



First Annual Northside Falcons Dodgeball Tournament

Sunday, January 22, 2017 · 2:00pm

- OFFICIAL RULES -

IMPORTANT NOTE: These are *not* official dodgeball rules. There is no such thing, as different groups and organizations use different rules for many aspects of the game. Rather, these are the official rules for *this tournament*, and will likely differ in a number of respects from what you may be used to. For this reason, please read and familiarize yourself with all of these rules. If you are the team captain, be sure your players are aware of these rules as well.

Tournament Format

The tournament will be set up with a double-elimination bracket. **However**, the \$60 entry fee only covers the single-elimination winner's bracket. Any team wishing to participate in the claw-back bracket (i.e., the full double-elimination tournament), needs to pay an additional \$30. This decision can be made **AFTER** a team has lost its first match.

Each match will be played to the best of three games. If the same team wins the first two games, they win the match and the third game will not be played.

Each game will be a maximum of four minutes long. If the other team hasn't been completely eliminated, the team with the most players still on the court will be the winner of that game. If both teams have the same number of players still on the court, game will continue until a player is eliminated, at which point the other team will be the winner of that game.

The director reserves the right to modify these rules, including shortening game times, at his sole discretion and choosing.

The Team

Teams will consist of six to eight (6-8) players. Only six (6) players will compete in any given game, with the exception that a substitute may enter for an injured player (the injured player is then ineligible for the rest of that match). A different group of six (6) players may take the court at the start of a new game.

A minimum of four (4) players must be present to start a game. Otherwise, the team forfeits and receives a loss for that game. If/when this happens, there will be a five minute wait before the start of the next game. Late arrivals may not join a game in progress, but can start and play in the next game if a match continues.

Teams are encouraged, but not required, to wear matching uniforms or t-shirts, or come dressed in a common theme (aliens, lumberjacks, cartoon characters, geeks, etc.). **All players must be dressed modestly**, with no short-shorts and tops that overlap shorts or pants.

All participants must wear athletic court/gym shoes with non-marking soles.

Each team must have a manager who is responsible for getting rosters, payment and medical release forms to the tournament director, and acting as liaison in all matters between the team and the tournament director.

Each Northside Falcons player must organize and manage a team (or pay the corresponding opt-out fee). This player does not need to be one of the players on the team, but he can be. Independent teams may also enter and compete.

Minimum age for a player is 12. There is no maximum age. Both males and females are welcome, and there is no requirement for any particular mix.

Each team must have a game-time captain who communicates with the referee in all matters pertaining to the game at hand.

Each team is required to help out with the game following their own, unless they are immediately participating in another game. This includes providing a referee, keeping the times, reporting the final score to the scorer's table, and retrieving balls. Three players per team should suffice for this.

Substitutes may – and should! – retrieve balls that have gone out of bounds and that are on their team's side of the centerline. All balls must be returned through the back line of the court.

Game Rules

Key Terms

Live Ball: A ball thrown by any player which has not come into contact with a surface, an object, or another person.

Dead Ball: A thrown ball that has come into contact with a surface, an object, or a person, or has been ruled dead by a referee. If a referee stops play, all balls become dead immediately.

Catch: A successful catch is made when a **live** ball that has been thrown by the opposition is caught. The player who threw the ball is out and, if any players have been eliminated on the team of the player who catches the ball, one of them is allowed to re-enter the game. Among the eliminated players, the returning player must be the one who went out first.

Save: If a thrown ball deflects off of one player and is caught by his teammate before becoming a dead ball, all players are "safe"; neither the one who is initially hit, nor the one who threw the ball is out. In such cases, no eliminated player re-enters.

Out: A player is out and must leave the playing area when:

- a) He is hit by a live ball thrown by the opposition, which is not caught by him or by a teammate before becoming a dead ball.
- b) A live ball that he has thrown has been caught by a member of the opposing team.
- c) Any part of his body touches the floor on the opposition's side of the centerline.
- d) To avoid being hit, a player goes out of bounds (see below).

Block: A player may hold a ball and use it to 'block' balls thrown by the opposition and will not be called out if another ball hits the ball that they are holding.

