

# Women's Draft Tournament

## Official Rules

*These rules are specifically designed to increase participation for players. Games last longer, enhance play time, and increase opportunities to win with a few short plays.*

### **STARTING THE GAME**

1. Each team will start with five players on the court. Teams will be given a life if they have less than four players show up. This life will be used once per game. Catches do not regenerate lives.
2. Five balls are in play at all times. Teams will determine (e.g., rock/paper/scissors or coin toss) which team starts with the extra ball. The ball will alternate sides after every game. Balls will be lined up 2 on one side and 3 on the other. You're only allowed to retrieve the balls on the right side on the initial rush. All balls must be cleared behind the attack line in order for them to be considered in play. Once your team has cleared all 2 or 3 of your balls, this is the only time you're allowed to make a play for the other team's balls. Any ball thrown before being cleared will be considered a "dead" ball.
3. The game will start on the referee's call.
4. Teams will alternate sides at half time.

### **GENERAL RULES**

1. Outs
  - A player hit with a live ball is out.
  - A direct hit to the head while standing is a wash, no one is out. If a player ducks or jumps and is hit in the head, they are out.
  - The ball is considered "dead" when it hits the floor, ceiling or walls.
  - A player is out if someone on the opposing team catches their ball.
  - A player may block a ball, but if they drop the ball in their hand they are out. If a ball is deflected into yourself or a teammate and then dies, those are outs.
  - A player is out if they cross the middle line (soft middle line on opening rush).
  - Unlike WDBF rules, if your team hits someone from the opposition, they are out and you get a player back on. The rotation to come back on is FIRST OFF, FIRST ON.

2. Catching
  - A catch can be from either a direct throw or a deflection.
  - A catch brings back one player from your team. The rotation to come back on is FIRST OFF, FIRST ON.
  - If you're the last person on the court and you make a catch, your whole team comes back on.
3. Holding/throwing balls
  - You can hold more than one ball at a time.
  - The team with the majority of balls must throw.
  - A 5 second countdown will be enforced once the team with majority balls has been established. After 5 seconds, the team designated to throw will have to give up all their balls to the opposition if they haven't thrown.
  - Balls cannot be placed close to the middle line on your opposition's side in order to make them throw.
4. If you're the last person on the court and you dodge six balls, you get one player back on.
5. During sudden death a no blocking rule will commence. If a player blocks a ball they are out.
6. Balls are considered "dead" when they collide.
7. No suicides – jumping over the centerline and throwing the ball mid-air at your opponent.
8. Touching the back wall is the only way to re-enter a game. You will be called out if you pick up a ball before touching the back wall.
9. No pinching or squeezing the balls.

## **REMINDERS**

1. In order to keep the game fun for everyone, it is your responsibility to make a fair and honest call as to whether or not you were hit. HONESTY IS THE BEST POLICY.
2. HAVE FUN!