**Glow Dodgeball Rules**

* All players must have a UMBC issued Red Card in order to participate
* Teams will consist of 5 to 9 players, 6 will play at one time (teams may play with 5)
* Players may not cross the center line with their feet but may retrieve balls from across the center line
* Players are eliminated if they are hit with a ball thrown by the other team
* Throwers are eliminated if their ball is caught by the other team
* More than one player can be eliminated on one throw
* If a ball is caught the catching team returns the first player “out” to the playing court
* If the ball bounces, the hit player is not out
* If the player is hit in the head, they are not out
* A thrown ball that strikes one or more players and is caught by another player before hitting the ground will result in elimination of the thrower
* All players must stay within the playing court at all times unless they are retrieving a ball
* If a player leaves the playing surface (and is not retrieving a ball) they are eliminated
* Players must begin the game behind their end line, once the whistle blows they may retrieve balls from the center line but must retreat behind their 3m attack line before throwing a ball to eliminate an opponent
* Upon the start of the game, throwing a ball and striking an opponent before retreating to the attack line will result in the thrower’s elimination
* Games will last 3 minutes. Teams winning 2 of 3 games will advance to the next round
* When one team has 0 remaining players, the other team is declared the winner
* If time elapses, the team with more remaining players is declared the winner
* If time elapses and both teams have equal number of players, play continues until the next player is eliminated and the other team is declared the winner
* If one team controls all 6 balls, they have 5 seconds to throw at least one ball or a player will be eliminated from their team
* The tournament is single elimination, a team that loses a match (2 of 3 games) is eliminated
* **OFFICIALS MAKE ALL RULES DETERMINATIONS AND THEIR RULINGS ARE FINAL**
* **FAILURE TO ABIDE BY THE OFFICIAL’S RULINGS WILL RESULT IN ELIMINATION FROM THE GAME AND OR FORFEIT OF THE ENTIRE GAME**