person it touches. So, if dodgeball hits one person and then deflects and hits another person, only the first person hit is out. If a ball is blocked by a ball and then another person catches it in the air nothing happens because it's dead once it hits the other ball.

## **6. Timeouts:**

There will be no timeouts allowed, except in the case of an injuries. Substitutions are not allowed during any individual game. Teams may switch their 6 players at the start of each new game.

## **7. Holding Rule:**

If an official feels that there is not enough action due to a team holding on to dodgeballs than the official will count down from 10. Anyone not throwing a ball before the official reaches 0 will be called out.

## **8. When a Player is Out:**

Once a player is out, they will go to the "designated out" area. If a ball is caught by their team the first person in that line may return to the game. Any person going back into the game in the incorrect order will cost their team a forfeit of the game.

## **9. Standings:**

Each Match is best of 3. A team will get a point in the standings for each win they earn. If there is a tie with wins then head-to-head matchup will be the tie breaker.

If you have any questions feel free to e-mail us at [leaguesports@yahoo.com](mailto:leaguesports@yahoo.com) or Standings can be followed at <http://leaguesportsllc.com/>