

MIDDLETOWN PARKS AND RECREATION presents the

Annual Dodgeball Tournament and Toy Drive



The following list of rules are the rules in which our officials will be using. Please make sure all players understand the rules. It is the Captain's responsibility to ensure all players know and abide by them. If there are any questions regarding any of them, please bring them to the **mandatory Captain's Meeting**, or contact the Recreation Department at any time. Remember, if your captain cannot make the meeting, he/she may send a parent or teammate in their place.

Final number of games will depend upon the number of teams registered. Finalized times and number of games will be given out at the Captain's Meeting.

The following rules have been adapted from the National Amateur Dodgeball Association (NADA) for our facility and tournament.

Section 1: Players, Field, & Equipment

Team

1. Teams can be made up of 8 players. Each team will have 8 players on the court at a time. A minimum of 6 players is required to start the match. A team that is made up of 6 players may not add the 7th player until the next game. Team rosters cannot be altered, and the same 8 players must be used.
2. Players may only play for 1 team. Players must play in the correct age/grade division. Any player caught playing in the incorrect division will result in the team being forfeited from the tournament.

Field Dimensions and Markings

3. The playing field shall be a rectangular surface free from obstructions.
4. The playing field will be marked with sidelines, end lines, attack lines, a centerline, and centerline hash mark.

Boundaries

5. During play, all players must remain inside boundary lines.
6. Players may pass through their **end line only** to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground. **Note:** Players may not step backwards across the end line; this would be in violation of Rule #5.
7. When retrieving a ball, the player must also immediately re-enter the playing field only through their end line. **Note:** A player not immediately re-entering the playing area may be declared out.
8. A player may be handed a ball, provided the player giving the ball away is one that is currently in and has not been knocked out. The player receiving the ball must remain completely within their team's field boundaries. **No player that has been knocked out may receive any balls for their team.**
9. When retrieving a ball, the player is still susceptible of being hit and struck out. The player retrieving the ball may not throw the ball at an opponent while out of bounds.

10. A player shall not:

- Have any part of their body contact the playing surface on or over the sideline.
- Enter or re-enter the field through their sideline.
- Leave the playing field to avoid being hit by, or catching a ball.
- Have any part of their body cross the centerline and contact ground on their opponents' side of the court. **Note:** A player may, without penalty, step on the centerline.
- Penalty for Rule 10 violation: Player will be declared out.

Exception to Rules 6, 8, and 10d: During the opening rush, many players cross the centerline. Officials should refrain from calling players out unless a definite advantage is gained by the action.

Equipment

11. The official ball used in tournament and league play will be:

- Junior A (K-1): 5"
- Junior B (2-3): 5"
- Junior C (4-5): 6.3"
- Middle (6-8): 7"
- High (9-12): 7"
- Adult: 7"

12. Games will consist of 6 balls.

13. Participants must wear sneakers.

14. Team members must wear same color shirt.

15. No hats may be worn.

16. No player may wear any form of jewelry. In the event of a medical bracelet, bracelet may be worn under an athletic wristband or taped down with medical tape. **Note:** Penalty for Rule 16 violation: Sportsmanship ranking lowered

Section 2: Game Play

The Game

17. Choice of side of the gym will be alternated throughout the tournament.

18. The object of the game is to eliminate all opposing players by getting them out. An out is scored by:

- Hitting an opposing player with a live thrown ball below the shoulders.
 - **Note:** If a player ducks and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is legal. If the player did not duck and is struck in the face with the ball, the person who threw the ball will be out.
- Catching a live ball thrown by an opponent.
 - If a player attempts to catch a ball, bobbles it, but then regains control, it will be considered a valid catch. Other teammates may not "save" a player by catching a ball that bounces off of them. **Note:** The person who caught the ball, may bring in a teammate that was out. Teammates should be brought back in, in order of when they got out – first out, means first to be brought back in.
- Causing an opponent to drop a live ball as a result of contact by another thrown live ball (usually occurs when a ball is being used to block a thrown ball).
- An opposing player stepping out of bounds.

