

Dodgeball Tournament 2011 Format and Rules

Above all, referees' decisions are final. Any complaints about referee decisions may be brought to the rules committee. Any clarification questions regarding the rules or format of the games can be directed to awesome@princeton.edu.

Game format

Before the start of the game, all players on both teams stand with one foot touching their side's baseline.

Once the referee starts the game with a blow of the whistle, players may run to the center line to attempt to pick up balls lined up there. No player at this point or any other point of the game may touch the floor on the other side of the middle line.

Balls may NOT be thrown immediately after they are picked up. Players must back up until both feet are behind the clearance line before throwing a ball. Players who never passed the clearance line may throw balls as soon as they get them.

Any player who steps outside of the boundaries of the court or touches the ground across the center line is out. **Any player who kicks a dodgeball is out.**

If after 10 minutes either team has fewer than 20 players remaining or the difference in numbers is greater than 10, the game will continue. If after 15 minutes players remain on both sides, the team with more players left will be declared the winner.

If both teams have more than 20 players remaining after 10 minutes, they proceed to an overtime match played between each team's 10 pre-selected players. Pinnies must be worn in OT and will be collected by refs as players die. Non-participating teammates must stay 10 feet from the court.

After 10 minutes, back boundaries will move in by 5 feet per minute (Regulation and OT play).

If one team collects all of the balls on the court attempting to force OT, refs will redistribute balls to the other side at their discretion.

Semi-final games and the Championship game will be played 20 vs. 20 in the same format.

No additional players will be allowed to join a game once the game has started. This also applies to overtime game; overtime players must all have played in the regulation time game and wear pinnies from the start. Players who died in regulation time may be reborn and play in OT.

In the event of excessive cheating by one team, tournament officials reserve the right to disqualify teams on the recommendations of referees. In the event of excessive cheating by both teams, refs will end the game and proceed to a 5 on 5 or 10 on 10 overtime style game.

Team Sizes

Small Teams: 20 player maximum per team

Medium: 30

Large: 80

Game Rules

A “live” ball is a ball thrown by a live person that has crossed the middle line dividing the two team’s sides.

That live ball is “dead” once it hits a spectator, a player who is out, the floor, the wall, the ceiling, or any component or extension thereof. The ball is also dead if a live player catches it.

A ball is *not* made dead by hitting a ball or a live player.

A player can be eliminated from the game in 5 ways:

1. A live ball hits the player and then becomes dead in a manner other than being caught by a teammate. If a live ball hits the player and one of his teammates makes the ball dead by catching it, neither the player nor his teammate are out.
2. The player throws a live ball and an opposing player makes that ball dead by catching it.
3. The player touches the ground outside of his half of the basketball court with any part of his body.
4. The player kicks a dodgeball.
5. The player argues with the ref even if never hit or the argument is not about said player.

Note: Getting hit in the head or having a ball graze an article of clothing is no different from a ball hitting any other part of the body. Headshots count, clothes shots count

Once you are out, move completely off the court. Dead players are not allowed to reenter the game.

Refs decisions are final and they may use their discretion as rule.

Scenarios:

We have players A and B on team 1 and players C and D on team 2.

Player A throws a ball that deflects off player C and is caught by player D. Player A is out because the ball became live when player A threw it and was made dead by player D catching that ball. Player C is not out because the ball that deflected off of him was then made dead by his teammate player D catching it. (Note: if the ball deflected off player C is caught by

either player A or B, then player C is indeed out because the ball was made dead by a different manner than one of his teammates catching it.)

Player A and player C each throw a ball, and the ball player A threw hits player C and becomes dead before the ball player C threw hits player A and becomes dead. Both players are out, because each player's ball crossed the middle line and became live, even if the player who threw the ball was out before the ball becomes live. In other words, the live status of a ball already in flight is not affected by the death of the thrower.

Player A lobs one ball and hurls another; the hurled ball deflects off player C and remains live at least until player C catches the lobbed ball. The ball that deflected off player C then becomes dead. Both players are out, as player C caught a live ball thrown by player A, and a live ball hit player C and became dead. If the hurled ball had hit player C and then hit the ground before player C caught the ball, player C would be out but player A would not be out because player C was dead when he caught the ball.

Player A throws a ball and player B blocks it with a ball in his hand. The ball is still live. If the ball hits player C, player C is out. Likewise if it hits player B, player B is out. If player C or B catches the ball, then player A is out. Blocking a ball with another ball does not make the ball dead. Dropping a ball used to block does not make the dropper dead.

Player A throws a ball at player C. Ref says it missed, but Player A says it hit player C and argues it with the ref. Player A is out.

Referee thinks a ball hit player A, even if it didn't. Player A is out.