



## **RULES & REGULATIONS**

### **TEAMS**

- Adult division teams consist of individuals ages 18 and up
- Qualified Teams require a minimum of (6) players to a maximum of (10) players, with up to (2) coaches
- All players must sign a waiver on-site at player check in and obtain a wristband before eligible to enter the Field

### **OBJECTIVES**

- Participate in a fun event to foster community development and a chance to raise funds for local charities
- Survive and advance by eliminating all opposing players or having the most players in play when time expires
- Players can be eliminated by either of the following manners:
  - A. Hitting an opposing player with a thrown ball
  - B. Catching a ball thrown by your opponent before it touches the ground

### **BRACKET PLAY**

- Each team will play (1) Practice Game and a minimum of (2) Competition Games
  - Practice Pay is scheduled to start at 11:00 AM
  - Competition is scheduled to start at 12:00 PM
- There will be a 1-2 minute interval between each game
- The competition will be a double-elimination bracket with a Winners and Losers Bracket
- If a team loses, the team will enter the Losers Bracket and after a team has lost twice, the team is eliminated

### **EQUIPMENT**

- The official ball provided will be a 6 ¼" rubber coated foam ball
- Participants must wear appropriate and matching attire with closed toe, rubber-soled shoes
- Uniforms and Costumes are recommended

### **THE COURT**

- **COURT SIZE** – 60ft long x 30ft wide
- **BASE LINE** – The court will have (2) baselines opposite of each other (60ft from Base Line to Base Line)
- **CENTER LINE** – The court will be divided into (2) equal sections by a Center Line (30ft from each Base Line)
  - A player may not step over the center line, but can reach over to retrieve a ball
- **ATTACK LINE** – Each section of the court will contain an Attack Line (10ft from the Center Line)
  - A player may step over the Attack Line to retrieve a ball, but must return **BEHIND** the Attack Line in order to release a ball for an attack on an opponent
- **NEUTRAL ZONE** – Teams will have an area on their side of the court between the Attack Line and the Center Line
  - Players may step into the Neutral Zone, but are not allowed to launch an attack from this area
- **ATTACK ZONE** – Teams will have an area on their side of the court between the Attack Line and the Baseline
  - Players may initiate attacks **ONLY** from this area of the court
- **OT ZONE** – Each section of the court will contain a 4ft x 4ft square for Sudden Death Over Time
  - Players can **ONLY** attack from this zone during the Sudden Death Overtime
- **BENCHES** – Each Team will have a Bench Area on the Side Line outside of the court on their section



## RULES & REGULATIONS

### GAME PLAY

- Each game is (6) minutes long, with a continuous clock
- There are no time outs, unless called so by the referee
- There are no Substitutions, except prior to the start of the game or in cases of injury
- Game begins with (6) Players behind their baseline and (3) balls on their Attack Line, for a total of (6) balls in play
- Play will start with a signal by the official
- Players are to retrieve the balls on their side of the court and all balls must be possessed by a player with at least (1) foot on their Base Line for the ball to be eligible for play and thrown across their Attack Line
- The Winner of a Game is determined by (1) of the following ways:
  - An Entire Team is Eliminated
  - Time expires and a team has (1) more player remaining than the other team
  - If teams have the same number of remaining players when time expires, then the winner will be determined by Sudden Death Overtime

### RULES

- Players must remain within the boundary lines, except for the following conditions:
  - Player is eliminated and must proceed to the Bench Area
  - Player is actively retrieving balls
  - When out of bounds, a player may not be eliminated by a hit or eliminate another player with a catch
- Out of Bounds Balls may **ONLY** be retrieved by active players on the court or by Tournament provided staff
- If a player leaves the boundaries to retrieve balls, that player will be subject to the following:
  - A player must be actively retrieving a ball and return to the court upon retrieval of the ball
  - A player will be eliminated if the referee determines a player is gaining an advantage by stalling
- Eliminated players or subs may not handle out of bound balls and will stand in the Bench Area as follows:
  - Bench Area players remain in order with the subs first, then eliminated players in order of elimination
  - Players will Re-enter on a "caught" ball in that order
- Players may not lift or support their teammates in catching a throw, etc.
- Players are Eliminated **ONLY** if the following occurs:
  - A. The player is Hit by a thrown ball and is located within the court boundaries
  - B. The player throws a ball and is caught by an opponent within the court boundaries
    - The catching team also gets an eliminated player back for their team
    - Players come back into the game in the order they were eliminated, starting with substitutes
  - C. A player dropping or losing possession of a ball while trying to catch or block
- The following Scenarios will **NOT** result in an elimination:
  - Hit by a dead ball resulting from a rebound off a wall, a barrier, or another team member
  - Hit by a dead ball that has crossed a boundary line
  - Catching a ball out of bounds, off a rebound, or in the act of juggling
  - Blocking a ball in flight with another ball, but must retain control over the ball they are blocking with
- Once a ball strikes the ground, a player, another ball, or crosses a boundary line, that ball will be deemed Dead
- The act of squeezing the ball in order to alter the thrown or blocked ball is not allowed.