Live Ball (defined) – A thrown ball that strikes, or is caught by an opposing player before

contacting the ground, another player, a ball, ceiling, walls, or support poles. Any ball that hits the ceiling, walls, or poles is considered dead on contact. Any ball that strikes a player then bounces off and strikes a second person, is considered dead after striking the first player. The second player hit with the ball is not out, nor can the player be saved.

19. A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball. **Note:** A ball deflecting off a held ball and striking the holder is no longer a live ball. Also, the held ball may be used to deflect a ball up and be caught by the same person. This would result in a catch.
20. A 4-minute time limit has been established for each game.
21. Each team will be allowed one 30-second time out per game.
22. Only the court judge's whistle starts and stops the clock.
23. All players are in jeopardy until the court judge recognizes and signals the beginning of a time out or end of regulation time. **Note:** All live balls in flight at the time of an official's signal to end regulation time or begin a time out remain live, and may eliminate an opponent, until they become dead.
24. No performance enhancing substances or objects may be used for an advantage (i.e. gloves worn, sticking bat adhesive). Teams found to be using may be disqualified without refund.

Beginning the Game

25. Prior to beginning a game, an equal number of dodgeballs are placed along the centerline on each side of the center hash mark. A standard game consists of 6 balls, 3 on each side of the hash mark.
26. Players then take a position behind their end line.
27. Following a signal by the official, teams may approach the centerlines to retrieve the balls. Teams may only retrieve balls placed to the right (as they face the center line) of the hash mark. If balls remain on the centerline after a team has retrieved and moved their balls beyond the attack line, either team may retrieve those balls.

Opening Rush Rule

28. Each and every ball retrieved at the opening rush must first be taken beyond the yellow attack line and into the team's backcourt before it may be legally thrown at an opponent. Example: Following the opening whistle, a player rushes and is the first to secure a ball from the centerline. That player must then carry or pass the ball into their backcourt before it may be legally thrown at an opponent. **Note:** Penalty for violation of Rule 29: the player who threw the ball is declared out.

Declaring a Winner

29. The first team to legally eliminate all opposing players will be declared the winner.
30. 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.
31. In all overtime periods, the first team to legally eliminate any one opponent will be declared the winner.

Overtime

32. If an equal number of players remain after regulation play, a 2-minute sudden death overtime period will be played.
33. To reduce time required to finish an overtime game, team captains may choose to add an equal number of players prior to the start of the first overtime. Sudden death still applies. Both

captains must agree to the number of players added. If not, overtime will begin with the number of players left standing at the end of regulation time.

34. All overtime periods will begin with an equal number of “balls in hand” behind a team’s end line. The first team to legally eliminate any one opposing player will be declared the winner.
35. No time outs are allowed during overtime.
36. At the end of each overtime period, if no players have been eliminated, an additional player from each team – to a maximum of 6 – will be placed back into play.
37. The sudden death format continues through all extra periods.

Stalling and 5-second violation

The following procedure will be used to prevent overtime:

38. A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.
39. It is illegal for the leading team to control all the balls for more than 5 seconds. If the leading team controls all the balls they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. If this is not done within 5 seconds, a violation will be called. A team may avoid a 5 second violation by throwing or rolling a ball into the opponent's backcourt. This does not mean throwing the ball over and through an opponent's end line. **Note:** Only a court judge or official may call a 5 second violation. Penalty for a 5 second violation: First violation: Stoppage of play and the balls evenly divided between the teams. Play continues with “balls in hand.” Second violation: Free throw for the opposing team – a penalty in which one player is allowed an unobstructed throw at their opponents without risk of elimination. This is possible because a caught free throw does not result in an out for the thrower. Third violation: Ejection of one player from the offending team. **Note:** The stalling rule does not apply to overtime periods.

