

# **2012 Duck the Balls Dodgeball Tournament – Official Tournament Rules**

## **1. Game Play**

### **a. Matches**

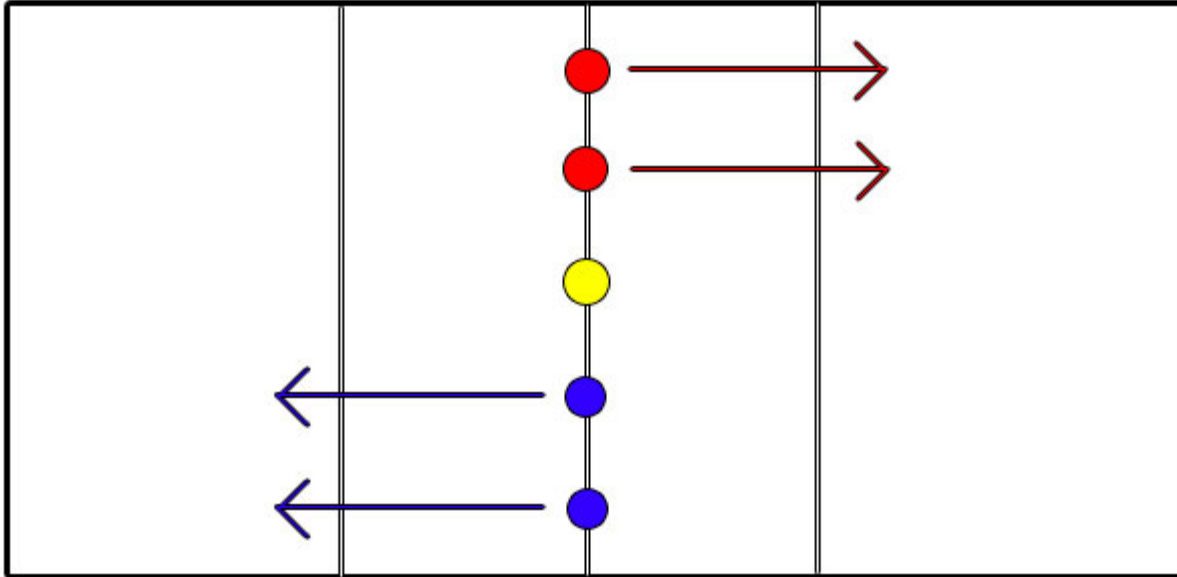
- i. Matches will consist of the most possible games played in a predetermined running clock period
- ii. If, after the predetermined amount of time, teams are tied, tiebreak will go to the team with more players on the court at the referee's whistle.
- iii. If teams are tied after 20 minutes, and both teams have the same number of players on the court, teams will play a one minute overtime. At the beginning of the overtime, two balls will be given to the players on each side, one ball in the middle, and players will start at their end line. All balls are live. After one minute, the team with more players on the court wins the match
- iv. If teams are tied after the one minute overtime, the match goes to sudden death. At the beginning of sudden death, teams are set as in the initial overtime, and the first team to eliminate a player on the opposing team wins the match.

### **b. Playing Field**

- i. The playing field will be a rectangular area divided into two equal sections
- ii. Players may not enter the opposing team's section for any reason
- iii. Players may lean into the opposing side, but no part of the player's body may touch the ground in the opposing side.
- iv. Players may pick up balls on the opposing side, as long as the player does not touch the ground on the opposing side.
- v. Any player touching the ground on the opposing team's side will be out.
- vi. Players may leave the court to pick up a ball that is out of bounds, however they must return to the court through the back line before they throw the ball
- vii. Players may not leave the court to dodge a throw. Leaving the court for any other reason than retrieving a ball results in that player being out.

