



4th Annual Dodgin' 4 Lou Gehrig's Disease Dodgeball Tournament

Official Rules:

THE TEAM

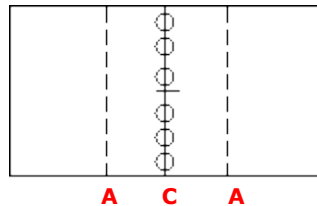
Teams will be made up of 6-10 players. Six (6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

PLAYER BUY IN RULE:

At the beginning of each game the referee will check in each team member from their team roster. Teams will have the option to buy a player spot to add to their team. They may make a \$25 donation to the Les Turner ALS Foundation for each player they wish to add to their team that was not originally registered with the team. No person may play on a team that they were not originally rostered on at the time registration closed. If a person makes a \$25 donation to play on a team it is only good for that particular team. In future rounds, if a different team wishes to add them, they will need to make another \$25 donation. Teams that do not follow this rule and are caught illegally adding players will have to forfeit their game.

THE FIELD

The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line (C) and attack-lines (A) 3m from, and parallel to the centerline.



THE EQUIPMENT

An official Mikasa dodge ball will be used in the tournament.

THE GAME

- Art. 1 The team winning the coin flip will have a choice of sides to begin the match.
 Art. 2 Teams will alternate sides after each game.
 Art. 3 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.
 2. Catching a LIVE ball thrown by your opponent before it touches the ground - a player may enter from the sideline on your team for each LIVE ball caught (up to a max of 6 players on field).
 3. 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).

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

- Art. 4 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.

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.

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.
- Penalty for any of the above: **Player will be declared out.**

THE OPENING RUSH

Game begins by placing the dodge balls 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 signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 3-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 3 minutes, the team with the greater number of players remaining will be declared the winner.

Overtime

- Art. 1 If an equal number of players remain after regulation play, a 1-minute sudden death overtime period will be played.
- Art. 2 Team captains may choose to add an equal number of players prior to the start of the first overtime. 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.
- Art. 3 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.
- Art. 4 No time outs are allowed during overtime.
- Art. 5 Substitutions and/or additions are permitted only prior to the start of any overtime period.
- Art. 6 At the end of the 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.
- Art. 7 The sudden death format continues through all extra periods.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game. All players are in jeopardy until the referee recognizes and signals the beginning of a time out or end of regulation time.

Exception: All live balls in flight at the time of a referee's signal to end regulation time or begin a time out, remain live, and may eliminate an opponent, until they become dead.

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. This also applies to tied teams.

First violation: Stoppage of play and the balls evenly divided between the teams. Play continues with "balls in hand".

Second violation: Free throw for 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.

RULE ENFORCEMENT

During the tournament, rules will be enforced primarily by the "honor system" and the court referees. THE COURT REFEREE'S DECISION IS FINAL – NO EXCEPTIONS.

TOURNAMENT FORMAT & TIE BREAKERS

Match Play

- Art. 1 Matches will be decided using a best-of-three format in which the first team to win 2 games will be declared the winner.
- Art. 2 During pool play, all three games will be played regardless of the results of the first two games.

Scoring

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. Loser of an overtime game receives a -1 rating.

Tie Breakers

In the case of teams finishing pool play with identical win/loss match records, the following tie breaker procedures will be used:

- Step 1: Head-to-head match record between tied teams
- Step 2: Games win/loss record between tied teams
- Step 3: Total +/- rating between tied teams
- Step 4: One game playoff

Dodgin' 4 Lou Gehrig's Disease Dodgeball Tournament Code of Conduct

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