



# Northern Nevada Math Club Dodgeball Tournament Rules

## TOURNAMENT STRUCTURE

- Each team will play a round robin of matches against each team in their own group.
- Each match will consist of THREE (3) games, each game is worth ONE (1) point in the standings. All three games in the match will be played, a team can earn a maximum of three points per match.
- All round robin matches will be played on half of the field, there will be 2 matches being played at the same time on the field.
- Any team not reporting to the field 5 minutes after the scheduled start time will be considered a forfeit, the opposing team will receive 3 points.
- In the event of a tie between 2 teams based on points, the tiebreaker will be the team with the most points in the head-to-head match between the 2 tied teams.
- In the event of a three-way tie, each team will submit one player from their team and a 3-way showdown on the field will occur. The last surviving player will be the winner for that team and that team will advance. The last two surviving player's team will advance in the event of a three way tie for first place.
- Semi Final games will be a best 3 of 5 games format.
- Winners of the Semi Final matches will play in the Championship game.
- The Championship game will be a best 3 of 5 games format.

## CHECK-IN

- Each team must check in prior to their first match of the tournament at the check-in table and submit a roster of players.
- Each player must fill out and sign the Reno Sportsdome waiver.
- Each player upon completion of the waiver will be issued a wristband.
- All players must have a wristband prior to playing in any match. Players without a wristband will not be allowed to participate.



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## RULES

- **GENERAL**
  - Maximum of 6 players on each team at the start of the game.
  - Opening Rush: Players must be touching the back wall at the start of the game. After the starting countdown teams approach the centerline to retrieve the balls
  - Teams can only take the 3 balls to their right on the centerline during the opening rush initially
  - Balls must touch the back wall before they are live. The ball is dead otherwise.
  - Players attempt to eliminate opponents by hitting them with balls or catching their throws. If a player is hit with a live ball, that player is out.
  - Eliminated players line up against the designated wall or on the sideline, which is to be announced at the start of the games, next to the referees, according to the order of elimination.
  - Players are to play by the honor system. If in doubt, player should call themselves out.
  - Play continues until one team is eliminated.
  
- **BOUNDARIES**
  - During the opening rush, players may cross the centerline.
  - All parts of a player's person, including all parts of his body, clothing, or balls in possession are considered when determining if contact has been made.
  - Players are not allowed to deliberately cross the centerline to make a play, they will automatically be called out.
  - The use of the apparatus, or the alcoves in the gyms during the games is illegal. Players in violation will be considered out. For example, grabbing a net to avoid a thrown ball.
  
- **HIT**
  - A player is considered hit only if there is direct contact with a live ball released by the opposing team
  - If a player is hit, he should drop all held balls, raise his arm to signal that he is out, and leave the court immediately and minimize gameplay disruption.
  - Headshots: To simplify the game, all headshots count.
  - If in doubt, players should call themselves out
  - A player is not out from a hit until the thrown ball touches another object or surface.
  
- **CATCH**
  - A catch is when a player retains full control of a ball released by an opponent.
  - If a player catches a ball thrown by an opponent, the thrower is out and one player returns to the catcher's side in the order of first out, first in.
  - In order to be eligible to return to the game, the player who is out must be at the wall or sideline next to the designated referee before a teammate makes a catch to bring him back in.



