

Rules, Expectations and Schematics

RHA Dodge Ball Tournament

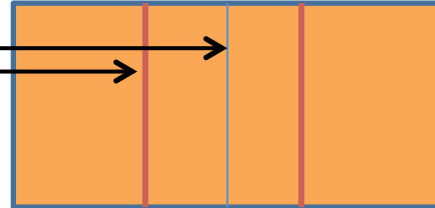
2012 Feb 11th

Layout: Two teams compete in an epic battle on a playing field separated equally in the middle represented by the blue line.

- The orange surrounded by the blue box

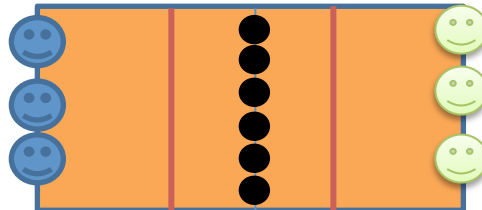
represents the playing court.

- The red lines (two of them) represent the second boundaries of the game. Used only at specific request of the referees. (Read on for details)



Game Play: Team 1 marked Blue (left side) and team 2 marked Green (right side) begin the game at the referees signal. All dodge balls are placed on the center line before the game starts.

- When the signal is made by the referee the goal of both sides is to run to the center and grab the dodge balls (2 max). They are to hit the opposite team with the dodge ball and eliminate the other team. When all players on a team have been hit by a ball (thus putting them out of the game) then that team loses making the opposite team the victor (Winner).



- When the first dodge balls are retrieved from the center at the starting of the game. A player can only hit another player with a ball after first retreating past the red line. After the first initial attack then the red line rule does not apply and payers are free to move the about the court not exceeding their side.
- If a player is hit by a live ball then they are out. A live ball is a ball that has not hit the ground after beaning thrown by its master. It is live until it hits the ground.
- If a player catches a live ball they are safe and one of their teammates may come back in to the game.
- If you are hit with a live ball and you or another one of your teammates catches it before it hits the ground, you are safe and the person that through it is out. Any live ball that is caught by a player automatically takes the player that threw the ball out of the game.

- Any number of players hit by a live ball are out (meaning more than one player can be taken out by one live ball.)
- If you are “out” then you do not exist in the game there for you cannot interact with elements in the game. You are to rush to the side line and hope that your team mates catch a ball.
- If a team has only one player on the court/field then they become a Juggernaut. This means that if they catch a live ball from the opposite team then they succeed in a jail break.
- Jail break: All players from the Juggernauts team are now back in the game.
- After a jail break the Juggernaut become a regular player.

Referees Powers

- All disputes will be settled by the Referees. **DO NOT ARGUE WITH THEM!**
- When one team has lost more than half of their initial players then the Referee may call “Red Line!” This means that both teams have the option to extend their playing space to the opposite teams red line. They may not cross the opposite teams red line but may cross the center.
- In extreme circumstances the Referee may call sudden death meaning that both sides can now play the whole playing space (court/field).

