



Captain's Meeting

December 5, 2009

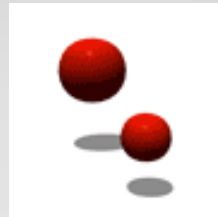


Please turn off your cell phones!!



Insurance

- We do not provide health insurance.
- Players will be playing at their own discretion





Proper Attire

- Jewelry is prohibited
 - Includes rings, watches, necklaces, earrings, ankle bracelets, rubber bands, belly button rings, nose rings, etc.
 - Placing tape over area is not allowed
 - THIS WILL BE ENFORCED IN DODGEBALL!!!!
- Casts are prohibited (soft casts are permitted)
- Proper shoes are required
 - Non-marking tennis shoes are required!!
 - No bare feet, sandals, open-toed shoes, dress shoes
- Knee braces are permitted with protective covers and must be approved by the intramural supervisor





Captain's Responsibilities

- You are responsible for your team
 - Must have all players of the team checked in one time with student ID's at the Team Check-In Table
 - All information will be relayed to your team through you so you are responsible for game times and player sportsmanship
- The tournament begins 10:00am
- Insure that there will be enough eligible players each contest to avoid a forfeit
 - Minimum of 4 players to start a match
 - Co-Rec at least 2 women





Captain's Responsibilities

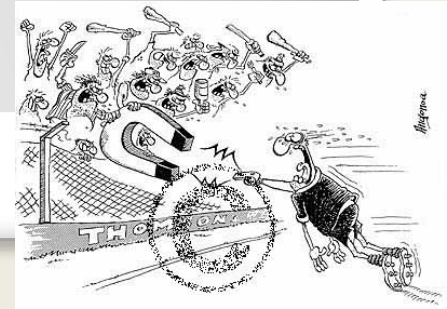
- Inform team of Tournament rules
- Proper check-in with tournament supervisor/scorekeeper
 - 5 - 10 minutes prior to game
 - **Only the captain has to check in and indicate to the supervisor the # of players on their team.**
 - No Exceptions!!
- Team schedules and current standings will be updated and kept on a projector in the lobby





Captain's Responsibilities

- Assist tournament staff with potential situations
 - Only the captain should be communicating with the officials
 - In a respectful manner
- Sign scoresheet following game
- Give officials' ratings





Referees

- Respect the referees. Without them, we wouldn't be playing.
- Any questions to the referees should be asked by the captains to the Center Official
- Referee's can make discretionary calls regarding unsportsmanlike conduct and game play



Sportsmanship

- Unsportsmanlike conduct will not be tolerated
- Team may be subject to:
 - Team warnings (Yellow card assessed to Captains)
 - Player warnings (Yellow cards assessed to Player)
 - Player ejections (Red card or two yellow cards to the same player)
 - If a player is ejected team **must play shorthanded** the remainder of that match
 - Ejected players must meet with Tournament Director before they are allowed to continue tournament play
 - A total will be kept of yellow and red cards for the matches and tournament, a total of four yellow cards or two red cards during one match will result in forfeiture of that match. A total of six yellow cards or three red cards during the tournament will result in forfeiture of the entire tournament.
- Games will be stopped when yellow or red cards are assessed
 - A yellow card will result in the loss of that player if on the court, or if the player issued the card is "out" or a substitute, the captain will choose a player on the court to be "out"
 - The player "out" due to the yellow card will be the last substitute in and can return to the game
 - When the game is stopped, each team will start on their end line with the # of balls they had when the time was stopped.





Sportsmanship

- Teams that exhibit poor sportsmanship may, at the discretion of the officials and supervisor, be forfeited out of the tournament
- Teams must have a match average of 3 sportsmanship points in order to be eligible for playoff bracket play consideration
- Any teams below a 3 sportsmanship average will be under review by the Tournament Director & Tournament Coordinator to be considered for the playoffs
- All Women's teams, the top four Co-Rec teams and the top 8 Men's teams are eligible for playoffs, provided they are approved in their SPT rating





Eligibility

- Teams must meet their campus eligibility guidelines
- Participants may only play on 2 total teams
 - One team per gender & one Co-Rec team
 - Violation of rule will result in suspension & possible forfeiture of team



Eligibility (continued)

- Each participant must sign waivers prior to participating in their 1st match
- Players may not transfer from one team to another once they have played with a team
- Even by mutual agreement, teams cannot play with an ineligible player
- Teams that pick up an ineligible player forfeits all games in which the person participated
 - Opposing teams may protest the eligibility of an opposing player at anytime



Leagues

- Men's
- Co-Rec
- Women's





Protests

- Protests can be based on questions of **player eligibility & substitution infractions**
- Protests can also be based on rule interpretation
 - Clock will be stopped and a ruling will be made at the discretion of the official
- Protests must be made at the time of the incident (report to Center official & supervisor)
- Teams that have ineligible players will forfeit all games that the player participated in





Forfeits

- Winning team must have their lineup with the minimum amount of players by start time
 - Must have players on court checked in (not putting on shoes, showing ID's, running to court, etc.)
 - Forfeit will count against their tournament record (Player differential will count as 1-0)
- Both teams may forfeit same contest



Please Arrive Early!

