

1. Traditional Dodgeball

Equipment: 3 to 4 kickballs

Kids are divided into two equal teams. These teams take either side of the gym, with a center line separating them. Three to four balls are placed along this center line. At a given signal, players run to retrieve the balls, and play begins. To get a player out, you hit them below the shoulders with the ball, or catch a ball that they have thrown. Once a player is out, he/she is out for good. Players can block throws by deflecting with a ball in their hands, but if a player from the opposite team catches the rebounding ball before it bounces, the throw still counts as an out. Any ball touching the ground or a wall is considered dead and can be put back into play. Last team with remaining players wins. The **National Amateur Dodgeball Association** basically plays with these same rules (see <http://www.dodgeballusa.com/rules.html>).

2. Traditional Dodgeball (Variation)

In Traditional Dodgeball, if you catch a dodgeball, the person who threw the dodgeball is out. In a modification of the Traditional version, the team that caught the ball not only puts the thrower out, but also gets to return a player that was previously called out back in the game. **Dodgeball the Movie** called this tactic a “two player swing.” **The National Dodgeball League** states that same rule as “If a defender catches a “live” thrown ball the thrower is out and one player then returns to the defenders side in order of first out, first in.” This means, not just any random player returns, but the first player who was out gets to return first, and so on. See <http://www.nationaldodgeball.com/rules.html> for more info.

3. Cooperative Dodgeball

Equipment: 3 to 4 kickballs

Similar to Traditional Dodgeball, yet there are no eliminations. Two equal teams take either side of the gym, with a center line separating them. Three to four balls are placed along this center line. At a given signal, players run to retrieve the balls, and play begins. To get a player “out,” you hit them below the shoulders with the ball, or catch a ball that they have thrown. Once a player is “out,” however, he/she joins the opposing team, and is now a member of that team. Players can block throws by deflecting with a ball in their hands, but if a player from the opposite team catches the rebounding ball before it bounces, the throw still counts as an out. Any ball hitting multiple players, without ever touching the ground, sends all of those players to the opposing team. If a player is hit but his/her teammate catches the ball before it hits the ground, the thrower is then forced to change teams, and the player who was hit remains. Any ball touching the ground or a wall is considered dead and can be put back into play. Play ends when all players have been brought onto one side of the gym.

4. Circle Dodgeball

Equipment: four to five balls, a marked circle

All players form a large circle, facing inward, with feet set about shoulder width apart. Ideally, there will also be about two to three feet between each player. Four to five volunteers stand in the center of the circle. These “targets” are given a token to hold (a die, coin, poker chip, etc.). The object is for those students composing the circumference of the circle to hit those students in the center. If a center student is hit, he/she relinquishes the token to the player who threw the ball, and that player takes a spot in the center of the circle. The student who was hit simply joins the circle, and is now free to be a thrower. There are no eliminations. Depending upon the ball used, the referee will require an underhand throw, or a bounce throw. Overhand throws are not allowed.

5. Bludger (Bombs Away)

Equipment: large ball (over two feet in diameter), several striking balls (the bludgers), two smaller striking balls called the “point-blank bludgers” (a different color or type than the bludgers)

The large ball is placed in the center of the gym. Two evenly divided teams stand at opposite ends, behind back line on basketball court. At signal, players begin throwing bludgers (smaller striking balls) at the large ball in the center, attempting to move it to their opponents’ line. During play, any player who gets possession of a point blank bludger is allowed to enter the field and throw that ball at the target from point-blank range (hence that name). However, the opposing team is allowed to peg that person, and put them out of the game. If pegged out, this player stands on the long side of the gym, and still tries to help his/her team. They cannot, however, reenter the field with a point-blank bludger. Point blank bludgers cannot be used to peg players! If the large target ball is forced to a designated line four feet out from a team’s endline, the game is over.

6. Progressive Dodgeball

Equipment: several balls, three spaces divided by two parallel lines, colored pinnies (three sets) if available

All players are divided into three equal teams, best identified with colored pinnies. The game is played in three periods of three to five minutes each. Teams rotate playing fields after each period. On the signal to start, any player in a section attempts to hit any other player in any of the other two sections. No player is ever eliminated if hit, so he or she should try to get the ball as soon as possible and throw it at another opponent. Referees (and appointed counters) keep score of how many times each player is hit. After three periods, the team that was hit the least amount of times is declared the winner. Players on the perimeter who are not directly involved with the game will get balls which go out of bounds, or be assigned to count hits. (Instead of counters, this can also be played as an elimination game, with players taking sideline positions).

