Dodgeball Tournament

Mandatories
1. All students participating in the Intramural Sports Dodgeball Tournament will be required to show their student ID to be able to participate (WCC students only).
2. All teams must sign a team waiver with one designated team captain.
3. All teams must wear non-marking shoes and wear proper athletic attire.

THE TEAM
1. Teams will be made up of 8 players. Six (6) players will compete on a side; two others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.
2. Each team may start with a minimum of 5 players on their first game to avoid a forfeit.

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.

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)

Tournament play
Tournament will be pool play, and best 2 out of 3 games. A match will consist of two 7 minute games, with a 30 second time out in between. If there is a tie, a third game will be played to determine the winning team.

BOUNDARIES
1. Games will be played on a standard sized Volleyball court.
2. During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.
3. If a player steps out of the court boundaries to avoid getting hit by a ball, they will be called out.
THE OPENING RUSH
Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the court supervisor, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Players who retrieve a ball must go back to the ten foot line, or, “attack line” before they are able to throw the ball. *This rule only applies on the opening rush.

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 contest. 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. There will be a one minute warning signal for each game.

TIME-OUTS & SUBSTITUTIONS
Each team will be allowed one (1) 30 second timeout in between games. At this time a team may substitute players into the game.

5-SECOND VIOLATION
In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. This also applies to tied teams.

Additional Rules
1. Players must throw the ball at opponents below the shoulders.
2. Any player who throws a ball at a player with the intention to hit them above the shoulders will be ejected from the current game and may participate in the following game.
3. “Ducking” by players will be at the court supervisor’s discretion if there is a dispute
4. Once a player is out, they must leave the game floor and stand behind their own team’s base line. Players may retrieve stray balls for their team.
5. A signal from the court supervisor will signal the end of the game.

RULE ENFORCEMENT
During tournament play, rules will be enforced primarily by the "honor system"*. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court supervisor. The court supervisor’s responsibility will be to rule on any situation in which teams cannot agree. THE COURT SUPERVISOR’S DECISION IS FINAL – NO EXCEPTIONS.
Intramural Sports Code of Conduct
1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of Intramural Sport staff and court supervisors.
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 or bait opponents and refrain from using foul or abusive language