

2014 HCC Dodgeball Rules, Adaptations and Comments

(16 March 2014)

To make contests as fair as possible, the game is a lot more structured than most people realize, and there are a zillion different variations on the rules. So please read through our rules so you are fully informed. We are playing rules adapted from the National Amateur Dodgeball Association (NADA).

THE TEAM

There is no limit to the number of players on a team. However, only six (6) players can start. There can never be more than six (6) players on the court for each team. We will allow teams to play with a minimum of 3 players, but we certainly don't encourage that.

SUBSTITUTIONS

There are no substitutions during a game except for injury as determined by the referee. Each game may have a different lineup.

THE COURT

The playing court is identical to a full-sized volleyball court--60' x 30', with a center line equally dividing the two halves, and attack lines 3m (10') from, and parallel to the centerline (the same as volleyball).

THE EQUIPMENT

The official ball used in the tournament is a 6.00" rubber-coated foam ball.

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

- Hitting an opposing player with a LIVE thrown ball below the shoulders.
- Catching a LIVE ball thrown by your opponent before it touches the ground.

LIVE, DEAD, AND DEFLECTIONS

- A live ball is a ball that has been thrown and has not touched anything, including the floor, another ball, another player, official or other item outside of the playing court (wall, ceiling, etc).
- A player may deflect a live ball with a ball he is holding, at which time the deflection causes the thrown ball to be dead.
- If a player holding a ball attempts to deflect a live ball, but his ball is dislodged, the player whose ball was dislodged is out, whether or not he regained possession of the dislodged ball. The referee judges as to whether the ball has been dislodged or not.
- A ball is still live as pertaining to a hit player, until the ball touches anything else. Therefore, a player may be hit, catch the deflection, and the thrower is out.
- A player deflecting a ball with his own held ball, may then intentionally drop his own held ball and catch the deflected ball, in which case the thrower is out, provided the deflected ball has not touched anything except the held ball that deflected it.
- If a player is hit by a live ball, and then runs out of bounds to catch it, the player is out because he illegally left the court, and the thrower is not out because the ball was not caught while live.

SAFETY

The thrower is ALWAYS out on a head shot (anything above the shoulders), even if unintentional, unless:

- The contact occurs while the hit player is bending over and his head is below the normal level of his shoulders.
- The contact occurs after the ball is already legally dead.
- The contact occurs after the player being hit has already touched the ball with another part of his body or has deflected the ball with a ball he is holding.

BONUS PLAYERS

A team may have bonus players enter the game under the following conditions and using the following procedure. This procedure is to encourage participation of all players on a team.

- On a caught ball, a teammate of the catcher may come into the game, provided that the team has only five (5) or fewer players on the court at the time.
- If the team has more than six (6) team members, all non-starters must cycle into the game in the order determined by their coach.
- The coach sits in the seat closest to the end line. The first player eligible to reenter the game sits next to him, and the next substitute(s) sit in order along the bench.
- When a person gets out, he sits at the end of the bench.
- When a player goes in, he must enter only by the end line. If he enters in any other manner, he will immediately be called out.
- After the bonus player enters the game, the remaining players shift up one seat in order, so that the next eligible player is now

sitting next to the coach.

- After all substitutes have reentered the game, starters who have gotten out may reenter the game in the same order in which they were eliminated.

BOUNDARIES

- During play, all players must remain within the boundary lines, or they will be out.
- A player who touches an end line or a side line is out (like in basketball).
- Players may touch the center line, but not cross over it (like in volleyball). Exception: on the opening rush, players may cross over the center line.
- Bonus players must enter the game only through the end line.

DISQUALIFIED PLAYERS

- Must immediately leave the game by the shortest route to any sideline or end line.
- All bench personnel must remain seated during the game.