### **c. Game Play**

- i. Game begins by placing five dodgeballs on the center line. Two balls on each side of center hash, and one in the middle.
- ii. Players begin the game behind their end line.
- iii. Gameplay begins with a signal from the official
- iv. After the official's signal, players retrieve the balls on their designated side of the centerline (players' right side: See image), or the one in the middle (yellow ball). Balls may only be thrown once the player with the ball moves behind the "throw line"



- v. Players will get official warnings for slow play. Slow play will be called if a player or players are holding the balls and not attempting to eliminate to opposing players
  - vi. The team with more balls on their side of the court has the “burden of attack” and must throw at least enough balls to eliminate the burden.
  - vii. If a team is playing too slowly, the referee will give a five second countdown before the team has to throw. If a team does not throw when the referee gets to zero, they must give all their balls to the other team.
- d. Outs
- i. A player is out if they are hit with a thrown ball below the neck before it touches the ground, wall, any inanimate object, or any person who is an inactive player (referees, spectators, etc.)
  - ii. A player is out if their thrown ball is caught by an opponent before it touches the ground, wall, any inanimate object, or any person who is an inactive player (referees, spectators, etc.)
  - iii. Uniforms are considered part of the player’s body
  - iv. A player will be not declared out if a thrown ball hits them above the shoulders
  - v. If a ball bounces off a held ball and hits a player above the shoulders, that player is out.
  - vi. When a player is out, they must leave the court immediately and take their place in the out line.
  - vii. Teams may get an out player back into play by catching a ball thrown by your opponent before it hits the ground, wall, any inanimate object, or any person who is an inactive player (referees, spectators, etc.). The player who enters the game must be the first out player during the current game.
  - viii. Players can not move ahead in the out line.
  - ix. Only one player can be out per throw
- e. Dangerous Throws –

- i. The referee may call a player out if they throw a ball at or above the head height of a player or out of control. This is up to the referee's discretion.
- f. Head Shots –
  - i. If you have a third point of contact on the ground and are hit above the shoulders, you are out.
  - ii. If you are dropping to a third point of contact and are hit above the shoulders, you are out.
  - iii. If you are hit above the shoulders with only your feet on the ground, and the throw is not deemed a high throw by the ref, neither player is out.
- g. Saves
  - i. A save occurs if a player is struck by the ball and the ball is in turn caught by a teammate before the ball touches the ground, wall, any inanimate object, or any person who is an inactive player (referees, spectators, etc.). No player is eliminated in this situation, including the thrower.
  - ii. A player may deflect a thrown ball with a held ball and not be called out. If the player drops the deflecting ball, s/he is out.
  - iii. A ball is considered dead once it hits the ground, wall, any inanimate object, or any person who is an inactive player (referees, spectators, etc.).
- h. Suicide Throw –
  - i. A suicide throw is when a player jumps across the center line and throws a ball at an opponent before touching the ground on the opposing team's side of the court.
  - ii. A player that unsuccessfully performs a suicide throw is out
  - iii. A player that successfully performs a suicide is safe and must run back to their side of the court immediately after they throw the ball. After a successful suicide, a player is immediately eligible to be hit with a ball
  - iv. If a player catches a ball on the opponents' side of the court after performing a suicide, the throwing player is out
  - v. If a player is performing a suicide, the player performing the suicide must not initiate physical contact with the target. The target has the right to the space that they occupy at the time that the suiciding player jumps, from the ground to the ceiling. If the suiciding player makes contact with the target, or enters in the area the target was standing, the suiciding player is out.
- i. Referee Governance –
  - i. The referee's decision is final. Arguing with the referee may lead to ejection from the match and recommendation to be banned from the tournament. Ejections last for the duration of the current match. The team with the ejected/banned player must play with one fewer player to start each match for the rest of the period of ejection.
  - ii. If there is a discrepancy, or if you feel your referee was unfair or biased, the team's captain may bring it up to the Tournament Commissioner between games or after the match
  - iii. Referees may sit players and give warnings for unsportsmanlike conduct at their discretion

- iv. Referees reserve the right to suspend or eject players from the tournament games for the following reasons
- Unsportsmanlike conduct
  - Excessive arguing with a referee
  - Excessive vulgarity
  - Kicking a ball
  - Intentionally aiming at the head
  - Unnecessary roughness