

## **BUDDCUP DODGEBALL TOURNAMENT RULES**

1) Physical or Unsportsmanlike Play: Play that is rough or overtly aggressive, taunting, or un-sportsmanlike acts (name calling, threats, intimidation and discriminatory behaviors of any kind) will not be tolerated by the Buddcup Charity Dodgeball Tournament and may result in the infracting player/team being ejected from the tournament without refund.

PLEASE NOTE: teams can and will be held responsible for their players' conduct. If someone on your squad is behaving inappropriately, it is YOUR responsibility to keep him or her from doing so.

2) Fighting/Punching: Instances of this behavior will be cause for immediate expulsion for all individuals involved, whether they are the instigators or retaliating.

3) Alcohol: Drinking of alcoholic beverages at Buddcup Charity Dodgeball Tournament facilities/venues by players or spectators (indoor or outdoor) is strictly forbidden. Offenders will be asked to leave the league without refund. However, drinking after the tournament is highly promoted.

4) Facility Care and Respect: Respect the gym: put things back where you found them, take all of your items with you and put trash in provided receptacles.

5) Footwear:

- \* Metal cleats are not permitted
- \* Only non-marking soles may be worn in gymnasiums

Dodgeball Rules:

### **DODGEBALL**

**NOTE:** A NEW RULE HAS BEEN ADDED TO IMPROVE GAME PLAY (Jan 2015). PLAYERS MUST RELEASE A BALL WITHIN 5 SECONDS OF TAKING POSSESSION. PLEASE READ BELOW TO FAMILIARIZE YOURSELF WITH THE RULE CHANGE.

#### **1. Equipment/Set-Up:**

- Teams are responsible for keeping track of the score. Please designate one person/team to keep score.
- Players are not permitted to wear gloves.

## **2. Game Time/Default:**

- Teams are comprised of 6 players with a minimum of 2 women and 2 men.
- The 6 players that start each game are the ONLY players that can play during that particular game (i.e. for that point). Substitute players must wait until the next game before playing. Teams can alter their roster for each game, as long as the gender requirements are met. Exception: Injured players can be substituted midway during a game if necessary (male for male, female for female only).

## **3. Starting the Game and General Rules:**

- i. 4 dodgeballs will be used for each game.
- ii. To start a game, each team stands on their respective back line. Two dodgeballs should be placed approximately 5 feet back from the centre line on each half court. The point will then be started by shouting "READY, SET, DODGEBALL!"
- iii. Once play has started, players must remain on their own side of half.
- iv. Players can lean over the half line to retrieve a ball, but the player cannot touch any part of their opponents half of the court. If any part of a player touches their opponents' side of half, that person is out.
- v. Players cannot remain static in areas that conceal or partially conceal their body. e.g. door entranceways, climbers, etc.
- vi. A ball is considered "dead" as soon as it hits the floor, walls, ceiling or any other obstacles around the court (e.g. basketball hoops, etc). A player is not eliminated after being hit by a dead ball (i.e. if the ball hits the wall, then hits the player, the player is not eliminated). All other balls are considered "live".
- vii. Eliminated players should sit on the opposite side/corner of their team bench (in an effort to clarify who is participating in that particular game). A bench area should be defined (using a bench turned on its side) and this area is out of bounds. Live players may only enter this area to retrieve balls.
- viii. Teams are responsible for enforcing rules and ensuring fair play.
- ix. Players cannot lean up or jump against the walls in an effort to avoid being hit.

## **4. Throwing the Balls and Eliminating Players:**

- i. Players can only be in possession of ONE ball at any given time. So, a player already in possession of a ball cannot catch/touch another "live" ball. A player that touches two or more "live" balls is eliminated. However, players can block a 2nd ball with a ball that is already in their hands, and "dead" balls that are on the floor are okay to be kicked or rolled to a teammate.

**NOTE:** Since the player who attempts a 'second catch' is out, the thrower is not out if the ball is indeed caught..

**NOTE:** Under no circumstances can a player (with or without a ball in their hands) be eliminated by being hit with a "dead" ball.

**NOTE:** As per above, if a player holding a ball is hit by a second ball, that player is out. However, if a teammate catches the second ball while it is still "live", then the teammate has effectively 'saved' the hit player, the thrower is out, and the team that caught the ball returns a player to the court as usual. (See rules 4vii and 4ix). Also note that the deflection of this second ball into the hands of a teammate can occur either accidentally (i.e. the hit player was unaware that the second ball was coming) or on purpose (i.e. the hit player purposely tries to deflect the ball into the air for a teammate to catch).

ii. Players can throw a ball in any manner (with the exception of squeezing the air out of the ball) from anywhere on their own side of the court. **NOTE:** The ball **MUST** be thrown to eliminate an opponent. A player cannot touch an opponent with a ball being held in their hand. The ball must be released for the throw to count.

