**Balls Out In Columbia County Tournament Rules**

**1. The first game of the match will start with the horn/whistle. Each additional**

**game will be started by the umpire on the court.**

**2. Start of game set-up**

**a. Active players on each team will line up on opposite endline**

**b. Substitute players will line up on sidelines**

**c. Six dodgeballs will be placed on centerline**

**3. Start of game play**

**a. On game start –**

**b. Player/ball must go behind attack line prior to being thrown (line 7’**

**behind center)**

**c. Teams can retrieve any of the 6 balls at center line**

**d. False starts can be called by umpire if player leave endline prior to**

**whistle/horn (one ‘free’ false start, additional false starts will move**

**one ball to opposing teams side)**

**4. Game play - boundary**

**a. All players must remain within boundary lines**

**b. Players may retrieve balls that go outside of the court however must**

**exit and enter from endline (players leaving court from sideline will**

**be out) If the endline is a wall, players may step over the sideline to**

**retrieve only if there are no substitute players or players called out to**

**retrieve.**

**c. Players may not go behind endline to dodge a ball, players going**

**behind endline for any reason other than retrieving a ball will be out**

**d. Substitute players may retrieve balls from outside of sideline but**

**must put them into play immediately – can toss or kick inbounds**

**(substitute players may not retrieve balls on opponents side of**

**centerline)**

**5. Game play – live balls**

**a. A ball becomes live at the beginning of the game as soon as it is**

**retrieved from the centerline and moved behind the attack**

**b. At the start of the game all balls become live once the first legal ball**

**is thrown**

**c. A ball is dead once it hits the ground, net, wall, floor (i.e. can no**

**longer force an opposing player out)**

**d. Any ball in the air when the whistle/horn blows remains live**

**6. Game play – outs**

**a. All players that are out – must drop any balls, raise hand and leave**

**court immediately**

**b. Hit by the ball – a player is out if hit by a ball thrown from the**

**opposing team.**

**c. Caught ball – a player is out if a ball thrown is caught by a player on**

**the opposing team**

**d. Blocks – a player may use a ball in-hand to block a ball thrown at**

**them. This is considered a deadball.**

**e. Drops – if a player attempts to block an incoming ball with a ball inhand**

**and drops it, the player who dropped the ball is out. Players**

**may drop the ball on purpose in order to catch or dodge a ball.**

**f. Deflections – if a player with a ball in-hand deflects an incoming ball**

**and then catches it this is a legitimate catch**

**g. Deflections – if a player with a ball in-hand deflects an incoming ball**

**and it is caught by or hits another player on the team it does not**

**count – it is a dead ball**

**h. Out of bounds – any player going out of bounds is called out. A**

**player may retrieve out of play balls by exiting and entering from**

**endline**

**i. Crossing centerline – any player that touches the centerline will be**

**called out. Players may not reach over the centerline to retrieve a**

**ball.**

**7. Game play – stalling**

**a. A team cannot control all balls for longer than 5-seconds. The**

**umpire will count the 5 seconds once this occurs. The team in**

**control of the balls must throw a ball to the opposing side**

**immediately**

**b. If a 5-second violation occurs – the balls will be lined on the center**

**line and ‘rushed’ similar to game beginning**

**c. A team can have two stalling violations within a game – a player with**

**additional violations will be forced to play the next game with 5**

**players**