



Dodgeball Rules and Regulations

- Each company may enter one Coed team in the Dodgeball Tournament.
- One person from the team must check-in at the registration table prior to playing your first game.
- All players must sign a waiver prior to playing.
- All participants must have their ID with them at all MCCC events.
- Game Time is forfeit time.

GAME PLAY

The following is an abbreviated and modified version of the rules from the official National Amateur Dodgeball Association (NADA) Rule Book. These are the official rules for the Music City Corporate Challenge Dodgeball Tournament. Each team is responsible for reviewing and understanding the rules before participating in the tournament.

Teams may have an unlimited number of participants listed on their dodgeball tournament roster. However, a maximum of 6 of those players may be used per game (with 2 substitutes). All the players used in the tournament must be legal players from the company's participation list.

Teams can start with 4 players but must have a minimum of 1 woman to begin each game. Teams may only have a maximum of four men playing at a time in each game. If you only have 1 woman on your team, only three men can play at a time.

Teams will play the best 2-out-of-3 games for each match-up.

Each team will be allowed one (1) 15-second timeout per game. At this time a team may substitute one or both reserves into the game. Men can only substitute for men and women for women.

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.

LIVE BALL: A ball that has been thrown and has not touched a wall, ceiling, court divider, floor or any other item outside of the playing court.

Game begins by placing the dodgeballs along the center line – 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. Teams are only entitled to the three (3) balls on their right (can't retrieve balls to the left). Once a ball is retrieved it must be checked behind the attack-line on your side (or passed to someone on your team behind your attack line) before it can be legally thrown at the opposing team. Once a ball is checked, players can extend to the half-court line to make throws.

You may not cross over the mid-court line during play. If any part of your foot or body touches the mid-court line, you will be called out. You can reach over the line to pick-up a ball or follow-through past the mid-court line, but your foot may not touch it at any point.

During play, all players must remain within the court lines.

Players may leave the boundaries only to retrieve stray balls. However, they WILL be considered "live." If they are hit while retrieving a ball out of bounds, they ARE eliminated. If they catch a ball while out of bounds, the opposing player is eliminated. Players must return in-bounds immediately after retrieval. Players must be inside boundary lines to throw a ball.

If a ball thrown at an individual is caught, the person who threw the ball is eliminated. A member of the team who caught the ball is NOT allowed to come back in the game. The ball can be bobbled but must be caught by the same player (without hitting an obstacle; wall, ceiling, court divider, another player etc.). If it is bobbled and hits an obstacle, the player will be eliminated, regardless of whether they catch it or not.

Shots to the head do not count and players will remain in the game. If an individual ducks into a throw and it strikes their head or intentionally moves their head, so it is the first body part hit, they are eliminated. If it strikes a body part below the shoulders first before their head, they will still be eliminated.

A ball is "dead" if it hits the ground, wall, ceiling, court divider, floor or any other item outside the playing court. Any ball that strikes one of these items before an opposing player is considered "dead" and won't eliminate a player. If it hits multiple individuals on the same team, only the first player hit is eliminated.

Individuals may hold a ball and use it to block live balls being thrown at them. If the thrown ball strikes the blocking ball first, it will be considered "dead" and you will not be eliminated. If it strikes a body part below the shoulders before the blocking ball, you will be eliminated. If you drop the blocking ball you're holding due to the thrown ball, you will be eliminated.

The first team to legally eliminate all opposing players will be declared the winner. If neither team has been eliminated at the end of five minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of player/s remaining after regulation, a sudden-death overtime period will be played. All original players who started that game would come back out on the court and the first team to hit an opposing player or catch a live ball wins.

If a team controls all six (6) balls on their side of the court, they must return at least one dodgeball *beyond the opponent's attack line*.

MCCC operates under the honor system and participants are expected to compete and comply with tournament rules. At times, players will be expected to rule whether a hit was legal or whether they were legally eliminated.

The referees' decisions are final and arguing calls can lead to a player's elimination from the game and/or match and/or tournament.

FORFEITS/POINTS

If a team forfeits a game or games in the tournament, that forfeit will be counted as a loss and penalty points will be assessed to the teams overall MCCC point total. Please refer to the MCCC Point System for information on points for Dodgeball.