

15th Annual EHS Dodgeball Tournament
Tuesday, October 4, 6-9 PM
Eagan High School Gym

Special Notes:

- Cost is \$35 per team
- Pool Play and Tournament Brackets
- 6 players play per team – See rules on backside
- Rosters may have up to 10 players
- Registration: September 28, 29 & Oct 3 in the Commons during lunch
- Registration Deadline: Lunch on Monday, October 3

Team Name _____ (with Admin approval)

Division (circle): Girls Boys Mixed (At least 2 per gender play)

Team Captain _____

Team Roster

<u>Name</u>	<u>Grade</u>
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
7. _____	_____
8. _____	_____
9. _____	_____
10. _____	_____

***** All Teams Must Be Ready to Play at 6 PM.**

Rules of Dodgeball – Eagan High School

PLAY

1. 6 players playing per team. Up to 10 players to a roster.
2. 4 balls will be used
3. Each team will have 2 balls at the start of each game and all players must be touching the back wall.
4. If an opposing player is hit with any ball that has not yet touched the floor, wall, or ceiling, that player is “out”.
5. The attacking team may cross the centerline and move up to the attack line when the trailing team has one person remaining. If the trailing team gets another player in the game, teams move back to the centerline.
6. Play continues until one team is eliminated.

RULES OF PLAY

1. Uniforms are considered part of a player’s body.
2. Any ball that touches the floor, ceiling, curtain, or wall is a dead ball.
3. If a defender catches a “live” thrown ball, the thrower is out and one player then returns to the defender’s side in order of first out, first in.
4. If a defender attempts to catch a live ball, but drops it, the defender is out.
5. The defender may block a live ball with another ball. That ball is still a live ball however, until it hits the floor, wall or ceiling.
6. If a blocking ball is dropped as a result of contact from a live ball, then the player who drops the ball is out.
7. A player may block a live ball, then throw the blocking ball down and catch a live ball.
8. A player shall not leave the playing field to avoid being hit or in an attempt to catch a ball.
9. Players who have been called out may retrieve stray balls for their teammates.
10. Players can stand on the center line, but may not go over the center line when throwing a ball
11. Any team intentionally delaying the game is subject to a penalty.
12. Unsportsmanlike conduct will result in immediate ejection from the game.