



**Sumner County CASA
Dodge Ball Tournament
February 20, 2011
Adult League 2-6
“Help a Child DODGE Abuse!”**

Tournament Location:
**Volunteer State
Community College**
1480 Nashville Pike, Gallatin
Gymnasium

DODGEBALL RULES

Rule 1. Eligibility

- A. Adult League player’s 18 years or older
- B. Participants may only play on **ONE** team for the duration of the tournament
- C. Signed release returned with registration form and fees

Rule 2. Teams

- A. 6 players per team during the game but team can consist of no more than 10 members.
- B. No substitutions or time-outs are allowed during the games except for injury timeouts, which will be called by the referee.
- C. Players may be switched in-between games
- D. Registration fee per team is: Adult League \$135.00.
- E. If a team does not have the minimum number to start (3) on the court at the scheduled game time, the team will forfeit the first game of the match. If the team is still not ready to play in ten (10) minutes, the team will forfeit the second game and therefore the match.

Rule 3. Equipment

- A. All players must wear clean athletic shoes
- B. Equipment representing possible hazards to participants will not be permitted. No hats, jewelry, hard toe shoes, cleats, open toe shoes, exposed metal or hard unyielding plastic on braces, casts, etc. Will not be allowed
- C. Sumner County CASA will supply tournament balls

Rule 4. Play

- A. A tournament match will consist of at least four (4) games. After each team has completed their three pool games (the games are not elimination games but used for ranking each team), the tournament bracket will be set for single elimination games.
- B. Prior to the match, the referees will conduct a coin toss with both team captains to determine choice of ends.
- C. Players then take a position behind the end line. After a signal by the official, teams approach the centerlines to retrieve the balls.
- D. Balls must be taken back across the end lines before they can be thrown at an opposing Player. If the ball is not taken behind the end line before it is thrown, the throw will not count.

- E. A player may reach across the mid-court line to retrieve a ball as long as no part of his or her body touches the opponent's side of the court. There will be a line at each end of the court, which the opposing team (team with the ball) can't cross.
- F. Players then attempt to eliminate members of the opposing team by tagging them with the ball. If a player is hit with any ball that has not yet touched the floor or wall, that player is "out".
- G. In order to get an opponent "out" the ball may strike anywhere between the shoulders and feet. A player is "out" if they intentionally hit an opponent in the head or step into the opponent's side of the court.
- H. If a thrown ball is caught before hitting the ground, the opponent who threw the ball is "out".
- I. A player may block a ball with another ball in possession.
- J. Each game will have a 5-minute time limit.
- K. In order to keep the game exciting, each team must push the action. Do not attempt to stall by refusing to attempt to get an opponent out.
- L. Play continues until one team is eliminated.
- M. The first team to legally eliminate all opposing players will be declared the winner.
- N. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.
- O. If each team has equal number of remaining players, an overtime period will be played.
- P. Overtime will be a 3 minute sudden death period.
- Q. All overtime periods will begin with an equal number of "balls in hand" behind a team's end line. The first team to eliminate any ONE opposing player will be declared the winner.
- R. During the single elimination games, once your team loses, you have been eliminated from the tournament.

Rule 5. Rules of Play

- A. Uniforms are considered part of a player's body.
- B. Any ball that touches the ceiling, ground or wall are dead balls and if a player is hit by one of these balls will not be eliminated.
- C. The defender may block a live ball with another ball. That ball is still a live ball however, until it hits the ceiling, ground or wall.
- D. If a blocking ball is dropped as a result of contact from a live ball, then the player who drops the ball is "out".
- E. If the ball bounces off a player and is caught by the player before touching the ground, the player who threw the ball is "out".
- F. A player shall not leave the playing field to avoid being hit.
- G. Players who have been called out may retrieve stray balls for their teammates can't cross-center.
- H. It is illegal for the leading team to control all the balls for more then 5 seconds. (A violation will result in the referee stopping play and the balls will be divided evenly.)

- I. Headshots resulting from a high thrown ball, result in the thrower being called out (The decision will be based on whether, in the referee's opinion, the throw an intentional head shot).
- J. Un-sportsman like conduct will result in immediate ejection from the game.

Rule 6. Matches

- A. If an odd number of teams enter the tournament, one team may be asked to play four pool games to ensure all teams get three pool games.