

2010 Youth Dodgeball Rules and Regulations



General Information:

Tournament Site – Comox Community Centre Gymnasium (1855 Noel Ave)

Date – February 27, 2010

Times 10:00am – 5:00pm

Ages: 15 – 18 years

Teams: Will be comprised of at least 6 individuals with a minimum of 2 girls

Match Play/Format:

1. Matches start as scheduled (check sked for exact start times), so please arrive 10 minutes early to the gym to change, warm up and stretch. Each match can last as long as the 55-minute time slot, or until the first team makes it to 10 points (see Point No. 3).
2. A single game within the match is over and a team has won a point when it has completely eliminated the other team.
3. Each game is worth one point. The first team to 10 points is the winner of the match, no matter how much time is remaining. If neither team has scored 10 points at the end of the allotted time, the score after their final regulation game is considered final and the winner is the team with the most points.
4. If the two teams have the same number of points after the 55 minutes is up, then a sudden-death overtime will declare the winner. The first team to lose a player for any reason, loses the game and match.
5. Teams field six players for each game, with at least two women on the floor to start. Teams short of the quota of women play with less players (eg. four men and one woman) and start down two points.
6. A team must be able to field at least four players for the game to count, with at least one being a woman. A default will occur if a team is not able to field that number of players within 10 minutes of the official start time (though please still split up and play for fun). A score of 10-0 will be recorded in that instance. The two team captains can also choose to waive a default and make the games count before the start of play, but those scores will then count, win-or-lose.

2. Boundaries:

1. Boundaries will be clearly marked when you arrive in the gym. Anywhere outside the boundary is out of bounds, and players are eliminated if they go fully out of bounds or touch/cross the center line.

2. **The only way to properly retrieve a ball that's far out of bounds is to exit around the pylon at the back corners, go get the ball, and come back around the corner pylon and into play again. A player cannot be hit, and cannot get anyone else out, while out of play to retrieve a ball.

3. **Players may reach over the centerline or out of bounds to retrieve a ball with their hands, as long as part of their body (a foot or hand) stays in bounds. They are still in play and able to be hit while trying to reach out of bounds for a ball.

3. General Rules:

1. All six players on each team start behind the rear green boundary line of the playing zone on their side of the court. Two girls must start the game on the court for each team. See rules above if a team is short players, or girls. All spare players are to stay off the court, cheer their team heartily from the sidelines, and help roll balls into play on the side they would likely end up. If you are not playing, do not hold onto the balls and try to throw them to your teammates. Just re-direct/roll them into the court on whichever side the ball would likely end up on.

2. Each team also provides their own referee, standing near the centre line on their side of the court and helping to call "outs" against their own team only. They are only to suggest a potential missed call to the other team's referee, but never to yell at the opposing side.

3. A coordinator or one of the spare players starts each game on the sidelines of centre court by making sure both teams are ready before dropping their hand and yelling: "DODGEBALL!!" Please be clear and decisive in starting the games.

4. Once the game is started, each team sends as many runners as they wish to retrieve any or all of the three balls placed along THEIR SIDE OF THE CENTRELINE. A player is out if he/she grabs a ball off the cone from the opponents' side of the centerline. (However, the opening rush is the one time where players may get away with stepping on the centerline).

5. Balls can only be thrown once they have traveled back behind the green "attack" line, All balls picked off a cone must go back behind the "attack" line before they can be thrown and count as a live ball. Once the ball has passed behind the "attack line," players can throw the balls from any part of their court. Only the ball has to travel back behind the line, not necessarily the player with the ball (ie. you can toss it back to a teammate).

6. All games are self-officiated, with players calling their own fouls and outs with the help of their teammates. Team captains are responsible for making sure their own teams follow the rules and make the correct calls. Teams that have to be watched, or are frequently complained about, can be suspended from the tournament, so please be honest and fair. Report issues to me. I will be on hand to over see games but will require some help as it is difficult to see all of the action.

