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First Coast Games

DODGEBALL TOURNAMENT DETAILS

Days: Monday, March 19th - Friday, March 23rd - 6:30pm

Location: Brooks Family YMCA

Address: 10423 Centurion Parkway North, Jacksonville, FL 32256

Event Director: Ed Atkins 904.854.2014 or eatkins@fcymca.org

Tournament Format: Recreation

TEAM ROSTER

Teams will be composed of six (6) players. **There is a maximum of eighteen (18) players on a roster.** There must be at least two (2) females on the court at the beginning of each game. Players may substitute for one another in between games.

UNIFORMS

All teams are required to wear the First Coast Games t-shirt that is provided. There is no rule on the color of shorts. Shorts must be an appropriate length and must be worn properly. It is the tournament director's discretion to hold a player out of a game for inappropriate uniforms.

WAIVERS

All participants must sign a First Coast Games waiver to be eligible to play.

EVENT RULES

Each team will be grouped with three other teams and will have 1 hour to rotate and play games against each other.

GENERAL RULES

1. Teams will be composed of six (6) players. There must be at least two (2) females on the court at the beginning of each game. Only six players may play during each game. Players may substitute for one another in between games. **Each team may have a maximum of eighteen (18) players on a roster.**
2. Players shall observe the highest level of sportsmanship and promptly call themselves out when struck. A missed call by the official does not remove the obligation of a struck player to call himself or herself out.

3. Judgment rulings of the officials and linesman shall not be questioned. Other rulings may be questioned if a player feels there has been a misinterpretation of the playing rules. A player must address officials respectfully and never scream or argue with an official. **Effect: For hollering or yelling at an official, a player is ejected from the facility for the remainder of the day. If a player is ejected, the team will continue the current match shorthanded.**

START OF MATCH

1. Each team takes opposite courts prior to the start of the game. Sides are determined by coin toss or mutual consent.

2. Match time is forfeit time. If at the scheduled match time, one team fails to field a team of at least five (5) players or at least two (2) females, that team shall forfeit the match to the other team.

3. Game begins by placing the balls along the centerline – three (3) on one side of the center hash and three (3) on the other. 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 three (3) balls to their right of the center hash.** Once a ball is retrieved it must go behind the attack line before it can be legally thrown.

PLAY

1. Each game has a time limit of five minutes. Sudden death overtime is not timed. Please see additional rules on sudden death.

2. Play is continuous as each team makes attempts at throwing the other team's players out until either all players on one team have been put out or time expires.

3. A ball deflected by a held ball does not result in player elimination, even if it is caught after deflected. However, the player **MUST NOT** drop the ball used to deflect or the player who dropped the ball is out.

4. During play, stepping on any boundary marker is considered leaving the court. All players must remain inside the playing area during action. Leaving the court or stepping out-of-bounds to avoid or make an attempt is illegal. **Effect: The offending player is called out and retires to the player return area in the order put out.**

5. Players may leave the boundaries through their end line only to retrieve stray balls. Players shall indicate they are leaving to retrieve a ball by raising their hand to an official. They must also return through their end line.

6. If a player catches the attempt of another team the player that threw the ball is out. If the team making the catch has any players in the player return area the first player that was out may return back to the game.

7. **5-second rule:** From the moment a player gains possession of a ball they have five seconds to make an attempt at the other team. If the official calls five seconds the player must roll the ball to the other team. Dribbling or dropping the ball does not signify a loss of possession. Any ball thrown after a five-second violation will not count.

8. There will be no timeouts allowed during play.

A PLAYER IS CALLED OUT:

1. When they are struck by a ball before the ball strikes the ground or other permanent structure/surface not within the playing court. **Effect: The player is retired (put out) during the game to the "Player Return Area" in the order they are put out.**

2. When their attempt is caught by a player of the opposing team prior to striking the ground, wall, or other surface outside the playing court. The ball may strike another player first. **Effect: The player is retired during the game to the Player Return Area in the order they are put out.**

3. When they are ejected for language, poor sportsmanship, or continued questioning of the official's judgment. **Effect: The offending team forfeits the game currently being played and the match continues if games remain, with the offending team playing shorthanded.**

PROCEDURE AFTER BEING PUT OUT

Players shall immediately leave the playing area when put or called out. Failure to leave the court immediately can result in a forfeit of the game by the offending team as determined by the official.

CENTER LINES

A player may not step on or over the centerline. They may reach over to retrieve a ball as long as no part of their body touches the court on the other side of the centerline. Players may not use a ball in any way to retrieve another ball on the opponent's court. The centerline marker line extends infinitely – though not marked but to the court sideline. Players may not pass the centerline defining their 'side' of the court even when outside the court playing area to retrieve a ball for play.

OUT-OF-BOUNDS

Catching a ball out-of-bounds does not count. If a ball is deflected off one player and he/she or a teammate catches it out-of-bounds, the first player is still out because the catch does not count. Anything caught or thrown or being hit outside of the boundaries of the court does not count.

HEADSHOTS

To maintain safety of all players, headshots will not be allowed. If a player is hit with a ball anywhere above the shoulders they will not be called out. All calls regarding headshots will be left to the discretion of the referee:

1. If a thrower is deemed to inadvertently hit an opponent in the head, there will be no action taken.
2. If the official determines that a player ducks into a thrown ball with their head they will be called out.
3. If the thrower could have avoided hitting somebody in the head but does so anyways, the thrower will be called out.

INJURIES

Play and time is suspended when an injury occurs. The injured player must leave the court and cannot return until he is given approval from the event supervisor. An injured player may not be replaced until the current game is ended.

A GAME IS ENDED WHEN:

1. All players on one team have been put or called out.
2. Time expires: The winner of a game is the team that has the most players left at the end of a game.
3. A forfeit occurs: At the conclusion of a game both teams must change courtsides.