7. Survivor

Equipment: lots of balls, various sizes

Players are spread out on perimeter of gym. Balls are spread out on the interior. At signal, players move forward, grab nearest ball, and start throwing. Any player hit returns to the perimeter. As in traditional Dodgeball, if you catch a ball that was thrown at you, the throwing player is out. Although players who were hit are technically “out,” they still participate by picking up stray balls and throwing them at remaining players (they, of course, do not need to be concerned with the players catching the thrown balls, as they are already out). Last player standing is the sole survivor.

8. Team Survivor

Equipment: lots of balls in various sizes; two to four teams identified by colored pinnies

Players are spread out on perimeter of gym. Balls are spread out on the interior. At signal, players move forward, grab nearest ball, and start throwing. Any player hit returns to the perimeter. As in traditional Dodgeball, if you catch a ball that was thrown at you, the throwing player is out. **Players who are accidentally hit by their own teammates are still out.** Although players who were hit are technically “out,” they still participate by picking up stray balls and throwing them at remaining players (they, of course, do not need to be concerned with the players catching the thrown balls, as they are already out). Eliminated players can also pass balls to their teammates who are still alive. Last color team standing is declared winner.

(Ideas 9-14 below were adapted from **NOT ANOTHER DODGEBALL GAME!!!**, presented by Barb Olmsted, Nipissing University, barbarao@nipissingu.ca, at the OPHEA Kid's Health Conference, October 26, 2002).

9. Bombardment (Pin Guard, Guardian, Baton Ball)

Equipment: 4-6 balls, 8 bowling pins

The class is divided into two teams, separated by center line which cannot be crossed by any player. Four batons (bowling pins) are given to each team, and they must be placed on end along a line at an appropriate distance from the center line (same distance for both teams). The object of the game is to knock down all of the opponents' batons (bowling is permitted), or get all opponents out. If a player gets hit, he/she stands against the wall, closest to center line. The next player out stands beside the first, so that a line begins to form in order. The referee normally stands at center to monitor the “out” lines. Players can protect batons, but must remain standing. Accidental knock downs count, and batons cannot be reset (they are simply rolled out of playing area). If a player catches a ball, he/she indicates that and the first “out” player can return to the game. The thrower of a caught ball is not out. Missed attempts at catching result in an “out”. Game ends when all batons are down or all players are out.

10. Run the Gauntlet

Equipment: 4-6 balls

Two teams compete; each team can number as high as 25. Players are divided into two equal groups. The throwing team, using soft playground balls, is stationed in two parallel lines about 30 to 50 feet apart, facing each other. The opposing team is challenged to run between the two parallel lines while the throwing team attempts to hit them with the balls. In running the gauntlet, the running team can either make one trip or be challenged to run "down and back" to complete one trip. Teams can each take two or three turns running the gauntlet. Count one point for each runner hit with the ball. Should a runner catch the ball, two points are awarded to the running team. After three turns, teams switch places.

11. Temple of Doom

Equipment: 8-12+ balls, 15-20 bean bags

The full gym is used, lengthwise. The end lines of the basketball court serve as a safety zone (if at least 2m from end wall). The class is divided into groups of 6-8, resulting in about 4 teams. Each team will have the opportunity to be Indiana Jones. The first team to attempt the challenge lines up on the end line, opposite to where the bean bags are placed beyond the opposite end line. The rest of the class lines up along the sidelines, armed with balls. On the signal, the Indiana Jones team members attempt to run to the opposite end of the gym to retrieve **one bean bag** at a time. Players along the sidelines attempt to hit the runners below the shoulders. If hit, the runner must go back to start and begin again. If a runner successfully makes it to the other end, he/she may pick up a bean bag, rest for no more than 5 seconds, and attempt the return trip. If hit, the player drops the bean bag and returns to the start. Any runner may choose to pick up the dropped bean bag, as these are closer. The runners are given 2-3 minutes to retrieve as many bean bags as possible, then teams switch until all have had an opportunity. Bean bags may not be thrown, and only one bean bag can be carried by each individual at a time. Throwers must throw from behind the sideline. If balls roll into running area, throwers may NOT retrieve them, but can hit idle balls with another ball to get them moving again. The team retrieving the most bean bags in the time allotted is the winner.

