



## Grade 6 Dodgeball Tournament Rules

Friday March 4th 2015 – 6:00-8:30PM\* - Gray Family Eau Claire YMCA

**Dodgeball Game-Play Rules Rules will be explained in person on the day of the tournament, but are also described below for your convenience.**

Please note that all dodgeball rounds will last for 3 minutes each. If neither team has won by the end of the round, the team with the largest number of live players left will win.

- a. Classic Dodgeball i. 2 teams compete against each other in the traditional way. If a player is hit below the waist, or on the hands or forearms by a ball, he/she is automatically out and moves off to the sidelines. If a player catches a ball, the thrower is out and moves off to the sidelines. If a player is hit above the waist or on the shoulders, the thrower is out and moves off to the sidelines. The last team standing wins the round.
- b. Castle Dodgeball i. Two teams face-off in a game similar to Classic Dodgeball. This variation allows for a different chance at winning, however. Each team will have 2 “Castles” constructed out of 6 hula-hoops on either end of their playing fields. Teams play until either both castles of one team have been destroyed or until there are no more live players on the opposing team.
- c. King’s Court Dodgeball i. 2 teams play according to Classic Dodgeball rules. Once a player is hit/out, they must cross the playing field and stand behind the court lines of the opposing team. Players who are out may collect stray dodgeballs that leave the playing area. If an ‘out’ player hits a player of the opposing team, the ‘out’ player becomes live again and receives a free walk-back to their side. They player that was hit is now ‘out’. Game is played until time is up or there are no live players on one team left.
- d. Hotball Dodgeball i. Classic Dodgeball rules apply, however in this variation, only players who are holding a ball at the time that they are hit are ‘out’. If a player is hit but is not holding a ball, then they remain live and are not required to leave the playing field. Any player who deflects a dodgeball with another dodgeball (i.e. holding a dodgeball and bouncing another ball off of it) is automatically out.

### Contact information

For additional information, please do not hesitate to contact the Youth Department at your branch;

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