7. Players must remain on their side of the centerline during the course of the game. A ball thrown while jumping into, or over, the centerline will not count, and only the thrower will be eliminated.

8. Teammates can pass balls back and forth to each other without threat of being eliminated, should they drop the toss. Those are considered dead balls until thrown across center.

9. A ball is considered “live” when it is thrown in an attacking manner across the centerline. A ball is still “live” and can eliminate players when it hits a body and/or a ball. Therefore, any player hit by a “live” ball that has deflected off a teammate, or another ball, is eliminated.

10. A ball is considered “dead” as soon as it hits a wall, ceiling, floor, or any other obstacle around the court. A player cannot be eliminated by a dead ball.

11. All players who get eliminated are to immediately raise their hands to acknowledge the hit and retreat to the “dead zone” which is typically an overturned bench or hockey net placed in a corner.

12. An eliminated player can only return to play when an opponents’ throw is caught. In this instance, the first player eliminated is the first back on, so it’s a good idea to line up in that order in the dead zone.

13. Players cannot kick the ball, and anyone caught damaging a ball or gym property could be suspended from the tournamnen at any point and will be held liable.

14. Please do not stockpile balls on your side of the court. Balls should be used to attack opponents in order to speed up the pace of play.

15. **Once a game is down to 1-on-1, the teams’ referees should count out 30 seconds. If neither player eliminates the other before “30 Seconds” is finished and yelled out, the centerline disappears and the players can cross center to hit each other with a ball.

16. Clean, Non-Marking Shoes – Please check to make sure you bring a pair of clean, non-marking shoes to each game. Teams are responsible for cleaning up their side of the floor after their match is done.

17. Damages -- Players will be held liable for any damage they are responsible for at the facilities

8. Elimination:

1. A player struck by a “live” ball thrown by an opponent is eliminated. And yes, head shots count, as they don’t typically hurt.

2. A player can also catch an opponent’s throw in the air (before it becomes “dead”), thereby eliminating the thrower and allowing one of the catcher’s eliminated teammates to return to action. First off is first back on.

3. A thrown ball that deflects off one player and hits another before hitting the ground successfully knocks out both opponents. However, if it hits an opponent and then is caught

by another opponent before it hits the ground, it is still “live” and considered a caught ball. The catcher and his teammate are safe, another eliminated teammate can come back on the floor, and the thrower is out.

4. Players can use a dodgeball to safely deflect away opponents’ throws. However, if their own ball is knocked out of their hands to the ground by the throw, they are eliminated.

5. A deflected ball is still “live” and if it hits the deflector anywhere other than the fingers they are out. If the ball continues on to hit a teammate, the teammate is out. If that ball is caught, the rules of a caught ball are used.

6. Players can only hold a ball for a maximum of 10 seconds before it must be thrown. Holding onto a ball for longer than that can result in elimination (players cannot just put the ball down, bounce it, or exchange balls to reset the 10 seconds). Balls must be thrown forward in an attacking manner, not just bounced or rolled back over half for the other team to throw.

7. Players can only be in possession of one ball at any given time. If they have more in their possession (ie. being held in their hand or arm), they are eliminated.

9. Rough Play: Dodgeball is an extremely fun and social sport to play and our tournament is co-ed. Physical exchanges between players will not be tolerated, and neither will any other abusive behavior.

And though we play with rubber-coated foam balls that don’t typically hurt, that does not mean it’s free reign to unload a cannon of a throw at a weaker player just for the hell of it. Please adjust your throwing power to the target – a girl at the front of the court who has no chance of catching your ball does not need to be pegged with a bullet. An athletic player at the back of the court may require a little more steam on the ball. In the ideal of the “spirit of the game,” players are revered for playing the game with respect.

11. Standings, Schedules and Playoffs:

1. Schedule will be made available two weeks prior to the tournament

2. Each team will play a minimum of three games

3. The tournament will be a round robin format

4. Playoff will decide the championship.

5. Standing will be posted in the Community Centre hallway.