- Please try to check in teams in the lobby area 10 minutes before your match
- If a team is late for their match for each minute they are late they will lose a player to start the match
 - Forfeit declared after 5 minutes
 - If games are running late, the start time may be delayed.





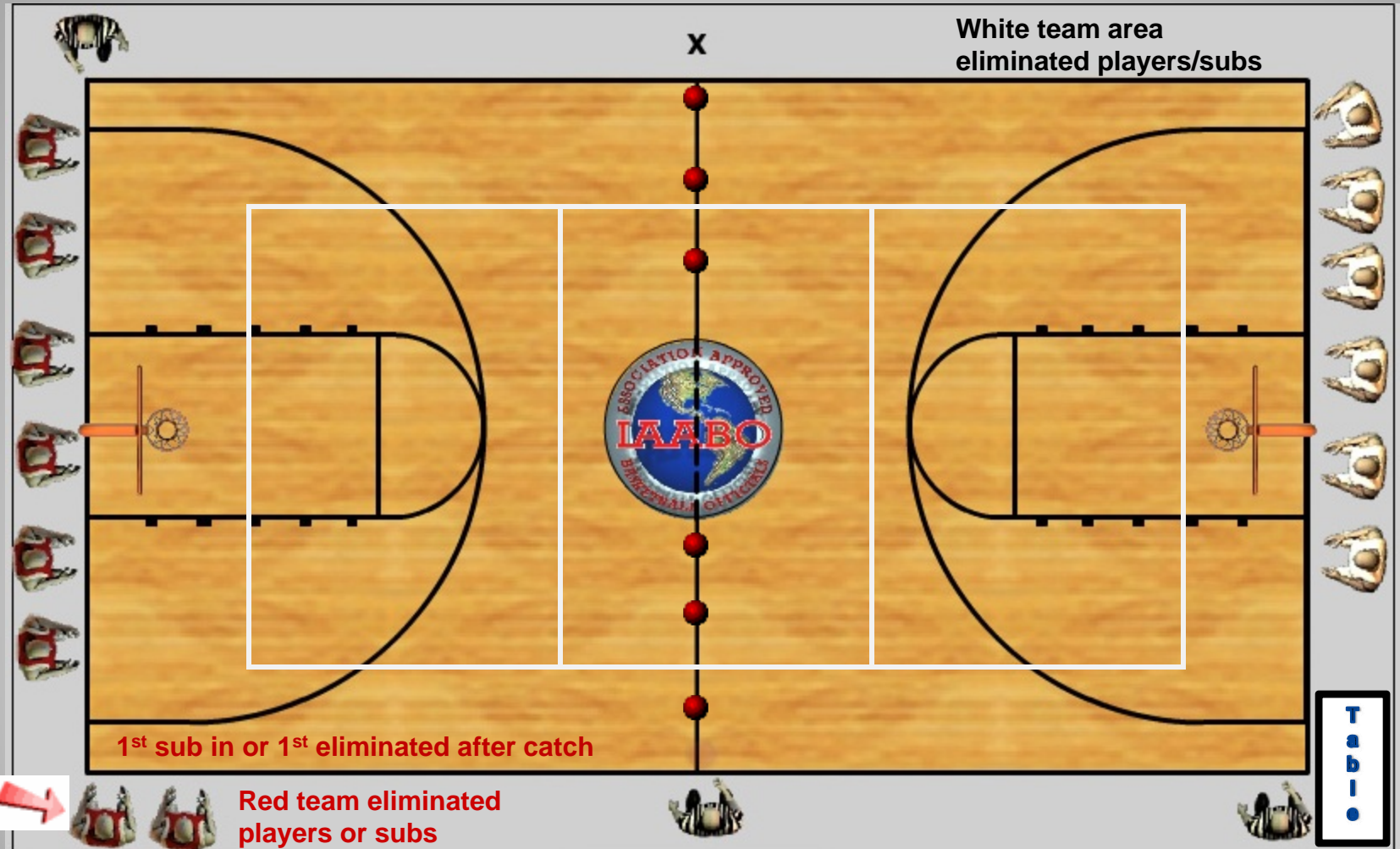
Dodgeball Tournament Rules



- Each team will consist of 6 players, with a minimum of 4 players to start
 - Co-Rec teams must have these combinations to start: 3M/3F, 3M/2F, 2M/3F, 2M/2F (Can never have 4 males on court)
- 5 minute time limit each game
 - First 4 minutes played in basketball court lines
 - At the 1 – minute mark, play will be stopped.
 - All remaining players will be instructed inside the volleyball lines (white lines)
 - Players may cross to the opposite second line (to the 10 foot line) for the remainder of the game
 - If neither team has been eliminated at conclusion