12. Protect the President

Equipment: 4-8 balls

The class is divided into groups of about 10-12. Each group forms a circle around two volunteers in the center, about arms length apart. Players on the outside of circle begin with one ball. One person in the middle is designated as the president, while the other person is the bodyguard. The goal for the bodyguard is

to prevent the president from getting hit, the goal for those in the circle is to hit the president. If the president gets hit, he/she automatically joins the circle, the bodyguard immediately becomes the president, and the thrower who hit the president quickly moves in to become the new bodyguard. Throwers may only strike below the shoulders.

13. Dodge Soccer (Superhuman)

Equipment: 4-8 Gatorskin balls, floor hockey nets

The class is divided into two equal teams, separated by a center line which cannot be crossed. A net is placed about midway in each playing area. One person is assigned, or chosen by the team, to be the goalie. He/she is invincible (superhuman), and is not out if hit (until all other players are out, then he/she is vulnerable). Once all other players are out, a goalie hit is worth two goals, and this ends the round. **The object of the game is to score the most goals by throwing balls past the goalie into the net.** Players struck below the shoulders (direct hit) are out and stand on the sideline in the order in which they got out. If a player catches a ball, one player on that team is permitted back into the game. **Attempted** catches are "outs." Players may **not** use balls as blockers.

14. Paintball

Equipment: 4-8 Gatorskin balls, 1-2 white Gatorskin balls, 2-3 mats

The class is divided into two equal teams. They line up on end lines facing one another. Three mats are scattered around the gym. These are safe areas, but no balls are permitted on the mats. The object of the game is to get your entire team to the other end of the playing area before the other team achieves that same goal. Balls are scattered around the gym. On the signal, players rush forward, pick up balls and hit one another below the shoulders. Players must be **stationary** while in possession of a ball. If hit, players must sit down. Another team mate can pick up a white ball (first aid kit) and toss it to a seated player. The seated player can now stand and re-enter the game. He/she drops the white ball as soon as he/she stands up. White balls **cannot** be used to hit other players; they are only first aid kits. Players can stand on mats for safety; however, they obviously need to move at some point, since the goal is to reach the opposite side of the gym.

15. Rapid Fire

Equipment: 6 small Gatorskin balls, 3 large Gatorskin balls

Three volunteers stand in the middle of the gym, each in his/her own zone (one behind the other). The rest of the class begins at one end of the gym. On the signal, the class must run safely to the other side without getting hit. The three in the middle must kick the large ball, and throw the other two. If a player is hit below the waist, he/she must be seated (and cannot move). On the next pass, the seated players may tag those running past. If successful, the players switch

roles. Seated players may also throw balls after the centre players release them. Throwers must retrieve balls and return to their respective zone in order to throw again. Once players have crossed the gym, they are safe until the next signal.

16. Jailball (Prisonball)

Equipment: 2-3 balls

Players are divided into two equal teams. The playing area divided in half. Each team gets one half. All but one player from each team starts in that team's half. The extra player starts outside the rectangle, **behind** the other team's side (thus, there is one player from the other team behind each team). The usual play ensues: try to hit a player from the other side. Any player who is hit must go to the outside, joining the original "extra" player from his side. The outside players can also try to hit people, but they must be behind the back edge of the rectangle. If an "outside" player hits someone, he gets to go back in for his side. Last team with any players "in" wins. In the specific version called Prisonball, a ball thrown to a "prison," when caught, releases all the "prisoners" to return to their original side. The World Dodgeball Association actually plays a modified version of this form (see <http://www.worlddodgeball.com/rules.html>).

17. D Ball

This game is very similar to Prison Ball. Players are divided into two teams. They throw the ball at the other team trying to hit them below the shoulders. If players are hit, they run down the side wall to the captured zone behind the other team. To get back in to the game, they simply have to get a ball that is thrown to them. They don't even have to catch it, as long as they get it without leaving the captured zone. They then run down the side wall to the back of their own zone (touching a cone) and they are back in the game. If they get the bonus ball (a colored ball specified beforehand) they may bring a teammate back in the game with them. If a child catches a ball thrown at them, they have saved themselves from being hit, nothing more. No one goes out or comes in, but they are saved.