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- Returning players after a catch: Returning players must go straight to any part of their own back wall, and touch the wall to be reactivated.
  - If a dead ball is thrown and then caught, it is considered a legal catch.
  - If a player attempts to catch a live ball thrown by the opposing team, but drops it or allows it to touch any surface or object, other than himself, before gaining full control, he is out.
  - It is considered a catch if an opponent's ball hits a blocking ball and is then caught by the blocker. The blocker, however, must have the blocking ball in possession when making the catch; otherwise he is out
  - If a ball deflects off a player's body, only that player can make a legal catch afterwards. The ball is dead if another player touches it, or if it hits a surface or object before it is caught
  - In order to make a successful catch, a player must maintain possession of all balls held at the time of initial contact.
  - A double catch (and the odd triple catch) is legal if the balls have not clearly contacted each other before they are caught; otherwise the balls would become dead.
  - In the case where a catch is made and no player walks off (e.g. the player didn't see his ball get caught): If the catch is observed by referees but the thrower cannot be determined, the referees should pause the game and request for one of the throwers to come off of the court.
  - If a catch is missed by all referees entirely and no one leaves the court, there is no dispute and play continues.
  - You cannot make a catch while holding a dead ball
- **BLOCK**
    - A block is when a player uses ball(s) in possession to keep himself from being hit.
    - Failed Block (Deflection Exception): A player is out if:
      - An opponent's ball hits a player's blocking ball and then hits the blocker's body or clothing afterwards.
      - A player drops his blocking ball(s) as a result of trying to block an opponent's ball.
      - A ball hits the blocker's fingers or hand first, or after, while trying to block.
    - Dead balls cannot be used for blocking. A player is out as soon as he blocks with a dead ball.
- **DEAD BALL**
    - Dead ball: A ball that hits an object, surface or teammate before the player, or a ball declared as a dead ball by the referee.
    - 10 Second Holding Rule: The intention of the 10 Second Holding Rule is to prevent stalling and encourage continuous play. Players can only hold the ball for 10 seconds. After 10 seconds, the ball is dead and must be turned over.
    - A dead ball, after a 10 second count, must be rolled over with the intention to touch the opposing team's wall, not just placed over the centerline.
    - Dead balls must be played by the receiving team before the other team can use it again.



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- Players cannot intentionally put balls out of bounds, or just over the centerline to reset the ball count. Those balls will be deemed as dead by the referee and must be turned over to the other team.
  - When a player is out for any reason, all balls under his possession are to be dropped.
  - Intentionally dropping or passing balls will not stop the 10 second count. A player may drop a held ball in order to catch a thrown ball, but the dropped ball is still counted down.
  - If a team has all 6 balls on their court, and they are not being used (i.e. all 6 balls are left on the ground), referees will begin a 10 second holding rule on the ball closest to the centerline until it is played or turned over to the other team. If a player plays a ball, the countdown is transferred to that ball.
  - If a player in possession of a dead ball makes a catch, that player will be considered hit and the catch void. The dead ball must still be turned over to the other team.
- **SHOWDOWN**
    - If there is only 1 player left from each team, showdown goes into effect after 10 seconds. The procedure for showdown is:
      - Referees count down 10 seconds, ending with “showdown” to pause the game.
      - The centerline boundary is dissolved, while the sidelines remain active boundaries.
      - Players begin with 2 balls in their hands at their respective walls.
      - The other 2 balls go at the ends of the centerline.
      - When ready, showdown begins with a “3, 2, 1, showdown” from the referees.
      - Tagging the opponent in a showdown will not count; balls must be released in order to hit someone out
      - There is no 10 second dead ball count.
      - If a victor can't be determined, then a showdown rematch will occur.
- **MISC**
    - If a player throws a ball at the opposing team while over the centerline during the Opening Rush, he will be called out.
    - When catching, a player must be in full control of the ball without using any out of bounds area or floor as leverage.
    - A player is not to use any part of his clothing, or assistive accessories to make a catch, or interfere with a thrown active ball. Otherwise, that player is out
    - When attempting to catch a blocked ball, a player must hold onto all the balls that he had in possession of at the time of the block, otherwise the player is out.
    - Any physical contact with an opposing player will deem the player that initiated contact out.
    - A ball must be picked up in order for the release to be legal. Smacking, spiking, kicking, or scooping a ball are not allowed, and the hit won't count; however if caught by the opponent, the catch is legal.
    - Players must line up next to the referees in the order they were knocked out.



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- Players return to the game in the order they were knocked out.
- Kicking a ball at an opponent during a game or in a showdown will result in the kicker being called out.
- Players are not allowed to intentionally interfere with the opponents during the opening rush.
  
- **SUBS AND TIMEOUTS**
  - Not allowed during a game unless there is an injury.
  - Only substitutes (players who did not start the game) are eligible to replace an injured player. A male substitute can only replace an injured male player, but a female substitute can replace either an injured male, or injured female player. In the case where no substitutes are available, the team will play short, or forfeit the game if the injured player is the last live player.

**PROTESTS ARE NOT ALLOWED AND WILL NOT BE CONSIDERED, ALL DECISIONS BY THE OFFICIALS ARE FINAL.**

### REFUND POLICY

- There will be no refunds.

**NO PETS ARE ALLOWED AT THE RENO SPORTSDOME.**