 - Team with greater number of players is declared the winner
 - IF THERE IS AN EQUAL AMOUNT OF PLAYERS = 1 – minute sudden death over time



General Court Diagram



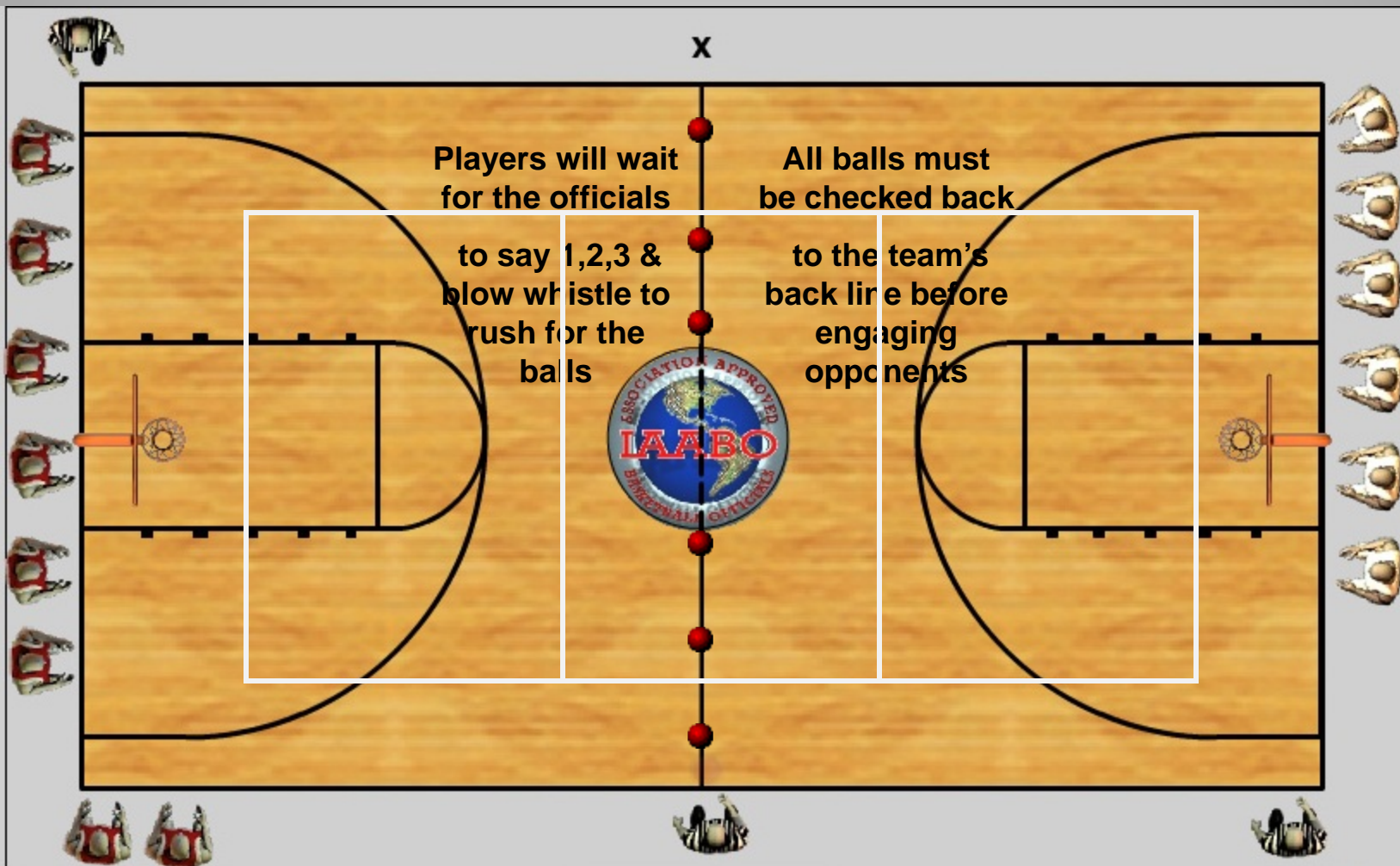


Playing Area & Out of Bounds

- To start the game, all players (6) must start behind their back line
- Once play has begun, all players must stay within the confines of the basketball court except to retrieve a ball out-of-bounds
 - Are not eligible to be hit, hit another player, or make a catch when out of bounds
 - May be called out if long delay out of bounds on purpose
 - May attempt to catch a ball deflected off a player out of bounds
- Players that step out of bounds to avoid being hit will be called out by the officials
- Players may not touch the center line
 - Exception is at the beginning of the game, when players momentum in retrieving balls may have them step over the line



