

Princeton University
Colosseum Club Campus-Wide Dodgeball Tournament
Rules 2016

Teams and participants that wish to take part in Princeton's Annual Dodgeball Tournament are expected to read and understand the rules prior to their first game of play. If participants have questions regarding the rules, there will be a tournament official present at all times to clarify all rule interpretations, but please be aware that they may not be the referee for the game. We expect teams and participants to rule themselves out using the "honor system", but referees will be present to facilitate gameplay. The rules listed below will be followed by all teams in order for the games to remain consistent for league play. More information regarding the tournament may be found at www.princetonododgeball.com, and you may contact the committee by emailing us: awesome@princeton.edu

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1. EQUIPMENT, UNIFORMS, AND ELIGIBILITY

- Closed toed shoes must be worn at all times during play
- All players must wear a provided jersey during play to designate they are in the game. These pinnies will be collected once a player is eliminated.
- Loose jewelry cannot be worn during play.

2. TEAM SIZES AND PROTOCOL

All teams are separated into four brackets, with each bracket serving a different team size. The breakdowns are below:

Small Bracket: 20 players, **maximum**, per team

Medium Bracket: 30 players, **maximum**, per team

Large Bracket: 60 players, **maximum**, per team

Huge:

-1st Round has unlimited players per team

-All subsequent rounds: 80 players **maximum**, per team

Inter-bracket Championships: 20 players, **maximum**, per team

- The Colosseum Club does not maintain a working roster of participants for a given team. Therefore, we will **not** be responsible for determining which participants may play for a

given team. Before the start of each game, the appropriate number of pinnie will be given to each team captain. It is the captain's responsibility for determining who can play for their team, and if they are eligible to do so. Players must be wearing one of these jersey pinnies to play. Anyone not wearing a pinnie, including non-participating team members and spectators must stay behind the fenced area at all times.

- It is recommended that teams arrive 10 minutes before their scheduled start time. A 5-minute grace period will be given after the scheduled time. After the 5 minutes, the Head Referee may officially consider the game a forfeit.

3. LENGTH OF MATCH

- Regular games: 15 minutes, as kept by the referees. There is no overtime.
- Inter-bracket championships: no time limits.
- All live balls become dead immediately at time expiration, except in the event of sudden death (as described at ***).
- For regular matches, if after 15 minutes, neither team has been completely eliminated, the team with more live players will be declared the winner.
 - ***If, near the end of the 15 minutes, the head referee determines the teams have the same number of live players, the head referee will signal/tell the players to continue playing, with no stoppage, when the time limit expires. After this, the team with the next player eliminated will lose.¹
- For inter-bracket championships, the team which has all of its players eliminated first will be the loser.
- Referees may move the end lines up in order to expedite game play as necessary.

4. GENERAL RULES

- Players should play by the "honor" system and rule whether or not they were eliminated. However, all contests will be officiated and the officials will rule on eliminated players. Their decisions are final.
- Before Play
 - All players on both teams stand with one foot touching their side's back line.
 - Players are not allowed to have any balls in hand or possession at this point.
 - Referees will place an even number of balls on each times ball line. The ball lines are two lines parallel to the centerline. Players may cross the ball line at any point, but never the centerline.
 - The start of game is signaled with the blow of a whistle from the head referee. At this time, players may run to their ball line to pick up balls. Balls may be thrown immediately once play begins.

¹ For large matches, especially for "Huge" Bracket games, it may be difficult to account for all players before the 15 minutes expire. If it is determined during "sudden death" that play should have actually stopped at 15 minutes because the teams *did not* have the same number of players, the team that actually had more players at the expiration of time will win.

- During Play
 - No player may touch the floor or fencing of their opponent's side at any point of the game, including the beginning.
 - No new players may join the game for either team, and substitutions will not be allowed, including for injuries.
 - It is legal for players to pick up a ball on their opponent's' side so long as they do not touch the floor or fencing on their opponent's' side
 - If one team collects most of the balls on the court, referees may redistribute balls to the other side at their discretion.
 - Officials may move the end lines up during play to expedite gameplay.