iii. **NEW!** A player/team cannot hold a ball in their hands in an effort to "stockpile" the balls on their own side of court, therefore players must release a ball within 5 seconds of taking possession (which includes touching with hands and/or feet). As well, teams cannot use delay tactics by hoarding balls on their side of the court. This includes, but is not limited to, not picking up balls, throwing a ball high against the back wall to get it back, throwing a ball with spin against the side wall so that it comes back to your side of the court, bouncing a ball on the other side of half so that it comes back or can be retrieved by your team.

iv. Once in possession of a ball, a player cannot under any circumstances place a ball back down on their own side of the court. By doing so, that player is out. This includes putting a ball down in an attempt to catch on a second incoming ball. If you drop the original ball (by accident or on purpose), you are out.

v. **NEW!** Players may pass a ball to their teammates. However, if the receiving player does not catch or fumbles the ball - the player who attempted the catch is eliminated. Furthermore, since a team only has 5 seconds to throw the ball, a pass to a teammate does **NOT** reset the 5 second clock, and the ball must be thrown within 5 seconds from the time the first teammate touched the ball. And, remember that no player can touch two "live" balls at the same time - or they are out. **NOTE:** a ball is "live" once released, so a purposeful pass to a teammate, an accidental release of the ball that might hit a teammate or a throw meant for your opposition that hits your teammate all falls within this rule.

vi. To eliminate an opposing player, a "live" ball must hit the player from the **NECK** downwards. An opponent that is hit in the head is **NOT** eliminated but the thrower of the ball is eliminated. This rule applies regardless of whether the player was bending down, lying on the ground, jumping, etc. A headshot is a headshot. **NOTE:** that the ball's first point of contact is what matters (i.e. if a ball first hits the player in the leg or off a ball being used to block, and then bounces up and hits their head, the player is **OUT**). Teams may agree to play by a modified version of this rule if both captains agree **PRIOR** to the game starting. **NOTE:** a player may not purposely use their head to hit the ball. A player that does so is out. Please don't abuse this rule.

**vii.** If a player catches a "live" ball that is thrown at him/her, the thrower is OUT. IN ADDITION, the team that caught the ball can return a previously eliminated player to the court. The player that returns to the game MUST be the first player who was ruled "out" during that particular game (and the order of returning players should be maintained...i.e. the third player to be eliminated will be the third player to return to the court). Reminder: substitute players must wait until the next game. A player that is already holding a ball cannot "catch" a second ball (as per Rule 4i)

**viii.** A player that is holding a ball can use it to deflect/block another ball that is thrown at them by an opponent. However, if the ball being held is dropped due to the second ball, the person who dropped the ball is OUT. A deflected ball is still considered "live" until it hits the ground/wall/obstacle. (I.e. if it hits another player or the player using the ball to block before hitting the ground or wall, the hit player is out).

**ix.** A live ball that rebounds off of a player (from an unsuccessful catch, hits off their body, is deflected by another ball, etc.) may be caught by any other in-bounds player prior to the ball becoming dead (hitting ground or wall). As usual, the thrower is OUT, and the catching team can return a player.

**NOTE:** When a player is hit by a ball and the ball deflects upwards, there is the possibility that the original ball will either be caught by a teammate (saving the hit player) or the ball will hit the ground/wall/obstacle (meaning the ball is dead and the hit player is out). In this split second window of time, the hit player may be involved with another ball. However, that players' ability to make a successful play on the second ball (i.e. attempt to catch it) depends on the outcome of the first ball. If the first ball does become dead, the player is out and cannot make a play on a second ball - even if the second ball was caught BEFORE the first ball hits the ground. If the original ball is caught by a teammate (saving the player), and that player has caught a second ball in the meantime, the catch is a valid one, and the thrower of the second ball is out. (and the catching team returns one player to their court as usual).

**x.** It is the responsibility of all players to make a fair and honest call as to whether or not they were hit. Please remember, "its just dodgeball". Ultra-competitive players are not welcome.

**xi.** Every time that only 2 players remain on the court (1 from each team), the timekeeper should announce that the two players have "one-minute" to eliminate each other. After the one-minute has expired, if the game has not yet ended, each team will return one player to the court. (again, each team must abide by their order of returning players).

**xii.** Players cannot purposely kick the ball towards their opponents. Hands only please.

### **5. Scoring/Winning:**

- Each game won will count for one point.
- If a game is still being played when time expires, the team with the most live players on the court at the time will win the game.
- Ties are allowed during the tournament. If a match is tied at the end of a playoff game, one more game will be played to break the tie. (a new game should be started right away with a full 6 players).

### **6. Rough Play:**

ANY ROUGH OR PHYSICAL PLAY WILL RESULT IN IMMEDIATE EXPULSION FROM TOURNAMENT. All players should go out of their way to avoid creating an unsafe play. This rule supersedes all others.