Starting the Game





Substitutes & Eliminated Players

- There are no substitutes after the start of a game except for injury
 - All players may be involved in the game, but if the number is over 6 players, the player not starting the game would be the first in on a caught ball
- Players eliminated must line up at their sideline (right sideline) & may not interfere with play
 - First person eliminated will be closest to endline to re-enter play when a ball is caught by a teammate
 - Teams caught putting in players out of order will lose the illegal player entering the court as well as the player who caught the ball



The Game

- The object of the game is to eliminate all players by getting them “OUT”
- This can be done by:
 - A player hitting an opposing player with a thrown ball
 - A player catching a ball thrown by the opponent prior to the ball becoming dead
 - A player dropping a ball being used to deflect
 - A player crossing the centerlines
 - After the initial rush to start the game
 - Discretionary infractions called by the referee





The Game

- If a player catches a live ball, the thrower is out and everyone hit by the thrown ball remains in. Additionally an eliminated player may enter the game for that team that caught the ball
 - Example: Player A1 throws a ball and hits his/her opponent, Player B1. The ball bounces off of Player B1 and is caught by Player B2. Because the ball is still live and caught, Player A is out and both Player B1 and Player B2 remain in the game, in addition another player from the 'B' team is allowed to re-enter the game.
- Using the ball to shield: When a thrown ball deflects off of another ball held by a player, that ball becomes dead immediately
 - Caught deflected balls do not count as getting a player "OUT"
 - If the player using the ball to deflect, drops the ball, that player is immediately out.
 - Balls that are dropped by deflection cannot be saved





The Game

- Games begin with 6 balls on the center line. Players will begin behind their respective lines
- An official will count 1,2,3 & blow their whistle to start play
 - When whistle is blown, teams sprint to the center line to retrieve the balls: MINIMAL CONTACT WILL BE ALLOWED! At the officials discretion they will allow momentum to cross the centerline
- Once balls are retrieved, the balls must be checked back to the endline prior to engaging opponents
 - Cannot hit players when initially retrieving the balls: any player illegally hit will remain in

