

Dodgeball Rules – Compete For The Cure - 2017

- The Game
 - The object of the game is to throw the ball and hit a member of the opposing team somewhere below the neck
 - 5-6 balls will typically be used in each game depending on the number of people participating and at the discretion of the ref
 - The game will begin with all balls placed at centre court
 - All players will stand at the back end line of their respective side of the court
 - The ref's whistle will signify the beginning of the game and players will rush to retrieve the balls
- The Court
 - Members of each team must stay on their own side of the court. Players are not permitted to cross the centre line when throwing or to retrieve a ball.
 - Pylons, court lines, walls or fencing will be used in most cases to mark the backs, sides, and/or centre line of the court
- Game Length
 - Each matchup will be a 'best 3 out of 5' rounds (unless the ref is concerned about timing and the commissioner of the tournament approves 'best 2 out of 3 rounds')
 - Once all of the players from one team are eliminated, the team with players remaining has won the round
 - If a round is taking too long, the refs will have the ability to 'shorten the court' at their discretion. This may involve pointing out new lines as boundary lines or adjusting the placement of pylons or related items being used to signify boundaries.
 - During a round, time will only be stopped in the case of a serious injury
 - There will be a short break between each round simply to enable the ref to set up the next round
- Ball In Hand
 - A player may take as many steps as he/she would like within the boundaries of the court
 - A player may dribble the ball if he/she likes
 - A person can pass the ball off to a teammate if he/she would like
- Ways to Get Out
 - A person who crosses a boundary line or the centre line will be considered out. A back or side boundary line may be crossed only for the purpose of retrieving a ball.
 - A player stalling and holding a ball for too long will get a 5 second countdown from the ref at which point the person will have to throw the ball. If not, the person will be called out.
 - A person is permitted to use a ball in hand to block an incoming ball and will not be out if the incoming ball is blocked cleanly. The person will be out if an incoming ball hits the person's ball and then a body part of the person. Similarly, if an incoming

ball hits a person's ball and then the teammate of that person, the teammate will be out.

- A person will be called out if a ball in-hand is dropped while blocking an incoming ball. If a blocked shot ricochets and then subsequently knocks a ball out of the hands of a teammate of the person who blocked it, the teammate would be out.
 - A caught ball will result in the thrower being out
 - In games taking place on the cage courts (courts 5, 6, and 7), a person throwing a ball higher than the top of the cage or marked line opposing the cage fence will be considered out
 - A ball that hits a player (or a ball in the player's hand), which is deflected and caught by a teammate of the player that it hit will result in the thrower being out. The person it hit will not be out.
- Ways to Get Back In
 - A caught ball will result in the ability for the catching team to have a player of their choice re-enter the game
 - A player may also be able to re-enter the game, if the game began with uneven numbers (see further explanation below)
 - Other Rules Involving Elimination/Non-Elimination
 - Balls caught off of the wall, backboards, etc. will not result in any elimination
 - If the ball hits a player, then the wall or basketball hoop, the player it hit is out
 - Throws at someone's head (whether intentional or not) are not allowed. If a player is hit in the head, the player will stay in the game. The player that threw the ball will receive a warning. A second offense will result in the thrower being out for the rest of that round.
 - Catching the ball out of bounds does not count. Anything caught or thrown out of bounds does not count.
 - A person cannot be hit while retrieving a ball from behind a boundary line but must return inside the boundary lines as soon as the ball is retrieved.
 - A ball that hits a player, then a second player, or even third player, and then the ground, results in all players it hit being out
 - Other Rules
 - Kicking or punching the ball over to the other side does not count so it serves no purpose to do so. Please do not kick the balls.