Paul R. Dudley

Minneapolis, MN

paul.dudley@anoka.k12.mn.us

18. Doctor and Spy

Equipment: 2-3 balls, 1 white

This game is very similar to Paintball but it has a variation. Each team gets into a secret huddle before the game starts and decides on a "Doctor" and a "Spy". The game proceeds as usual, with a center line and throwing balls back and forth. If you get out (by getting hit or having your thrown ball caught), you stand to the side. The Doctor of your team can pass you the white ball to get you back in the game. The facilitator of the game can at any time yell, "SPY! Ten seconds!" and then slowly count to ten. The designated Spy on each team is allowed to take a

ball across the line and try to get the other team out. That person must be back over to his side before the ten seconds is over, other wise everyone that the spy hit remains in. Whichever team gets all the other players out is the winner. This game promotes a great deal of team work because the team tries to protect its Doctor and Spy.

19. Snatch (Steal the Bacon)

Equipment: 2-3 balls, rubber ring

Kids form two teams and line up at opposite sides of the gym. Players number off from right to left. In the center of the space between the lines is placed a rubber ring (or bowling pin). Balls are placed adjacent to that object. The referee calls at least two numbers at a time, usually three. The players on each side who have those numbers run out to the center. The one who gets there first snatches up the ring and dashes back to his or her team's line. The players from the other team try to tag this student with a ball (and they can hit other students as well). If a student is hit, he or she drops the ring and must either return to line or get a loose ball to be "alive" again. The dropped ring can be picked up by any "live" player from either side. A player is safe and scores points if he or she reaches the line without being tagged. Players on line can kick balls back into play, but not touch them with their hands.

20. Rat Race

Equipment: several softer balls, a relay ball (or two, depending on team sizes)

One team (team A) is in a single file line while the other (team B) is split onto the sides of the court; a player from team A tries to advance the relay ball to the opposite end of the court and back to the starting point without being hit by dodge balls thrown by players on team B. Once a runner/player from team A is hit by a thrown ball, they have to sit down and hold the relay ball up so that the next runner/player from their team (A) can take the object and advance to the goal line. A point is scored by successfully advancing the object from the starting end to the opposite end and back to the starting end without getting hit by a ball. After each team member has had a turn the points are tallied and the teams trade places.

21. Scramble

Equipment: 1 ball

Scramble is an every-player-for-him/herself variation which starts with a jump ball. The first player to possess the ball becomes the attacker and attempts to eliminate all the other players. No other player is allowed to possess the ball unless it is the result of a catch, in which case the attacker is eliminated, every player that the attacker eliminated returns to the game, and the catcher becomes the new attacker. The player who successfully eliminates all other opponents is the winner. (Attackers never come back in).

22. Trench

Equipment: 4 to 6 balls

Trench is a variation typically played inside of a large gym. Both teams start on a line roughly 8-10 feet away from the center, where several balls are placed. When the whistle is blown, players run to grab those balls and a game of standard dodgeball begins, with one exception. Any time a player is hit, he must stand behind the opposing team in the trench, a designated area which is usually the out-of-bounds portion of that side of the basketball court. If a player in the trench catches a ball from one of his teammates, he can re-enter the game and is not a valid target until he is back on his side (but he can be eliminated as soon as he steps over that center line again). Play continues until one team has wiped out the other team.

23. Barrier Dodgeball

Equipment: 3-6 balls, plus barriers of various sizes and shapes

Barrier Dodgeball is similar to Prisonball. In Barrier Dodgeball, multiple barriers are set up on each side of the area in which you are playing. The game balls are evenly distributed to both teams, then a referee signals the start. When a person is hit, like Prison Dodgeball, they are sent to the back of the opposing team's side, and can escape if they catch a ball out of the air, and hit the other team from behind. The game ends when one team's players have all been sent to prison.

24. Battleship Dodgeball

Equipment: 4-6 balls, mats, weighted bowling pins

Battleship is played in teams so that all of one team's ships are on one side and the other's are on the opposite. The ships consist of a mat which is large enough to fit about 5 people, with 4 pins placed at each corner of the mat. To sink a ship, the opposing team must throw balls and knock over all four of the pins on one of the other team's ships. Only one person on each ship may step off the ship to retrieve loose balls, and when he does he may not throw any balls. All other crew members must stay on the ship at all times, and throw balls at the other team's ships. The game is won when one team sinks all of the opponent's ships; if there is a time limit, the team with the most pins up, not ships, wins.

