

Dodgeball Tournament

THE GRENADE

For the first-round teams will choose one player from their team as a "Grenade." You may change your "Grenade" at the end of each game. As soon as the "Grenade" is hit that team loses and the game is over. The top two finishing teams (how far they got in the bracket) will receive points.

THE TEAM

Teams will be made up of 6 players. Six (6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only between games or in the case of injury after the supervisor stops the game. This is an open tournament so any combination of gender may be used. You must have four (4) people present to start the game.

THE EQUIPMENT

Game balls will be provided by the Office of Campus Recreation. Athletic type shoes must be worn.

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders (a player hit in the head will be allowed to continue and if the supervisor deems the act intentional, the thrower may be "OUT" and possibly ejected).
2. Catching a LIVE ball thrown by your opponent before it touches the ground. Catching a LIVE ball also brings in the teammate who has been "OUT" the longest.
3. A ball becomes immediately DEAD once it is blocked by another ball.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, supervisor or other item outside of the playing field (wall, ceiling, etc)

TIMING AND WINNING A GAME

The match will be the best two (2) games out of three (3). The first team to legally eliminate all opposing players will be declared the winner of the game. A 5-minute time limit has been established for each contest. After 2 elapsed minutes, players may approach the opponents "volleyball spike line". After 3 elapsed minutes, players may approach the opponents "free throw line". If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a sudden-death overtime period will be played. The first team to eliminate an opposing player shall win the game.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line - three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a whistle by the supervisor, teams may approach the centerline to retrieve the balls.

STALLING

When all six (6) balls are controlled in one side, that team must play at least a ball within ten (10) seconds to avoid a delay call. A delay will result in an "OUT" for one member of the team in control of the balls.

RULE ENFORCEMENT

During pool play, rules will be enforced primarily by the "honor system"*. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a supervisor*. The court supervisor's responsibility will be to rule on any situation in which teams cannot agree. THE COURT SUPERVISOR'S DECISION IS FINAL - NO EXCEPTIONS.