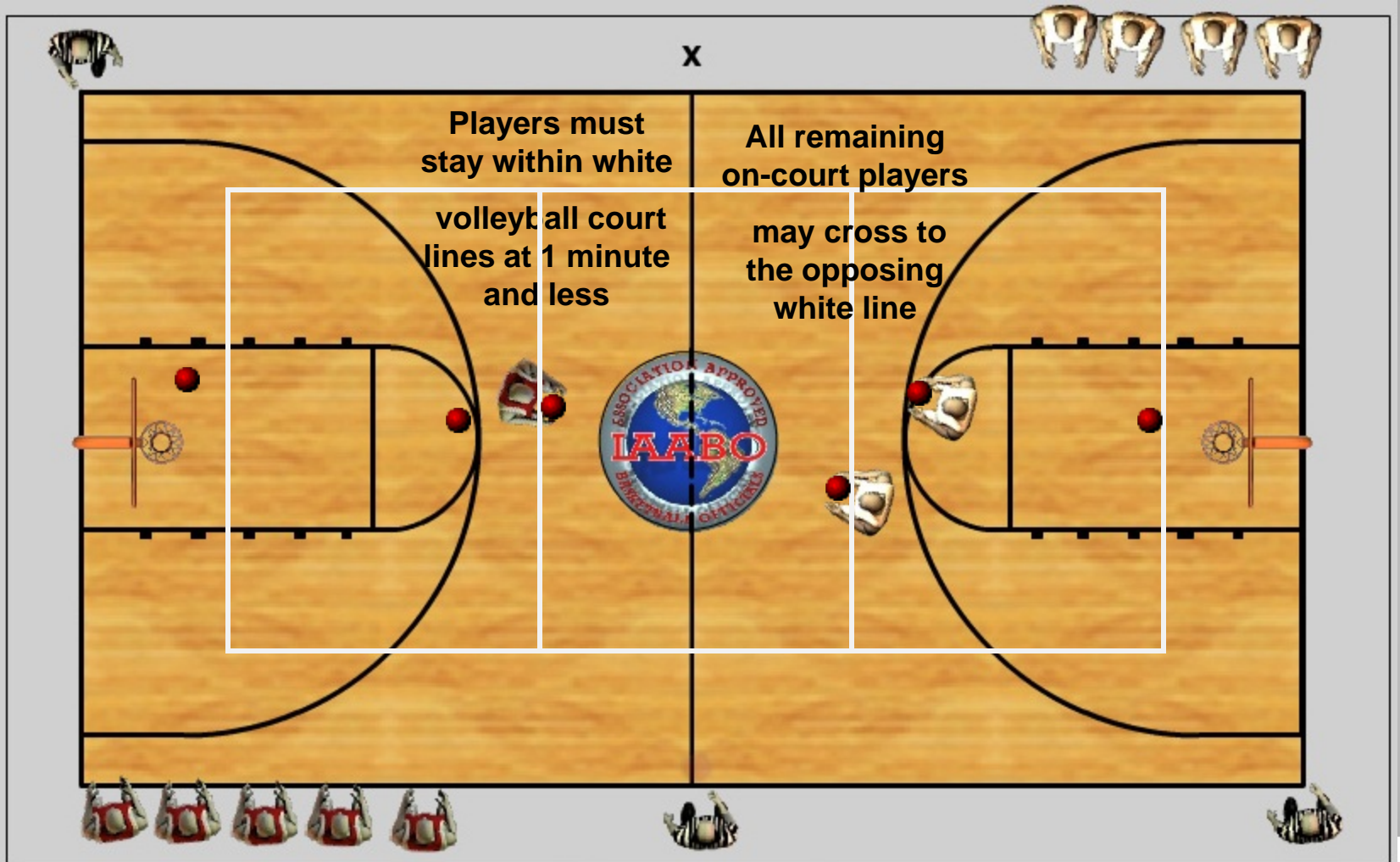




The Game

- Players may not cross center line (except at initial rush), but they may lean over the center line to retrieve balls
- First team to legally eliminate opposing players or the team with the most players left at the end of regulation time will be declared the winner.

Last Minute of Each Game





Deflections

- Deflections off the floors, walls, officials, baskets, backboards, track railing, and balls are “dead balls” and do not count as an out
- Deflections off a teammate do count and all players hit are out, provided the ball was not caught prior to hitting ground or dead ball area (see above)
 - A player may attempt to save themselves or another player by catching a ball in an out of bounds area, provided the ball has not hit any dead ball areas
- If a ball hits another ball, which a player has in their possession, it does not make either player out
- If a ball hits a player, then hits a dead ball area and then caught, that player hit is out and the thrower is still in
- If a player throws a ball at a player and hits an opponent & the deflection is caught by another opponent, the thrower is out and both opponents are still in (an additional player may come in due to the caught ball)



Sudden Death Overtime

- If after the last minute of play, each team still has the same amount of remaining players, a sudden death overtime will occur
- Each team will be given 3 dodgeballs to start the game
- Play will be in the volleyball court (white lines)
 - To start overtime, remaining players will start on their respective back lines & the officials will start w/ 1, 2, 3 & blow their whistle to begin play
- First team to eliminate a player from the opposing team will win that game
 - If opposing players are hit simultaneously, the sudden death overtime will continue
 - If the players hit simultaneously are the last players, both will remain in





Bench Personnel & Delay of Game

- Any subs or eliminated players may not interfere with the game. Any attempts to obstruct the opponent or retrieve a ball will result in elimination of a player on the court. This decision is at the discretion of the officials
- Delaying the game (holding the balls, standing in the corner, or rolling balls) is not allowed
 - Players holding a ball for 10 seconds or failing to retrieve a ball on their side for 10 seconds or more will be called "OUT"
 - Any player not deemed to actively making an attempt to engage an opponent or that does not attempt to throw at the opponents will be declared out at the officials discretion
 - Players that rolls balls to the other side on purpose or lobs the ball into areas where opponents are not standing will be called "OUT"



Safety

- Purposeful “Head Shots” are not allowed, but obvious accidental “head shots” may occur
 - Those players hit on the head will be called out if there was no “intention” of the thrower to be unsporting
- Rulings on Intentional “head shots” are at the discretion of the officials
 - Players that intentionally throw at the head will be automatically ejected (red card) and suspended. That person must meet with the Tournament Director in order to play any future Tournament matches





Thank you for attending & Good Luck!

If you have any other questions contact

Tournament Director: Kevin George

Tournament Coordinators: Ray Picone & Sara Tsivikis

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