

## **2012 SUNFLOWER STATE GAMES**

### **Dodgeball Rules**

1. To be eligible for the Sunflower State Games Dodgeball Tournament, a player must be 16 years of age for the male or co-ed competition.
2. To become eligible for participation, each player must sign the official team sport waiver of the team he/she is playing on.
3. A player can only play on one team. Any player found to be using ineligible players must forfeit all games in which the ineligible players participated.
4. All equipment will be provided by the Sunflower State Games.
5. Minimum number of players needed to begin a game is four players. Six players will compete on a side.
6. Co-rec teams will be made up of the following:
  - a. Four players – 2 women/2 men OR 3 women/1 man
  - b. Five players – 3 women/2 men OR 4 women /1 man
  - c. Six players – 3 women/3 men OR 4 women/2 men
8. Games will be played at the Garfield Community Center. There will be two games played either side of the court at the same time.
9. The official ball used will be an 8” rubber-coated foam ball. 6 balls will be in play.
10. The object of the game is to eliminate all opposing players by getting them “out”. This may be done in the following manner:
  - a. Hitting an opposing player with a live thrown ball below the shoulders. Any ball that strikes the head in any manner will be considered dead, and the player that is hit will be allowed to continue play. If a player intentionally “blocks” balls with his/her head, the player will be considered “out”. If a player ducks and this is clearly the cause for the player being hit above the shoulders, the player is out and the throw is legal.
  - b. Catching a ball thrown by your opponent before it touches the ground. The player that threw the ball is considered “out”. Any ball that hits a wall, floor, official, or any other part of the surroundings is considered dead. Live Ball: a thrown ball that strikes, or is caught by an opposing player without/before contacting the ground, wall, another player or ball. If player A throws a ball and hits player B, then the ball bounces off player B and is caught by player C. Player A is out and Player B is out, but Player C can bring a player back in because of a caught ball. If applicable player B can return to the game. If player A throws a ball and hits player B, then the ball bounces off player B and hits player C, Player B and C are out, because the ball is still live. A player may block a thrown ball with a ball being held. (A ball deflecting off a held ball is no longer a live ball).
  - c. When a player catches a ball, he/she may rejuvenate a teammate that has been sitting out the longest. In co-rec the players that are being rejuvenated must alternate male/female.
  - d. You may deflect a ball thrown at you using the ball you are holding. If you drop the ball used for deflection, you are OUT.
  - e. When hit, players are expected to leave the court to stand in the penalty area until the game is over or he/she is called back into the game. If there is a question about whether or not a player has been hit, all referee decisions are final.

f. Modified co-rec rules: When a female player throws a ball and it is caught by a male player, the female is allowed to continue play. If a female player throws a ball and it is caught by an opposing female player, then the female thrower is considered "out". If a male catches a female's thrown ball, then the male's teammate CANNOT come back into play.

11. Game begins by placing the dodgeballs along the center line. An equal number will be placed on either side of the center hash. 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 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. In order to reduce stalling, a violation will be called if a team in the lead controls all eight balls on their side of the court for more than five seconds.
12. A stalling violation will constitute the following:
  - a. 1st violation: Stoppage of play and balls will be divided evenly between the teams. Play will then continue on referee's signal.
  - b. 2nd violation: Ejection of one player from the offending team.
13. Two referees will supervise both teams.
  - a. Rules will be enforced primarily by the honor system. Players will be expected to rule whether or not a hit was legal or if he/she was legally eliminated.
  - b. The referee's decision will be final. The referee will be able to call technical fouls on those who display unsportsmanlike conduct. Any player receiving a technical foul will be ejected and suspended a minimum of one MATCH (seven games). Suspension will include automatic removal from facility and suspension from the next scheduled match. Further ejections may be subject to removal from the remainder of the league, or a lifetime ban from SSG Dodgeball.
    - i. Unnecessary roughness
    - ii. Arguing with officials, staff, participants, or fans
    - iii. Cheating/Abuse of the honor system
14. Time limits: Teams will play the best four out of seven games, each game having a five-minute time limit. If the time has expired, the team with the most number of "survivors" will be declared the winner. If both teams have the same number of "survivors", then sudden death overtime will be played with the winning team eliminating a member from the losing team. If the number of participants is less than four, then both teams will add the appropriate number of players to equal four players per team. In co-rec the ratio of males to females must be equal OR females must outnumber the males.
15. Each team will be allowed one 30-second time out per game. Substitutions may only be made during the time out or in between games. In co-rec the males must only substitute for males and the females may only sub for females.
16. A mandatory captains meeting will take place at Garfield Community Center on July 9<sup>th</sup> at 7:30 a.m. Each team must assign a captain/coach to attend the meeting to clarify rules and check in their teams.
17. In order to compete in bracket play, players must compete in pool play. There is a roster limit of 12, NO EXCEPTIONS!