



# Baker Dodgeball

## Tournament Rules

1. There are 6 players on a team (A team can play with fewer players if they choose, but that would be a disadvantage)
2. Each game can last no longer than 5 minutes (unless it goes overtime)
3. 10 balls are used. They will be laid out and spread out on the middle line at the start of each game
4. A player is out if he /she is hit by a thrown ball in the air
5. If a player catches a thrown ball, the player who threw the ball is out and one player on the catcher's team can come back in the game from jail
6. When a player is out, he/she immediately proceed to the designated jail area. He/she cannot touch or throw any balls on his/her way to jail. If he/she does, there will be one warning, if it happens again, that player will be out of that game.
7. When a player gets to jail he/she must proceed to the back of the line
8. When a ball is caught, the first player in the jail line comes back into the game
9. When a player comes back into the game (by a catch or basket), he/she cannot be hit until he/she enters the playing field or touches a ball. The returning player may enter at any spot on the court. If he/she does NOT enter in 10 seconds or less, he/she is put back in jail.
10. No player at any time may touch or cross the middle line, unless a "Red Alert" is called.
11. A "Red Alert" will be called by the referee if action is halted, or few players are remaining. This allows a closer shot to hit opposing players and to make a basket.
12. A "Red Alert" will allows players to cross the middle line and go all the way to the red line. If the red line touches or crossed, that person is out.
13. If a "Red Alert" is happening, opposing players can actually be in the same area. If any contact is made with another player, that players is out.
14. If a player goes outside the court area, he/she cannot throw a ball until he returns to the field of play. Players can only leave the playing area to retrieve a ball.
15. The game is over when all players on one team are in jail or the time limit is reached.
16. Each game will be started with all players touching the wall with either foot or hand and all balls in the middle line. When the whistle blows, all players are released to get the balls.
17. There will be a "Take Back Line" about 10 feet from the middle line. Players are not allowed to hit a player until they retreat behind that line. If a player throws before he/she retreats behind that line, that player goes to jail and any player he/she hit remains in the game.
18. If a player moves before the whistle his/her team is given a warning
19. If someone on the warned team moves again that player goes to jail.
20. If a player is hit in the head/face by a ball he/she is not out. The person who threw the ball is out. If the referee determines that a player is intentionally getting hit in the head/face, he/she will be out and the thrower is NOT out.
21. If the time limit is reached and both teams still have players in the game, the team with the most players left is deemed the winner.
22. If both teams have the same amount of players left, a one minute elimination match is held. All players will be returned from jail to begin the overtime.
23. When a team loses, they are out of the tournament
24. The winner advances to the next round in the tournament
25. If a player's throws when out of bounds he/she goes to jail.
26. If a ball goes into the stands, a player may go out of bounds to get the ball but may not throw until he re-enters the field of play. Fans in the stands can return the ball to either side. A throw from the stands cannot send player to jail. Players cannot stay out of bounds for more than 10 seconds
27. If a ball goes into the jail area, a player in jail may kick or throw the ball into one of his/her teammates, but cannot leave his/her chair. If a player in jail leaves his/her chair to get a ball, he/she will be warned, if it happens twice, that player is disqualified from the game.
28. Players can only hold the ball for 10 seconds or less. If a player holds the ball longer than 10 seconds, he/she is sent to jail. If a player drops the ball before the 10 seconds, it may not be touched by that player until another player touches it.
29. If a player on either team throws a ball through the opposite basketball hoop, all players are freed from jail on the team of the basketball shooter.
30. When players are freed from jail, they many not touch a ball until they are within their own boundaries. Players leaving jail may not be hit until they enter the play boundaries.
31. If a player shoots a basket and gets hit before the basketball goes in the hoop, the basket still counts, and everyone is freed. Unless the shooter is the last player remaining. If he/she is hit before the basket goes in, the game is over.
32. If a player blocks a ball with another ball, he/she is not out. The ball is live and can be caught by another player. If the blocking ball is dropped, the player is out.
33. Players may hold more than 1 ball, but not for more than 10 seconds
34. If a ball hits one player and is then caught by a teammate (that is not in jail), the player hit is NOT in jail, the player who threw the ball IS sent to jail.
35. If a ball hits more than 1 player before touching the ground, all players hit are out. If a ricochet hits a player in the head/face, the player hit in the head/face is NOT sent to jail, but neither is the throw (the player originally hit IS sent to jail). Any players hit after a head/face shot are NOT sent to jail. That play is dead
36. If any player used profanity or argues with the referee, they are eliminated from the entire game. If this happens twice, that player is out for the tournament and his/her team will play short-handed.
37. If a player is injured, that team may choose another player from the crowd to replace the injured player. This CANNOT be a player from another team.
38. If a team is not present, the forfeit the game and the other team is awarded the victory and moves on.