RETRIEVING BALLS

- Players may leave the boundaries through their end line only to retrieve stray dead balls on their side of the center line extended. They must promptly return through their end line.
- A player who is hit while outside the boundary retrieving a ball is NOT out.
- A player who has left the boundary may not loiter outside the boundary as a protection from being hit.
- Players may retrieve balls by reaching across the sideline provided no part of their body touches the court on or outside the boundary line.
- Players may retrieve balls by reaching across the center provided no part of their body touches completely on the other side of the court (but they can touch the line).
- Fans or teammates on the bench may roll balls back onto the court, but neither fans nor teammates not in the game may position themselves to shag balls favoring one team over another, or get up to go retrieve balls that a player can legally retrieve.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three (3) spread out on one side of the middle of the center line and three (3) spread out on the other (but not too close to either sideline). Players then take a position behind their end line. Following a signal by the center referee, teams may approach the center line to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right side of the middle of the center line. Once a ball is retrieved, the ball must pass behind the attack line before it can be legally thrown at an opponent.

- If there is a false start by one team, the official moves one ball from the side of the offending team to the side of the other team, and they redo the opening rush.
- If balls are left on the center line after the initial rush, either team to go retrieve the balls.

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead has most of the balls on their side of the court (also applies to tied teams), and they are not making an attempt to attack. We want the games to keep moving. The officials will be instructed to start a 5-second start a count down if the official feels the team with the disproportionate number of balls is taking too long to attack. If they don't attack, the referee stops play and gives a ball to the other team.

1. 1st violation: The balls are divided evenly and play resumes.
2. 2nd violation: The non-offending team gets a free throw at the other team, and the thrower isn't out if his ball is caught.

TIMING AND WINNING A GAME

Game time is 3 minutes. However the game will also end when one team legally eliminates all opposing players. If neither team has been eliminated at the end of the 3 minutes, the team with the greater number of players remaining will be declared the winner.

TIES

If both teams have the same number of players remaining at the end of regulation time, an overtime game of 3 minutes will be played. Those players remaining at the end of the tied game must start the overtime game.

TOURNAMENT FORMAT

- Pool play: Each team will play two games against each of the other teams in their pool.
- Single elimination round: Paired teams play the best 2 of 3 games, except for the championship, which will be the best 3 of 5.
- Pool play will determine seeding for the single elimination round. Some or all of the pool play teams will advance to the single elimination round, depending on the number of teams participating.

SCORING

Wins and scores will be kept for pool play. A team will score as many points as they have players left at the end of a game. For any overtime game, the winning team will get only 1 point, regardless of how many players they have remaining. The loser will get 0, regardless of how many players they have remaining.

POOL PLACING

Pool placing will be determined by:

1. Number of GAME wins. If tied,
2. Head to head game record between the tied teams. If still tied,
3. Head to head points scored in games scored against each other. If still tied,
4. Total points scored in pool play. If still tied,
5. One playoff game between the tied teams.

TIME-OUT

Time out may only be called by the referees to confer on a call, or to stop play for an injury, or any other reason they deem necessary.

UNIFORMS

Each participating player shall have a shirt with numbers on front and back. Teammates shall not have the same numbers. Uniforms should be as similar in color and style as possible. Shorts should be modest, clean, neat and appropriate for the occasion. Players' pants must be above the hips and worn properly.

SPORTSMANSHIP

Good sportsmanship is expected of all participants in the Church sports program. Honor calls are desirable in that participants are encouraged to acknowledge rule infractions when appropriate. Referees will be expected to encourage such calls, but the referees will make the final decision. As part of sportsmanship, no dunking, hanging on, or grabbing the basketball rim is allowed before, during or after the tournament.

ELIGIBILITY

Rosters: We are not requiring Eligibility Declaration and Team Rosters, Rule Waiver Requests, or Lineup Sheets. It is the responsibility of players, coaches and sports leaders to exhibit integrity in limiting your teams to players who should be on them. As we have just completed the basketball tournament, all should be aware of those rules.

Multiple Team Participation: Individuals may participate on only one team during the tournament.

Age: Deacons, Teachers and Priests should be 12-13, 14-15, and 16-17 years old, respectively, on the day of the tournament. Bishops may, in special circumstances, allow young men eighteen years of age to participate. Eighteen-year old young men who are ordained Elders may not participate.

Professional players: Not eligible to participate. (Sorry...couldn't resist)