25. Elimination Dodgeball

Equipment: 4-10 balls (depends on number of players)

All players stand within a confined space (e.g. ½ volleyball court). Begin with about 3-4 balls in play. If players pick up a ball, they are not permitted to move, but must throw the ball at another person, hitting below the waist (direct hit). If hit, the player must stand outside the boundary, and that player can pick up a ball and throw from where he/she stands. A caught ball is considered a hit. If a player

around the outside boundary hits a player within the boundary, those players switch positions.

(<http://www.nipissingu.ca/education/barbo/Dodgeball2.htm>)

26. Protect the Baton

Equipment: Several balls, plus one baton per person (use bowling pins, wooden dowels, plastic bottles, etc)

Each player is given a relay baton. Two teams separated by a centre line, which cannot be crossed. Relay batons are placed on end anywhere within the boundary, at least one foot away from a wall (and not hidden in doorways, etc.) Players cannot sit or kneel in front of the baton to protect it. Body hits do not count. If a baton is knocked down, that player (who collects his or her baton) is eliminated and stands on the sidelines. Once eliminated, the player is out for that round. Teacher can make suggestions regarding teamwork to protect batons (e.g. partnering, or one person protects three batons, etc.).

(<http://www.nipissingu.ca/education/barbo/Dodgeball2.htm>)

27. Cumulative Dodgeball

Equipment: 1-3 balls

A large circle is drawn on the ground. All players are inside this circle, except for two who act as the first throwers. These players throw a single ball at the others inside the circle; whoever is hit comes out and becomes a thrower. Play continues until a single player is left in the middle. At some point when roughly one third of the players have been turned into throwers, a second and even third ball can be added. The throwers can also coordinate passes in order to get out the remaining players. Players in the center cannot catch balls to save themselves; any contact equals elimination.

28. Hen and Chickens

Equipment: 2 balls

Players are in two teams. All but five of one team form a circle, and all but five of the other team form a circle. The remaining five team members occupy the center of their opponent's circle. One of these five is chosen (by the players in the middle) to be Mother Hen. Play begins as one would expect, with throwers on the perimeter trying to get out the opponents in the center. But Mother Hen cannot be eliminated, and instead has the dubious honor of shielding the other four players with his/her body, hands, and feet. Mother Hen cannot catch the ball. The game continues until one team has eliminated all players from the center, except, of course, the hen; this team is declared winner.

29. Hotball

Equipment: at least twelve balls

Players are divided into two teams, and all balls are equally distributed between the two teams. Played like traditional dodgeball, except you may only hit an opponent who is holding a ball. Those who are out are sent to the sidelines of their opponents' side, and can collect and throw stray balls from there. Their hits eliminate players only; there is no way to reenter the game once you are out. Catches eliminate the thrower ONLY if the catcher has one ball in his/her possession when the second ball is caught.

30. Four Court, Two Team Dodgeball (Quadrant Dodgeball)

Equipment: 4-8 balls

A court is divided in half, and then in half the opposite way (creating quadrants). Each of the two teams divides in half, and takes possession of diagonally opposite courts. The goal of this version is to totally empty the opponent's two quadrants. If a player is hit, or if your throw is caught, the player must stand on the sidelines of one of the opponent's quadrants. These eliminated players cannot hit players any longer, but can collect stray balls and throw them back to their teammates who are still alive in either quadrant. **The only time any player can come back is when the last remaining player of a team catches a ball; this permits the teammate who was eliminated last from that team to reenter the game, in the other quadrant.** Game is won when one team has totally eliminated another.

31. Four Court, Four Team Dodgeball (Quadrant Dodgeball)

Equipment: 4-8 balls, team pinnies in four colors if available

A court is divided in half, and then in half the opposite way (creating quadrants). Each of the four teams takes possession of a quadrant. The goal of this version is to totally eliminate the other three teams. If a player is hit, or if your throw is caught, the player must stand on the sidelines of one of the opponent's quadrants. In this version, if you catch a ball that is thrown at you by an opponent, you can call out the name of another player who was eliminated, throw the ball to her, and she can reenter the game if she catches it. **For strategy purposes, this rescued player does not even have to be a teammate.** A player who catches a ball can still perform this "rescue" even if hit by another ball after their catch (but then they must leave the court after throwing to their "rescued" teammate). Eliminated players cannot hit opponents any longer, but can collect stray balls and throw them back to their teammates who are still alive in their quadrant. **If a last remaining player of a team catches a ball, he/she can still rescue another teammate, even if hit after catching the ball; but again, this hit player must leave the court after throwing the "rescue" ball.** Game is won when one team has totally eliminated the other three.

