

Richmond Good Old Days Festival Dodgeball Tournament Rules

I. Tournament Progression

1. This tournament follows an adapted double elimination format that allows teams up to one re-entry opportunity in the consolation bracket.
 - a) Teams may choose to pay to remain in the tournament once they are eliminated from the consolation bracket.
 - b) Re-entry fee is half that of the entry fee.
 - c) Teams must choose to re-enter immediately following their loss.
 - d) Teams may not pay to re-enter once the consolation bracket has been terminated.
2. Bracket Composition
 - a) Brackets are formed at random.
 - b) All teams begin in the championship bracket.
 - c) When a team acquires a loss, it is eliminated from the championship bracket and moved to the consolation bracket.
 - d) The teams in the consolation bracket play until a consolation champion is determined; at which point, the consolation champion will re-enter the championship bracket to play the championship bracket champion.
 - e) Once one of the champion teams has acquired two losses they will be determined the second place team, which the other team will be considered tournament champion.

II. Court Layout

1. Court Size
 - a) Courts will be approximately 24 feet wide by 48 feet long.
2. Centerline
 - a) The centerline will be approximately 24 feet from both ends of the court.
3. Barriers will be constructed at both ends of the court to keep balls in play.

III. Match Rules

1. Team Composition
 - a) Teams will consist of five active players, with the option of two substitute players.
 - b) Use of substitute players
 1. Substitute players may enter the play between games.
 2. Substitute players may enter play in the middle of a game if an injury occurs that prevents an active player from continuing play.
2. Balls in play
 - a) Each court has set ball color. Only balls of that color are in play for that court.
 - b) At any time during play, 4-6 balls will be in play.
 - c) Players may not exit court to retrieve balls that exit the playing court.
 - d) A ball is ruled dead if:
 1. It touches the ground, court barriers, or another ball (blocked or deflected).
3. Progression of play
 - a) Players will remain on the court until they are eliminated from play.
 - b) Eliminated players will exit court to their respective sidelines.
 - c) Eliminated players will remain on the sideline until they are brought back into play by a caught ball or the end of the game.
 - d) Eliminated players will re-enter play in the order they were eliminated.
 - e) Game will continue until all players on one team have been eliminated.

- f) Match winner will be determined as the team that eliminates all opposing players twice in a three game match.
- g) Game start
 - 1. Balls will be placed along the court centerline.
 - 2. All players will line up at the back of their side of the court, with one hand touching the rear barrier.
 - 3. At the official's signal, play will begin.
- h) Sudden Death
 - 1. A sudden death situation may arise if the last two active players are eliminated at the same time.
 - 2. Each player will receive a ball and be placed five feet from the centerline on their respective side.
 - 3. Feet must remain stationary throughout the remainder of the sudden death.
 - 4. At the official's signal, sudden death begins.
 - 5. Winner is determined by the first player to eliminate the other by striking them with the ball.
 - 6. If a player catches a ball, they are eliminated.
 - 7. If a player moves his feet to avoid elimination, that player will be eliminated.
- 4. Eliminations
 - a) Players may be eliminated from play in four ways:
 - 1. Being struck by a ball thrown by an opposing player.
 - a. If a teammate catches a ball thrown by the opposing team after it strikes a player the play is ruled dead. There will be no eliminations, nor re-entries.
 - 2. Throwing a ball caught by an opposing player.
 - 3. Crossing the centerline.
 - a. Physically touching any portion of the opposing team's side of the court.
 - b. Players may retrieve a ball from the opposing side if they do not touch that side of the court.
 - c. A player is not eliminated if they are pulled across the centerline by an opposing player.
 - 4. Throwing a ball that strikes an opposing player in the head.
 - a. Opposing players must make a reasonable effort to dodge head shots.
- 5. Player Re-entry
 - a) Players may re-enter play when the game ends.
 - b) Players may re-enter play if a member of their team cleanly catches a ball thrown by the opposing team.

IV. Court Conduct

- 1. Players will conduct themselves in a sportsmanlike manner.
 - a) They will engage opposing teams respectfully, without intent to injure opposing team members.
 - 1. Deliberate headshots will not be accepted.
 - 2. Players may be ejected from the tournament for excessive headshots.
 - b) They will accept official rulings without arguments.
 - 1. Disagreements may be taken up with the official following the game of the dispute.