

Walmart Games Dodgeball Tournament Rules

Event Coordinator: Wade Rickman, wade.rickman@walmart.com

1. Eligibility

- Open to Walmart and Sam's Club associates only.
- Team Captains (only) need to register for this event and then provide their teammates' names and Walmart/Sam's Club email addresses to the Dodgeball Coordinator: Wade Rickman

2. Team Composition

- 10 team's total.
- Teams consist of 6–8 players.
- Six players on the court per team at a time; substitutions are allowed between games.

3. Tournament Format

- Teams are divided into 2 pools for round-robin pool play.
- Each team plays every other team in their pool.
- The top 2 teams from each pool (based on win-loss record; see tiebreakers below) advance to the championship bracket (medal rounds).
- Gold, Silver, and Bronze medals awarded to top three teams.

4. Game Rules

- Games begin with six balls lined up at center court.
- Teams start behind their respective end lines.
- At the whistle, players rush to retrieve balls (on the right-hand side), then return with the balls and touch them to the back wall to make them "live."
- You are OUT if:
 1. You step on or over a sideline or the centerline (except during the opening rush).
 2. A thrown live ball hits your body.
 3. You throw a live ball and it is caught directly by an opponent (not off a ricochet).
- A thrown live ball can only get one player out. Thrown balls that hit the ground, wall, other balls, or other objects before hitting an opponent are considered dead balls and cannot get players out.
- Headshots are discouraged but do count.
- Balls that leave the boundary lines may be kicked or passed in by spectators or eliminated teammates on the sideline.
- You can only hold a ball for 10 seconds. Afterwards, it will be considered dead and cannot be used to block live balls. Dead balls must be rolled immediately to the other team.
- Players may block with a ball in hand, but if the ball is dropped after a block attempt, the player is out.
- Once out, players must raise their hand and leave the court area immediately.

- If a ball is caught, a teammate may return from the "return line" but must touch the back wall before re-entering play.
- Games are played for 4 minutes or until one team is eliminated.
- If the game comes down to one player per side, or if 4 minutes have passed, "Showdown" comes into effect - the game is paused, each team gets two balls, and the remaining two balls are placed at the centerline. When the referee blows the whistle, the centerline is dissolved. The first player/team to get the other player/team out wins.

5. Pool Play Scoring

- Won/Loss Record
 - Tiebreakers: 1) Head-to-head record between tied teams; 2) Games won percentage between tied teams; 3) Coin toss.

6. Advancement to Championship

- The top 2 teams from each pool advance to the medal rounds.
- The semifinal losers will play one more time for the bronze medal – the semifinal winners will play each other for the gold/silver medals.