32. Freeze Dodgeball

Equipment: 4-6 balls

Three to four players begin with a ball. Other players scatter about. At the signal, the bombarding starts. Players who are hit must freeze in place. Although their feet are frozen to the ground, they can move every other part of their body. In order to become "unfrozen," these players must grab stray balls (without moving their feet) and hit players who are still active. A successful hit unfreezes the thrower, and freezes the target. Play continues until just one player (or two, or ten, who cares?) remains.

33. Base Running Dodgeball

Equipment: 4-6 balls, rubber bases or mats or carpet samples or other flat objects which can be used as bases

The bases are spread out around the gym. Four volunteers begin as the throwers; other players arrange themselves throughout the gym. Once signal is given, any runner who does not reach a base is a fair target; a runner is only safe if he is on a base. However, if a new runner comes and gets on base, the occupant of that base must now move off, and reach another base for safety. Since there are less bases than runners, the runners are constantly moving to get on a safe base, which forces those on base to move in turn. If a thrower hits a runner, that runner is now a thrower, and the thrower is now a runner. There is no clear-cut stopping point; victory might be measured by how few times a player is hit overall.

Team Tournaments

Team Tournaments allow fixed teams to compete for points in order to earn a winning place in the final standings.

Our **Team Tournament Rules** were adapted from the rules of the National Dodgeball League (<http://www.nationaldodgeball.com/rules.html>). These are the rules typically seen on televised Dodgeball tournaments.

PLAY

- A. There will be 12-13 people playing per team during the match.
- B. A match consists of a **five minute game**.
- C. The number of balls for a match is six: four standard balls (8.5") and two large balls (13")
- D. All throws will be underhand; violators are subject to elimination.
- E. Players take a position behind their endline. After a signal by the official, teams rush the centerline to retrieve the balls.
- F. After the initial rush, balls must be taken back across the endlines before they can be thrown at an opposing player. If the ball is not taken behind the endline before it is thrown, the throw will not count. This rule is only in effect after the initial rush.
- G. From this point on, players then attempt to eliminate members of the opposing team by tagging them with the ball. If a player is hit with any ball that has not yet touched the floor or a wall, that player is "out".

RULES OF PLAY

- H. Clothes and hair are considered part of a player's body.
- I. Any ball that touches the ceiling, floor, or wall is a dead ball.
- J. If a defender catches a "live" thrown ball the thrower is out and one player then returns to the defender's side in order of **first out, first in**.
- K. If a defender attempts to catch a live ball, but drops it, the defender is out.
- L. The defender may block a live ball with another ball. That ball is still a live ball, however, until it hits the floor, wall, or ceiling.
- M. If a blocking ball is dropped as a result of contact from a live ball, then the player who drops the ball is out.
- N. A player may block a live ball, then throw the blocking ball down and catch a live ball.
- O. A player shall not leave the playing field to avoid being hit or in an attempt to catch a ball.

- P. Crossing the center line results in elimination.
- Q. Players who have been called out may retrieve stray balls for their teammates.
- R. It is illegal for the leading team to control all the balls for more than 5 seconds. (A violation will result in the referee stopping play and the balls will be divided evenly.)
- S. Headshots resulting from a high thrown ball result in the thrower being called out.
- T. A player hit in the head while ducking or dodging is out.
- U. Unsportsmanlike conduct will result in immediate ejection from the game.
- V. Play continues until one team is eliminated. At that point, the referee calls time and awards the winning team **one point for each remaining player**. **In this case, the MINIMUM number of points awarded is four.**
- W. If time runs out before one team is eliminated, **both teams are awarded two points for the tie, but the team with more players remaining is awarded an additional point for having the lead.**
- X. Points are added to a weekly tally board. After week seven's final games, the winning team will be announced. If necessary, a tie-breaker game will be played to determine the top team. Ties for second and third place will not be broken.