Section 3: Officials and Their Duties

Court Judge and Officials

40. All contests will be supervised by the Officials Crew, which consists of 1 Court Judge and 2 Officials. The Court Judge has the final call.
41. Rules will be enforced primarily through the honor system. Players will be expected to rule whether or not a hit was legal or they were legally eliminated. All matches will be officiated by no less than 3 officials. These officials will rule in all situations.
42. The court judge’s responsibility will be to rule on any situation in which teams cannot agree. A team may appeal to the court judge if they feel a player has violated any rule. THE COURT JUDGE’S DECISION IS FINAL.
43. Court judges may warn players and distribute technical fouls to those who display unsportsmanlike conduct. Any player receiving 2 technical fouls in a game will be ejected and suspended a minimum of one game. Suspensions will begin with their next scheduled game. Severe infractions or multiple technical fouls may result in suspensions from matches or tournaments. Note: A court judge is not required to warn a player before calling a technical foul.

Sportsmanship Rating System

There will be a Sportsmanship Rating System in place for all teams.

44. At the conclusion of every game, the Court Judges and Officials will rate each team based on their sportsmanship towards their opposing team and Officials Crew. The rating can range from

4.0-0.0. Teams must have at least a **2.5** rating average in order to be eligible for the Tournament. Teams must have at least **2.0** rating for each game in the Tournament in order to advance to the next round. Any team that receives a **0.0** in a Tournament game will be disqualified from the tournament. The sportsmanship rates are based on:

- **4 (Excellent)** – Given to a team that demonstrates good sportsmanship and maintains an excellent attitude of complete cooperation; full and complete support of the Officials Crew.
- **3 (Above Average)** – Given to a team when there is no incident of poor sportsmanship. Respect shown for opponents and Officials Crew.
- **2 (Average)** – Given to a team when unsportsmanlike conduct is not present in the game except for rare minor infractions. Poor behavior limited to individuals, not to the entire team.
- **1 (Below Average)** – Given to a team if players, other than the captain, persist in questioning officials' decisions; for frequent use of profane or vulgar language; if spectators, clearly related to the team, fail to cooperate with the officials and the team is not supportive of the officials' efforts.
- **0 (Poor)** – Given to a team when a player is ejected and the team does not assist the officials in removing the player from the area; if players disregard warning of unnecessary roughness, unsportsmanlike conduct, abusive language or action, etc.; if the team refuses to attempt to control their fans after a request to do so.

Unsportsmanlike Conduct

45. Unsportsmanlike conduct may include but is not limited to:

- Foul language
- Hits above the shoulders
- Unnecessary roughness
- Arguing with officials, staff, participants, or fans
- Abuse of the honor system
- Jewelry being worn after start of game

46. Protests will only be accepted in cases involving use of an ineligible player. Protests of judgment calls will not be accepted.

Section 4: Tournament Format and Tie Breakers

Pool Play

47. Pools will be determined by the number of teams registered. In most cases, there will be 3-4 teams in each Pool.

48. Each team will play all other teams in the Pool.

49. Teams will be seeded and put into the Tournament Bracket depending on their win-loss record and sportsmanship rating. In divisions with more than 24 teams, only the Pool winners will advance to the Tournament Bracket. **Note:** Any team not receiving an average sportsmanship rating of 2.5 will not advance to the Tournament Bracket.

50. On tournament day, players must be checked in by the start of their second pool play game. All players who arrive after will not be able to check in and therefore will not be able to play in the tournament.

51. Teams who have sick or absent players on Tournament Day can find replacement players (in same grade division and not playing for another team in the tournament). Roster updates must be made prior to the start of pool play.

Scoring

- 52.** A +/- score will be assigned to each game based on the number of team members left standing at the end of the game. If Team A eliminates Team B and still has three players left standing, Team A receives a game win and +3 rating, and Team B receives a game loss and -3 rating. Any team winning an overtime game receives a +1 rating. Losers of an overtime game will receive a -1 rating.

Tiebreakers

- 53.** In the case of teams finishing pool play with identical win/loss match records the following tiebreaker procedures will be used:

- Step 1: Sportsmanship Rating
- Step 2: Total +/- rating between tied teams.
- Step 3: Head-to-head match record between tied teams.

Code of Conduct

- Understand, appreciate and abide by the rules of the game and the honor system.
 - Respect the integrity and judgment of game officials and staff.
 - Respect your opponents and congratulate them in a courteous manner following each match, whether in victory or defeat.
 - Be responsible for your actions and maintain self-control.
 - Do not taunt or bait opponents. Refrain from using foul or abusive language
-