

## General Information

- Games will be played with 6 players on each side.
- Match format will be used: two games will be played and if split, a third will be played to decide the match winner.
- Teams will change sides after each game of the match.

## Rules

- Players are not allowed to cross the sidelines to go out of bounds.
- If a player goes out of bounds to retrieve a ball, he/she must go out through the baseline and come in through the baseline.
- Players cannot linger out of bounds to retrieve a ball. They must retrieve it and re-enter the court immediately, through the baseline.
- Balls that are out of play can only be retrieved and re-entered into play by active players on either team that have legally left the court and re-entered it, or by the official, who may throw balls back into play at their discretion and to the side of the court where the ball already is out of play. Spectators and players that are "Out" cannot retrieve balls and throw them back into play. The center line will divide the teams. Players cannot cross over to the opposing side and may not step on the line.
- The official will call games from the stand beside the court.
- A player may re-enter the game if an active player from their team catches a thrown ball from the opponent.
- Players must stay inside volleyball court lines even during GLADIATOR.

## Start of Play

- Teams line up on baseline to begin each game. One foot must be on the baseline.
- Dodge balls will be placed on the center line to start each game, spread out equally.
- Official will blow the whistle signifying the start of play. Players will charge the balls to gain control.
- Players must then return back behind the 10 foot line before throwing a ball. Throwing a ball prior to being behind the line will be an out for the player making the infraction.

## Outs

- A player is out when he/she gets hit by a ball in the air thrown by a member of the opposing team from the legal area. Exception: The ball cannot hit the opposing player in the head. Players hit in the head are NOT out.
- A player is out when he/she illegally steps out of bounds by going over the sidelines or by stepping out of the baseline for any reason other than to pursue a ball out of bounds.
- A player is out when a ball he/she throws is caught in the air by an opposing player before it hits the ground.

- A player is out when he/she steps on or over the middle line during the regulation time.
- A player is NOT out if he/she is hit by a ball in the air after it has already hit another player.
- A player is NOT out if he/she is hit by a ball that is then caught in the air by a teammate before hitting the ground. The player that threw the ball is out.
- A thrown ball that deflects off the ground, a wall, a backboard, the official or the official's stand, or another player is considered "dead" and cannot get another player out. No pinball effect.
- A thrown ball that deflects off a ball held by an opposing player is dead if it hits the ground, but if it is caught prior to hitting the ground, the player who threw it is out.
- A team wins by eliminating all of the opposing team's players.
- A player using a ball to deflect a ball thrown from opposing players is out if the ball used for deflection is dropped.

### **Game Length**

- Each game has a five (5) minute time limit.
- Once the limit is reached, the official will declare "GLADIATOR!" which will eliminate the center line and allow the remaining players from both teams to move on either side of the line.
- Once every player of a team is eliminated, the game is over.

### **Player Conduct**

- No aiming throws toward other players' heads.
- No arguing with or swearing at other teams or players.
- If players are hit, they should take themselves out of the game even if not witnessed by the official.

### **Tournament Details**

- 1 tournament for grades 4-6. 1 tournament for grades 7-8