



2010 DODGEBALL TOURNAMENT RULES

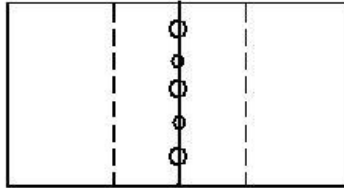
PLAYERS AND THE FIELD

THE TEAM

Teams will be made up of 5-6 players. Five (5) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury. Coed team may not play with more than 3 of any gender.

THE FIELD

The playing field shall be a rectangle, divided into two (2) equal sections by a center-line and attack-lines 10ft away from the center line. The attack line is parallel to the centerline. (Identical to a volleyball court.)



GAME PLAY

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT".

This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground or other playing surface.
3. Causing an opponent to drop a LIVE ball as a result of contact by another thrown LIVE ball (usually occurs when a ball is being used to block a thrown ball).
4. An opposing player stepping out of bounds.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc.) NO KICKING THE BALLS.

A player may block a thrown ball with a ball being held provided the held ball is not dropped as a result of the contact with the thrown ball. Note: A ball deflecting off a held ball and striking the holder or another player is no longer a live ball and all players are still in. A ball deflecting off a player or a held ball and being caught by a teammate results in the thrower of the ball being out.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Players may retrieve as many balls as they can get. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown. During the "Opening Rush" you may not get an opponent out until they have crossed back behind their attack-line. During the "Opening Rush" if a player crosses the center line they will be out. Players have 10 seconds to get back behind the attack line. (No "camping out" or "blocking" inside the attack line)

"OUT" PLAYERS

After being declared "OUT" players must raise their hand and walk off the playing field. You may not hit a player with their hand up. If a player with a hand raised gets hit by a ball, the thrower of that ball will be out. Players that are "OUT" must line up in the designated area in the order they were put out. If a ball is caught the first player in line may come back onto the field. (i.e. - first player out would be first to come back in.)

JAIL BREAK

If a player can throw a ball in the opposing teams basket all players that are out may come back into play. (Example-If team A throws a ball in team B's basket, all players from team A can come back on the field)

BOUNDARIES

During play, all players must remain within the boundary lines. If a player crosses the center line they will be "OUT." If a player crosses any field boundary line to retrieve a ball or to avoid being hit or to catch a ball they are "OUT." Players may only leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. You may hand a ball to a player in the field of play from out of play but you can not throw it or kick it to them. A player not returning back onto the playing field after retrieving a stray ball within 10 seconds will be declared "OUT."

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each game. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner.

OVERTIME

If each team has an equal amount of players left on the field at the end of regulation play, overtime will take place. Overtime is a 2 minute sudden death period in which each team will begin with the same number of players that were left standing at the end of regulation play. Each team will start with equal number of "balls in hand" behind their end line. The first team to eliminate an opponent will be the winner.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game. You may also substitute a player prior to an overtime period. Coed teams may not substitute for the opposite gender. You may also substitute for an injured player. After a time out each team will start with equal number of "balls in hand" behind their end line.

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all five (5) balls on their side of the court for more than 5 seconds. This also applies to teams that are tied.

Violation: Stoppage of play and the balls evenly divided between the teams. Play continues with "balls in hand" behind the end line.

OFFICIALS AND THEIR DUTIES

OFFICIALS

The officials ruling on all calls are final. Failing to respond to an officials ruling within 10 seconds will result in an additional player being called out by the official.

SHEPHERD SPORTS CODE OF CONDUCT

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and Shepherd Sports staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt opponents or use foul or abusive language.

VIOLATING THE CODE OF CONDUCT CAN RESULT IN REMOVAL FROM THE TOURNAMENT

TOURNAMENT FORMAT AND TIE BREAKERS

MATCH PLAY

During pool play teams will play all three games. During championship play a best-of-five format in which the first team to win 3 games will be declared winner.

SCORING

A +/- score will be assigned to each game based on the number of team members left standing at the end of the game. If Team A eliminates Team B and still has three players left standing, Team A receives a game win and +3 rating, and Team B receives a game loss and -3 rating. Any team winning an overtime game receives a +1 rating. Losers of an overtime game will receive a -1 rating.

TIE BREAKERS

In the case of teams finishing pool play with identical win/loss match records, the following tie breaker procedures will be used:

1. Head-to-head match record between tied teams
2. Total +/- rating between tied teams
3. One game playoff.