

## **Dodgeball Tournament Rules & Information**

### Team Registration:

To register, individuals must submit an entry form and pay their entry fee at the front desk of the Wellness Center by 6:00pm on Wednesday, August 26, 2009. Entries will be taken on a first-come, first-serve basis. Late entries may not be accepted due to facility and time constraints. Individuals who enter late may request to be placed on the "Waiting List."

### Entry Fee:

All teams will be required to pay a \$20 entry fee. **Refunds will not be granted after the initial schedule has been posted.** Fees may be transferred to a different session or program upon the approval of the Wellness Center.

Any team member who is not a Wellness Center member, yet is eligible for membership must pay an additional entrance fee to use the facility. The eligible non-member fee should be paid just prior to the individual entering the facility. There are two options: the individual can either pay \$8 per entry into the building or the team may purchase a \$20 pass that allows for all non-members to enter the facility on tournament days and times.

### Activity Format:

1. Teams will be entered into a double-elimination tournament.
2. Matches will tentatively be played on Thursday, September 4<sup>th</sup> and Thursday, September 11<sup>th</sup> from 7:00 pm to 10:00 pm.
3. Divisions: Both Men's and Co-Rec leagues will be offered. Divisions are open to all currently enrolled MCG students and their spouses; presently employed MCG faculty, staff, housestaff, post-doctoral fellows, and residents; and Wellness Center Members.

### General Information:

1. Schedules for the season will be available by 2:00pm on Friday, August 28th.
2. Games will be played on the basketball courts in the Wellness Center.
3. All participants are required to present a valid picture identification during check-in. If a participant fails to present picture ID, he/she will not be eligible to participate.
4. No individual will be allowed to compete who is suspected to be under the influence of drugs or alcohol.

## **Dodgeball Rules**

All games will be played in accordance to the 2004-2006 National Amateur Dodgeball Association Rules Book with the following MCG Intramural Sports modifications:

### I. PLAYERS & EQUIPMENT

1. Each participant must present a valid ID in order to be eligible to participate.
2. Each team shall consist of six (6) players. Each team must have a minimum of four (4) players in order to begin a game. Please note that there is a limit for all team rosters. The limit is 8 for Dodgeball.

3. Participants may play for ONE TEAM ONLY. Co-Rec participants, however, may play for a Men's team as well as their Co-Rec team. No person may play for two Men's teams or two Co-Rec teams.
4. Game balls will be provided for each game.
5. **Uniforms:** Team players should wear similar color jerseys.
6. **Shoes:** Tennis shoes are the recommended footwear. No black-soled shoes that may mark the floor are permitted. Sandals, street shoes, combat boots, or hiking boots are not allowed. No player will be allowed to participate in bare feet.
7. **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play. **Exception:** wedding bands and medical ID bracelets/necklaces.
8. There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.

## II. GAME FORMAT

1. A match will consist of a best two (2) out of three (3) games series.
2. All matches will be officiated by at least one (1) official. The officials will be responsible for determining if a player is **OUT**. All decisions made by the official(s) are final.
3. Each match will begin with a coin toss. The team winning the toss will have its choice of either side of the court. Teams will alternate sides following each game.
4. Each game will begin with the players of each team standing on the baseline of its respective side of the court.
5. The official(s) will line six (6) balls along the center line and then assume their positions. The head official will then signal play to begin.
6. Following the signal by the official, teams may approach the center line to retrieve the balls; this is known as the Opening Rush.
7. Each ball retrieved at the Opening Rush must first be taken behind the 3-point arc before it may be legally thrown at an opponent. **Example:** *Following the opening whistle, a player rushes and is the first to secure a ball from the center line. That player must then carry or pass the ball into its team's 3-point arc before it may be legally thrown at an opponent.*

## III. RULES OF THE GAME

1. The object of the game is to eliminate all opposing players by getting them **OUT**.
2. An **OUT** is scored by:
  - a. Hitting an opposing player with a LIVE thrown ball **below** the shoulders. Deflections off a teammate or a blocked ball can result in more than one player being eliminated with one throw.
  - b. Catching a LIVE ball thrown by your opponent.
  - c. Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball. (Usually occurs when a ball is being used to block a thrown ball.)
  - d. A player stepping over a boundary line.
3. The boundary lines are the outer and center lines of the basketball court.
4. If a player ducks or lowers their head to avoid a throw, and the ball contacts their head, it is not considered a "head shot" and the individual will be **OUT**.
5. Any player not taking an active part in the game – ie. holding all the dodgeballs, hiding in the corner, shall be declared **OUT** by the official.
6. A LIVE ball is a thrown ball that strikes or is caught by an opposing player without/before contacting the ground, another player, ball, official, or other object.

7. Once a player is OUT, he/she must **immediately** exit the playing field.
8. Substitutions will only be allowed during the period between games.
9. Only players who are OUT may retrieve balls that are out of bounds.
10. If no one is OUT, only one person may go out of bounds to retrieve any dodgeballs.

#### IV. INJURED PLAYER

1. A player who is bleeding, has an open wound, or has an excessive amount of blood on the uniform shall be considered an injured player and must immediately leave the game for the appropriate treatment.

#### V. CO-REC MODIFICATIONS

1. Co-Rec teams consist of six (6) players, three women and three men.
2. There must be a minimum of three women on the court to begin the game.
3. In some cases, teams may have more women on the court than men, but at no time can the number of men on the court exceed three.

#### VI. CONDUCT OF PLAYERS, CAPTAINS, & SPECTATORS

1. It is the responsibility of the team captain to control their team and interact appropriately with the game officials. Captains are also responsible for informing team members of their playing schedule and the rules of the game.
2. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the facility and future Intramural Sports events.
3. Individuals who identify themselves as a spectator for intramural events at the Wellness Center must meet the following requirements before having access to the facility.
  - a. Access will be provided at no cost to the spectator.
  - b. The spectator must be accompanied by a MCG student or Wellness Center member for entrance into the facility.
  - c. All spectators and their sponsor must sign-in at the front desk.
  - d. Spectators under the age of 18 may attend only if accompanied and directly supervised by a parent or guardian who is NOT participating in the observed contest.
  - e. Any non-players must be in the designated spectator areas of the Wellness Center.