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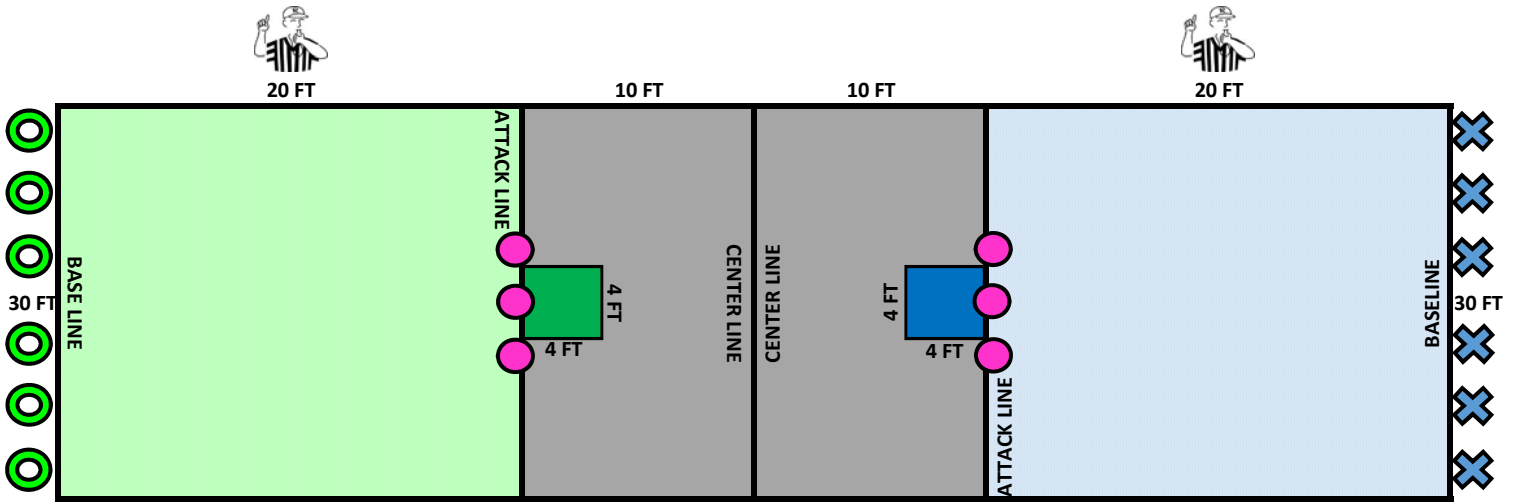
### **SUDDEN DEATH OVERTIME**

- Sudden Death Overtime will occur if teams have the same number of remaining players when time expires
- The Winner will be determined by the following:
  - (1) player from each team will take position inside the OT Zone
    - The player must have (1) foot inside the tape or touching the tape for the OT Zone at all times
  - (5) remaining players of each team will take position behind the baseline
    - These players will NOT be allowed to cross the baseline at any time, however,
    - They can retrieve out of bounds balls and roll them back to their player in the OT Zone
  - (3) Balls will be placed on the line in front of the player
  - The Referee will signal the start of Sudden Death
  - Players are to retrieve any of the (3) balls or combination of in front of them
- The Winner of Sudden Death is determined by (1) of the following ways:
  - A player hits the opponent with a ball
  - A player catches an opponent's ball that is thrown at them
  - A player's opponent leaves the OT Zone

### **RULE ENFORCEMENT**

- All contests will be supervised by (1) Referee and (2) Linesmen
- Players are expected to use the honor system. If a player is hit or their thrown ball is caught, they are to raise their hand and leave the court, whether called out by the referee or not
- This is a fun tournament and head shots should be avoided at all cost. If a player is intentionally throwing for someone's head, determined by the referee, the throwing player may be called out or expelled from the match
- All players are expected to show respect to one another and to the referees making the calls.
- Please remember this tournament is for charity. If everyone plays by the rules, we can ensure a positive experience for all involved and a successful event.

For more information about the rules, please contact [dball@smgpcola.com](mailto:dball@smgpcola.com).



# START OF PLAY



# SUDDEN DEATH

