

# **Bernalillo County Fire Rescue Dodgeball Tournament**

## **Official Rules of the Game**

Please remember this Tournament is raising money for a good cause and is meant to be fun. Always maintain good sportsmanship, play within the rules, and have some fun. Happy dodging!

Some Basic Things to Know:

1. We strongly encourage unique, fun, matching team uniforms. Be creative while maintaining decency.
2. When you register, please come up with a Team Name.
3. Use the QR Code on the flyer to register. If it does not work, please email Manuel or Gary. We can take payment the day of the event.
4. If you want, you can reach out to local businesses to sponsor your team.
5. There will be a Prize Giveaway during the tournament, tickets will be available at the door and will be available until the end of the tournament.
6. There will be an intermission after all first-round games have been completed. Food trucks will be on site, and snacks will also be available for purchase.
7. After intermission, teams may be competing in the main gym or the auxiliary gym.
8. This is a two-game guarantee.
9. Referees are civilians and kindly volunteering their time to this event. Please courteous and respectful to them at all times.

## **Rules of the Game:**

### **PLAYING COURT**

1. Center Line: The court shall be clearly divided with a center line
2. Clear Lines: Two lines shall be clearly defined 5 feet on either side of the center line. These lines are the "clear lines"
3. Sidelines: 10 feet outside of and parallel to the long court boundary lines. The area between the boundary lines and the sidelines is the sideline area
4. Neutral Zone: The area between the clear lines is the neutral zone
5. Any player or Referee wholly or partly in bounds is an extension of the court. A player jumping from in- bounds is in bounds while in the air

### **EQUIPMENT**

1. Athletic shoes are required.
2. Only provided official foam dodgeballs are approved for play.
3. Coordinating uniforms are recommended, however not required. If you cannot wear matching uniforms, we may provide an identifier.

### **REFEREES**

1. The Head Referee governs all game play, issues all final rulings, and has final authority on equipment issues.

2. When available, the Assistant Referee is responsible for keeping the 15 second clock and can call players out.
3. When available, the Line Judges are responsible for making calls related to line infractions.
4. Referees may call a time out.
5. Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

## **TEAMS AND PLAYERS**

1. Games and rounds are played between two (2) participating teams: A coin toss will determine who chooses the court side for the first round.
2. At the start of each round, teams must play a minimum of five (5) and there should be no more than sixteen players (8 per team) on the court.
3. This is a Team Match style competition: if one team has only 5 players, then the opposing team can only choose 5 players for that match. If a team has 8 players, then the opposing team can only play 8 players and so forth, with a max of 8 players per match play. If both teams have 8 or more players, only 8 can be play per match. Once your team has designated the players for that game, those are the players throughout that game, unless injured. When you move on to the next game, you can choose different players, if you want.
4. Players arriving late during an active round may not play in that round.
5. A claim of ineligible players must be made to the Head Referee who will make the final determination.

## **CAPTAINS**

1. For a given game, each team shall have one Captain who is responsible for the team.
2. Only Team Captains may discuss calls and dispute rules with the Head Referee but must accept the Head Referee's final ruling.

## **SHAGGERS**

1. Members of each team that are out or not playing in the round may return (shag) balls to the court that go out of bounds, switching as needed with other team members.
2. Shaggers may not:
  - a. physically assist players.
  - b. touch a ball within the court boundary lines.
  - c. cross into the court boundary lines.
  - d. go forward the back line of the court.
3. Shaggers must return balls over the back line of the court by standing behind the back line of the court and rolling the balls forward, back into play. Balls may not be returned to play over the side lines. Balls returned to the court from the side lines are not live until crossing the center line or put out of bounds and back in by crossing the back line. If a ball is inadvertently put back into play, the referee will determine if that ball is in play or must cross the back line.

## **REGULATION GAMES**

1. A regulation game consists of the best out of 3 rounds. Whichever team wins 2 rounds, moves on to the next match.
2. At the end of each round, teams will switch sides.
3. The Rush is when the referee audibly signals the start of the round and players located behind the back line advance toward the balls.
4. A regulation game ends when all players on one team are out.
5. In the interest in keeping things moving, there is a 15-minute time limit per regulation game. If each team has won one round each and they are in their third round when the 15-minute time limit is reached, whichever team has more players on the court shall be the winner of that game and move on to the next round. If one team has won one game and the teams are in the second round of game play and the team with one-win wins, they will move on to the next round. If the team in the second round that has not won a round wins the second round and the time limit hits, then the teams will play in a sudden death round.