5. ELIMINATION

- A "live" ball is a ball thrown by a live person, and the ball has crossed the middle line dividing the two teams' sides, and the ball has not become "dead" yet.
- A live ball becomes "dead" once it hits
 - Anything other than the first player it hits, or that first player catches it
 - Another ball (regardless if it is live or dead),
 - A ball held by another player,
 - A spectator, a referee, a player who is out,
 - The fencing that divides courts,
 - The floor, the wall, the ceiling, or any component or extension thereof,
 - Any player's head (i.e. it hits a player above the shoulders).
- A player can be eliminated from the game in eight ways:
 1. A live ball hits the player and then touches anything other than that player, and that player does not catch the ball. This excludes headshots because the ball is dead immediately once it hits any player's head.
 2. The player throws a live ball and an opposing player makes that ball dead by catching it.
 3. The player drops a held ball as a result of contact by a live ball.
 4. The player touches the ground outside of his/her half of the court with any part of his/her body.
 5. The player kicks a dodgeball
 6. **Stalling:** If a player is holding a ball for an extended period of time, an official will count down aloud from 5. If the player fails to throw the dodgeball across the middle line in that time, they will be eliminated.
 7. The player excessively acts in an unsportsmanlike manner as determined by the referees. Warnings may be given, but are not necessary for a referee to eliminate a player. This may include, but is not limited to:
 8. The player argues with the referee, regardless of the topic of the argument.

- Please recall, head shots WILL NOT eliminate a player. A live ball is made dead immediately once it makes contact with an opposing player's head.
- **In the event of cheating by one team, tournament officials reserve the right to disqualify teams on the recommendations of referees.**

Please Note the following

- Headshots can not eliminate a player. A headshot occurs when a live ball contacts any part of the opponent's head.
- A teammate catching a live ball does **NOT** allow an eliminated teammate to re-enter the game.
- Referees' decisions are final and they may use their discretion as rule. Referees are not required to state or justify their reasons for elimination from the game.
- Individual players or teams may be disqualified and/or asked to leave the premises by tournament officials when necessary.

6. CLARIFICATION OF POSSIBLE SITUATIONS

For all the below situations: Player A is on Team 1 and Players B and C are on Team 2. Also, "the ground" can refer to anything other than the first player the ball hits, which is Player B in this case here.

- Player A throws a ball. The ball hits Player B, and before the ball hits the ground, Player C catches the ball. Player B is out because the ball became dead as soon Player C touched it. Only Player B can save himself/herself after the ball has hit Player B.
- Player A throws a ball. The ball hits Player B, and before the ball hits the ground, the ball hits Player C, and then Player B catches the ball. Player B is out because the ball became dead as soon Player C touched it.
- Player A throws a ball. The ball hits Player B, and then the ball floats in the air and then Player B catches the ball. Player A is out and Player B is safe.
- Player A throws a ball. The ball hits Player B in the head, and before the ball hits the ground, the ball hits Player C. All players are safe because the ball was made dead immediately when the ball hit a player's head.
- Player A throws a ball. Player B knocks the ball toward the ground with a held ball. As a result of the block, Player B drops the held ball Player B was holding. Player B is out.
- Player A throws a ball. With a ball held in Player B's hand, Player B knocks the ball toward Player C. The ball hits Player C. All players are safe because the ball from Player A was made dead when it hit the ball held by Player B.

- Player A throws a ball. Using a ball held by Player B, Player B deflects the ball into Player B's chest. All Players are safe because the ball was made dead when it hit Player B's held ball.
- Player A runs toward the center line, jumps, throws a ball, and then Player A lands and touches the opponent's side. The ball hits Player B. Both players are out because Player A threw a ball that became live and that live ball hit Player B. Player A only became out when Player A's body physically touched the opponent's side.
- Player A throws a ball at player B. The referee says it missed, but Player A aggressively confronts the referee saying it hit Player B. The referee may rule Player A as out.
- A referee thinks a ball hit player B, and rules Player B as out. Player B is out. Referee calls are final and are not arguable.
- Player A acts in an excessively unsportsmanlike conduct towards the ref or the other team. Player A is out.