

The Black Hawk College Dodgeball Tournament

The event is set up in a tournament format. The final schedule will depend on the number of teams entered. The rules are standard from the National Amateur Dodgeball Association. We expect a competitive tournament but please help curb the overly competitive spirit. Please see the following rules to prepare for the tournament.

There must be at least one BHC student/faculty/staff on each team. Two females have to be on the court when the teams start playing. No more than two BHC athletes per team.

Teams

Teams will be made up of 6-10 players. Six (6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury. A minimum of two (2) players must be female.

The Field

The games will be played on the turf arena on one of several courts. The playing field is 30" x 60" (the size of a volleyball court), divided into two (2) equal sections by a center-line.

Equipment

The official ball used in tournament and league play will be a standard dodge ball rubber-coated 8.5" ball. Balls will be provided by the Black Hawk College.

The Game

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

Definition: LIVE: A ball that has been thrown and has not touched the following:, the floor/ground, another ball, official or other item outside of the playing field (wall, ceiling, etc)

Team Reset

If a player knocks down the opposing teams "home ball" their full team of six is permitted back into the game. If a player knocks down their own home ball the opposing teams full team is permitted back into play. The home ball is a dodge ball (or specified object) stationed at a teams end-line.

Boundaries

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.

The Opening Rush

Game begins by placing the dodge balls along the center line – six (6) balls lined up on center line. 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.

Timing & Winning a Game

The first team to legally eliminate all opposing players will be declared the winner of that game. A 10-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 10 minutes, the team with the greater number of players remaining will be declared the winner. If a tie, a sudden-death, first team to eliminate an opposing team member, will win the game.

Time-outs & Substitutions

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.

10-Second Violation

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 10 seconds. This also applies to tied teams. So make sure you throw the balls as soon as possible.

Rule Enforcement

The Referee's decision is final.

Athlete Code of Conduct

Athletes should always exhibit good sportsmanship and play fair. Players must understand that when they are on the field, they are representatives of themselves, their teams and coaches, the community, and The Rivers Edge.

All Rivers Edge athletes and patrons should adhere to the following:

- Treat all coaches, opponents, teammates, parents, patrons, employees and especially officials with 100% respect.
- Display self-control in all situations. Do not use foul or abusive language, and remember this is a family facility.
- Absolutely avoid derogatory comments and comments suggesting sexual harassment, as well as any other offensive remarks.
- Always play within the laws of the game. (Fair Play).
- Shake hands with opponents at the conclusion of every game and refrain from such acts that would be considered disrespectful of an opponent.
- Never attempt acts that are aimed at, or have high probability of injuring another athlete in this facility.