



## Rules & Regulations

### Round Robin Double Elimination Bracket

**Balls:** 8" Rhino lined balls will be used.

1. **Players:** A team consists of 5 players. A team may have one additional player that may enter in succeeding games, but no substitutions can occur once a game has started and all players must be listed on the official roster handed in prior to the tournament. Although creativity with uniforms is encouraged, please note that this is a youth –oriented event. TRIO reserves the right to disqualify any team for inappropriate attire, and/or poor sportsmanship or conduct. All jewelry must be removed prior to the start of the match.
2. **Game Time:** A match consists of one game. Each game will last a maximum of six minutes. At the 5 minute timer, players can progress past the center-court line to the volley ball lines. The game is over when all of one team's players are eliminated, or, if time elapses, the team with the most players left wins. If, after time has expired, there is a tie, then there will be a 2 minute sudden-death period between the remaining players where the first team to have a player eliminated loses. If there is still a tie then it is double sudden death overtime in which there will be a "duel" between the two team captains.
3. **Starting Play:** Six balls will be used. Officials will place all balls at the mid-court line. Players must be behind their own baseline before the start of the play. Play will commence upon signal from the official. Each team may try to gain possession of the three balls located to their right side. Once in play, a ball must be carried back to the end line before play can begin – in other words a ball can't be thrown until it is carried back to the end line.
4. **Perimeters:** End lines, side lines, the volleyball line, and a center line comprise the court. When throwing the ball, players must not have either foot on or across the center line. Anyone breaking the plane of the line will be eliminated. Also, during play, all players must remain within boundary lines. Players may pass through their end line only to retrieve stray balls. Leaving the court during play will result in that player being eliminated. If a ball is thrown into the bleachers, it must be given to the team that is closest to where the ball went out of bounds.
5. The object of the game is to eliminate all opposing players by getting them OUT.

An OUT is scored by:

- a. Hitting an opposing player with a thrown ball **below** the head. The player will still be eligible if the player or a teammate caught the ball that struck them before it hit the ground.
  - b. Catching a ball thrown by your opponent. If this happens, the team that catches the ball also gets a player out of the penalty box—the player that has been out the longest.
  - c. A player stepping out of bounds in an attempt to avoid being hit with a thrown ball.
  - d. A ball is considered "dead" once it hits any wall, floor, or surface out of bounds. A player must be hit directly in order to be considered out of the game. Deflections off the floor, wall, court, or rafters do not count as "an out" if caught. Deflections off a dodgeball or another teammate also do not count as "an out."
6. Once a player is out, they must immediately leave the playing floor and sit in their team penalty area. Players who have been called out cannot retrieve stray balls for their teammates or that ball will be given to the other team.
  7. Absolutely **NO INTENTIONAL** throws to the opponent's head.
  8. Arguing with the referees = your team forfeits the game.