

Official Rules & Regulations

THE TEAM

Teams will be made up of 6 players. Six players will compete on a side.

THE EQUIPMENT

Six balls will be in play.

THE GAME

The first team to legally eliminate all opposing players will be declared the winner. A 3-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 3 minutes, the team with the greatest number of players remaining will be declared the winner. You can eliminate an opponent by: Hitting the opponent with a live ball (headshots are legal though not encouraged), catching a live ball thrown by an opponent, opponent crosses the center court line. In the event that both teams have the same amount of players remaining at the end of the 3 minutes a sudden death overtime game will commence with all members, the team with the most players left after 1 minute will be the winner.

DEFINITION OF A LIVE BALL: A ball is live until it touches anything: floor, another ball, another player, ref, wall, etc.

DEFINITION OF A GRANADE BALL: A ball that is thrown into the game from within the stands. Players can only be eliminated with a Granade Ball when thrown by an opponent. Granade Balls become live after entering playing area.

BOUNDARIES

During play, all players must remain within the boundary lines except when retrieving balls.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

5-SECOND MAX

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. This also applies to tied teams.

RULE ENFORCEMENT

During the tournament, rules will be enforced primarily by the "honor system." Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. **THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.**

National Amateur Dodgeball Association Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and N.A.D.A staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.