Out of Bounds: A player will be out of bounds when an entire foot or hand lands beyond a boundary marker (baseline or side line). Players may go out of bounds only to retrieve a ball that has not been returned to the playing area, and he must return to the playing area immediately.

Object of the Game

The object of the game is to eliminate all of the players on the opposing team (or to have more players still active when time expires). This is accomplished by hitting an opponent with a live ball (uncaugh), or by catching a live ball thrown by one of the opponents.

Game Play

Before the Whistle: Each team takes position on its own side of the court. All players must be behind the baseline until the whistle blows. Six balls will be placed on the centerline, three on each side of the court.

The Rush: When the whistle blows, players from each team will “rush” the centerline to retrieve the balls on the right-hand side (from each team’s perspective). Balls must be returned to the baseline before any action can proceed.

The Game

Once a ball has been returned to the baseline, it is “in play” (a ball thrown to a teammate who is standing on the baseline is allowed). Play then proceeds for the allotted timeframe with players attempting to get opponents out.

Under no circumstances is a player allowed to touch any part of the opponent’s side of the court. All throws must occur from BEHIND the centerline.

A player may not go out of bounds, except to retrieve a ball, at which point he must return immediately to the playing area.

If a player catches a live ball thrown by an opponent, the player who threw the ball is out. In addition, an eliminated player from the catcher’s team may return to the field of play. Players returning to the game must do so in the order in which they were eliminated. Returning players must enter the playing area through the baseline.

Eliminated players can and should assist with retrieving balls, but all balls must be returned through the baseline.

Play continues until all players on one team have been eliminated (the other team wins), or time has expired (4 minutes), at which point the team with the most players still “in” wins. If time has expired and there are an equal number of players on both sides, it goes to sudden death; when the next player is eliminated, the other team wins.

Players only get a one minute break before the start of their next game and they need to be ready to go immediately on time.

Miscellaneous Rules

No Diving: Players may not dive, either to avoid being hit or to attempt catching a ball.

No Head Shots: If a player hits another player in the head, he/she will receive a warning. If it happens again, that player is out (though he may re-enter according to the rules of re-entry). If it happens a third time, he is out and may not return. On the fourth occurrence, he will no longer be allowed to participate in the tournament. Intent is not a factor; players must make conscious efforts to *avoid* hitting someone in the head.

Self-Regulation: Dodgeball relies heavily on the honor system. Though we expect to have referees at each court, they can't see everything going on at the same time. When a player is hit or someone catches a ball he's thrown, he should raise his hand, call himself out, and leave the court immediately so that the game can proceed uninterrupted. Eliminated players will also ensure that the first player eliminated is the first to return to the game in the event of a successful catch by one of their teammates. Any player intentionally throwing a ball at an opponent whose hand is raised will be called "out".

No Time Outs: Match play is based on timed games of 4 minutes each. Any needs for coaching or conferring should be done between games or during game play.

No Stalling: No team is allowed to have all of the balls on their half of the court for more than ten (10) seconds. If a team has all of the balls, it must make a legitimate effort to get at least one of the balls across to the opponent's side. Failure to do so will result in an out (one player must leave the court). Furthermore, the team with the majority of balls at any given time must throw within fifteen (15) seconds. If both teams have three balls each, the team with the most players "in" must throw. Finally, all players must make an attempt to throw their ball at an opponent within twenty (20) seconds of obtaining it. A player who intentionally or repeatedly stalls will be called out.

Readiness/Assistance: Teams should be ready to go 15 minutes prior to their game in the event we can get started early. Teams are also expected to provide referees and ball retrievers for games that they are not participating in.

No kicking: Players are not permitted to kick or step on a ball.

SPORTSMANLIKE CONDUCT

All players will:

- Understand and abide by the rules of the game and the honor system,
- Respect the judgment and integrity of officials and staff,
- Respect their opponent and congratulate them courteously after every match,
- Be responsible for their own actions and maintain self-control at all times,
- Avoid deliberately aiming their throws at any other player's head,
- Refrain from taunting their opponents, using foul or abusive language, or using intimidation tactics such as pointing, yelling, cursing or any other behavior viewed as intentional intimidation.

A referee may eject any player or team from the game without warning for any displays of unsportsmanlike conduct