## **STARTING PLAY**

1. Before the round starts, only referees and designated shaggers may occupy the sideline area. After the round starts, anyone playing in that round may also occupy the sideline area. An infraction shall result in a warning to the player.
2. At the beginning of each round, all players line up behind the back line on their team's side of the court. Shoes may rest on the back line, but no part of the shoe may be in front of the line.

3. All seven (7) balls are placed on the center line equally spaced.
4. The Head Referee audibly signals the start of the round at which time, players may advance toward the balls.
5. Players may only retrieve the 3 balls to their right and may not touch or retrieve the three balls to their left. Players touching or retrieving balls on their left side are penalized with a false start.
6. A false start halts play, and restarts the round, with a ball being moved to the left of the center ball for the penalized team.
7. The center ball is not active (eligible for play) during the rush.
8. Players throwing a ball while between the clear line and the center line are out.
9. Once all active balls are behind the clear lines, the center ball is eligible for play.
10. Any ball may be played once it is behind the clear line.
11. Any ball thrown before it is behind the clear line is not a ball in play. A player hit by a ball not in play is not out.

## **OUTS AND INS**

1. A player is out when:
  - a. hit by a thrown ball beyond the clear line from the opposing team's side, that has not touched the ground, ceiling or wall that is not caught.
  - b. hit by a deflected ball (see Rule 11.02) beyond the clear line from the opposing team's side, that has not touched the ground, ceiling or wall that is not caught.

- c. hit by a thrown ball beyond the clear line from the opposing team's side that has hit another player or ball in bounds, but has not touched the ground, ceiling or wall.
- d. the player's thrown ball is caught by an active player of the other team before it touches the ground, ceiling or wall.
- e. touching any part of the opponent's side of the court.
- f. stepping with both feet out of bounds while dodging a ball.
- g. dropping a ball that is hit by a thrown ball from the opposing team's side.
- h. dropping a ball while catching another.
- i. throwing a ball from in front of the clear line during the rush.
- j. hit by a ball while attempting to deflect a ball from the opposing team that has not touched the ground, ceiling or wall.

2. Players who are out must immediately raise their hand and leave the court within five (5) seconds of being out. Such players join their teammates at the end of the waiting line on the right side of the court, starting at the clear line.

3. When a player catches a thrown ball from the opposing team's side, the next teammate in the waiting line must join the round.

4. A player is not out when:

- a. successfully catching a ball and moving out of bounds in the process.
- b. hit with a ball that was thrown over the clear line by their team and is deflected back over the clear line by the opposing team without touching the ground.
- c. hit with a ball that is not thrown by hand, or not thrown from inbounds, or deflected from the ground, ceiling, or wall, or deflected from a referee or non-participating player.

## **SUBSTITUTIONS**

1. In cases of injury or illness, a time out may be requested for participant removal and replacement by the next teammate in the waiting line.
2. The Head Referee should announce any player removed from the game for injury or illness.

## **BALL CONTROL**

1. Balls must be thrown by hand from an in-bounds position. There are no restrictions on throwing style.
2. Players may use a ball in their possession to deflect another ball thrown by the opposing team to avoid being hit and called out.
3. Players may not intentionally make contact with a ball while exiting the court.
4. Teams may not maintain possession of four (4) or more balls at the same time for longer than 15-seconds. The head referee or assistant referee will begin an audible 15-second countdown when such possession occurs. If the end of the 15-second countdown is reached, play stops and all balls are surrendered via rolling them across the court to the opposing team.
5. If a ball is resting directly over the center line, play stops and the head referee shall kick the ball to the team possessing the least number of balls.

## **SUDDEN DEATH**

1. Sudden death occurs when the two teams reach the 15-minute time limit, and each have won one round. (See Regulation Games, Item 5)
2. Each team will choose one player to play in the Sudden Death.



3. Each player will stand in the designated Sudden Death box on the court and each player will be given one ball. Upon the referee's signal each player will attempt to hit the opposing player.

4. If both players throw their ball and miss, play will stop, and each player will be handed another ball and upon the referee's signal they will again attempt to hit the opposing player. This will continue until one player is out and the other team is declared the winner.