- Do not play tug of war when initially retrieving the balls. The second person to touch it must let it go. The ref will warn you if you do not let it go.
- Scoring
 - The team winning the majority of the 5 rounds will be considered victorious in the matchup
 - Each team will also receive a +/- rating based on the game. Ratings will be important only in the case of tie-breakers to determine division winners or playoff spots.
 - A team that wins 3-0 will get a rating of +3, and the losing team in this case would get a rating of -3
 - A team that wins 3-1 will get a rating of +2, and the losing team would get a rating of -2
 - A team that wins 3-2 will get a rating of +1, and the losing team would get a rating of -1
- Exhibition or Mixed Games
 - Certain matchups will conclude before the time slot is over. This will especially be the case when the winning team wins 3 straight rounds.
 - In such situations, exhibition or mixed games could be played at the discretion of the ref managing the court and the teams at that court
 - The two teams that were matched up can play each other 'exhibition style', mix up the teams or, if agreed to by the captains of both teams, include players from other teams in such games
 - Exhibition or mixed games will have no impact on the standings
- Uneven Numbers of Players
 - Each team in the tournament will typically have between 6 and 12 players
 - The team with the bigger number will be permitted to have all players play
 - The team with the smaller number will be permitted to have players on the team re-enter the game (essentially certain players will have a '2nd life')
 - When adding the total number of people the smaller team started with to the number of people getting a '2nd life', the resulting total should equal the number of people that the bigger team started with. People from the smaller team who get knocked out must immediately re-enter the game. The smaller team will not have the ability to save up its '2nd lives' or choose specific people to re-enter.
 - Example: a team that starts with 7 players and is playing against a team with 10 players will be permitted to have its first 3 people knocked out re-enter the game with a 2nd life.
 - Refs will keep track on their hands/fingers of remaining 2nd lives
- Forfeit
 - A forfeit will occur if one team cannot field 6 players by 5 minutes into the scheduled game time (i.e. if the game time is at 10:30 and the team does not have 5 players by 10:35)
 - To avoid forfeit, teams will be permitted to use other players from their school, players from other teams in the tournament, or even fans, to supplement their player total so as long as the opposing team is agreeable

- To avoid a forfeit situation, the non-forfeiting team may be assigned a different opponent by the tournament organizers
- For a forfeit to occur, the forfeit must be approved by Lauren Clarfield, Matt Clarfield or Josh Howard
- Should a forfeit occur, it will be considered a 3-0 win for the non-forfeiting team and the non-forfeiting team will receive a rating of +3
- The forfeiting team will be marked with a 3-0 loss and a rating of -3
- Substitutions
 - There will be no substitutions permitted
- Unsportsmanlike conduct
 - If a person is hit by a ball that person must leave the court immediately
 - A person may be removed from the game at the discretion of the ref for unsportsmanlike conduct including yelling at opposing players, yelling at the referee for a 'bad call', talking back to the referee, swearing, name calling or arguing
 - The following system is a template to be used by referees if needed regarding unsportsmanlike conduct:
 - 1st offense – Assess a warning against the team and/or player involved.
 - 2nd offense - Team loses a player in the round being played or to be played. If it's a specific player, that is the player to sit out that round.
 - 3rd offense – Team loses a player for the rest of the match. If it's the same specific player, that player will sit out for the rest of that match and perhaps the rest of the tournament.
 - Only the team captains can come to mid-court when rulings are discussed. No other players shall be allowed.
- Delays
 - If a round or match is cut short for some unforeseen circumstance, one of two things will happen:
 - The winning team of the round will be that with more players on the court at the time of an interruption, and/or the winning team of the match will be the team that has won the most rounds during the match
 - The match will be resumed or completed at a later time
- Playoff Eligibility
 - A player must have played in at least 2 of the team's round-robin games to qualify to play on that team in the playoffs
- Playoff Seeding
 - The following criteria have been ranked and will be considered in the stated order when determining playoff spots
 1. Division Winner
 2. Win-Loss Record – if unequal games played or completed by the teams in question, winning % will trump win-loss record
 3. In Case of Tie

- Head-to-Head Record
- +/- Rating
- Total Team Fundraising (online prior to Saturday, January 9th at 5:00 PM EST)
- A 2-on-2 sudden death showdown on a shortened court to determine who moves on