

DODGEBALL

MBA GAMES 2020
RULEBOOK

DAY 1 - JAN 4, 2020
DAVID BRALEY ATHLETIC CENTRE

1. Introduction

The rules for gameplay will follow an amended version of the Dodgeball Canada rules.

For reference, Dodgeball Canada Rule Guide: https://fc56e266-9236-4fe9-ad0c-0649165ba964.filesusr.com/ugd/a9d134_006ca16fd355449382c84cdbbd9132f9.pdf

2. Official MBA Games Dodgeball Rules

Definitions

1. “Live Player”
 - a. A live player is any player that is not out.
 - b. Anything worn or carried by that player is a part of that live player.
2. “Dead Player”
 - a. A dead player is a player who has played in a set and has been rendered out.
 - b. A dead player is a dead object.
3. “Live Ball”
 - a. A live ball is a ball that has not become a dead object.
4. “Dead Object”
 - a. A dead object is any object or surface that is not a live player or live ball.
5. “Out”
 - a. A player who is out is no longer a live player, and has become a dead object.
6. “Set”
 - a. A set is the duration taken to render all players on a team out.
7. “Match”
8. A match is a contest between two teams to compete against each other over a number of sets.

Players

9. Five live players per team to start each game
10. At least two female players and two male players must be on the court at the start of each set.

Game Set Up

11. 6 balls will be used.
12. Standard court size.
13. Elephant skin balls, 7inch.
 - a. All matches will have a 20 minute time limit (2 x 10 min halves)
 - b. Each set will end when all of one team’s players are eliminated
 - c. If time expires, sudden death will begin. (see sudden death rules below)

Gameplay

Rough Play

14. All players should go out of their way to create a safe playing experience and should avoid dangerous plays.
15. Any poor sporting behavior will result in immediate ejection from the match and/or tournament. To the discretion of the referee.

Opening Rush

16. To start the game, 6 dodgeballs are placed on centerline on the ball markings.
17. Each team stands at their back line with one foot touching backline, the other foot within the boundaries.
18. The referee will start the set with a whistle blast, all players become live at this point
19. If a player's foot leaves the backline before the whistle blast, a false start is recorded. Next violation results in player eliminated from the set (can rejoin next set).
20. Teams can only retrieve the 3 dodgeballs to the right center line markings of their half.

General Rules

21. The objective of dodgeball is to win the most sets in a match.
 - a. A set is won when all opposing players have been eliminated by being rendered out.
 - b. **One point** is awarded for every **set** won.
 - c. At the end of each half, the set will go into sudden death if players are still left.
22. The game clock runs continuously without stopping.
23. A new set must be started if any time remains on the game clock at the end of the previous set.
24. A team captain, designated coach, or other team official may request ONE timeout per game.
 - a. At the earliest available moment that does not interfere with ongoing play a referee will clearly signal the start of the timeout.
 - b. During that timeout, the game clock will stop for 30 seconds.
 - c. During that timeout, all play and rules are suspended.
25. At the end of the first half, the teams will switch halves of the court.
26. If the match is tied for points at the end of regular play, the game will go into sudden death.

Balls and Throwing

27. A ball must be thrown by a live player within their team's half of the court at the opposing team to become a live ball.
28. A live ball becomes a dead object the instant it touches a dead object.
29. A live ball becomes a dead object the instant it is caught.
30. A live ball becomes a dead object the instant it touches an opposing team's live ball.
31. Balls should be thrown within 10 seconds of being picked up.

Invalid Throw

32. If a live player throws a ball that is not intended to contribute to that player's team hitting an opposing live player, that player will accrue a warning at the discretion of the referee.
- If that live player accrues more than one warning, they may be rendered out at the discretion of the referee.
 - A live player's accrual of warnings is reset to zero at the end of each set.

Players

33. Only live players playing in a set may be inside the boundaries of their half.
34. If any part of a live player touches a surface, object, or person outside of the boundary line on their team's half of the court they are rendered out.
35. A live player who has been rendered out must exit the court in a timely manner from the nearest point on a boundary line.
- That player may pass any balls they are carrying to any live player on their team.
 - That player may not intentionally touch any other balls.
 - That player may not intentionally obstruct any live players or ball retrievers.
 - That player may not intentionally obstruct any live balls thrown by the opposing team.
36. Dead players must line up in the marked player return area in the order that they have been rendered out.
37. A live player may pick up any balls that are within reach.
- That player may reach over any boundary lines to pick up a ball.
38. A live player may carry one or more balls.
39. A live player may pass the ball to any live player or ball retriever on their team.
40. A live player may not excessively pinch, squeeze, compress, or otherwise distort a ball before that player throws that ball or that live player will accrue one warning at the discretion of the referee.
- If that live player accrues more than one warning, they may be rendered out at the discretion of the referee.
 - A live player's accrual of warnings is reset to zero at the end of each set.
41. A dead player that has been revived must enter the court through the back line.
- That player becomes a live player once they are completely within the boundary lines.
 - That player must enter the court in a timely manner from the nearest unobstructed point on the back line.
 - That player may not touch any balls until they become a live player.
 - While entering the court, that player may not obstruct any live players or ball retrievers.
 - While entering the court, that player may not obstruct any live balls thrown by the opposing team.

Hitting

42. Any live player who is touched by a live ball thrown by the opposing team is rendered out once that live ball touches a dead object.
- That player is not rendered out if they have caught that live ball.

- b. That player is not rendered out if that live ball is caught by a live player on the same team.
- c. That player is not rendered out if that live ball hits them in the head, above the neck.

Blocking and Disarming

43. A live ball may be blocked using one or more balls carried by a live player.
- a. The live ball may only come in contact with the ball(s) carried by the live player, and not any other part of the live player.
44. If a ball carried by a live player is dislodged as a result of a block that player is disarmed and is rendered out.

Catching

45. A live ball may be caught by a live player, rendering the opposing live player that threw that live ball out.
- a. A catch is made the instant that live player has control of the ball and has two points of contact within bounds, with no points of contact on the boundary line or out of bounds.
 - b. That opposing live player is rendered out the instant a catch is made.
46. A dead player on the same team is revived when a catch is made.
- a. That dead player is revived in the same order that they were rendered out.

Sudden Death

47. A referee signals the transition to sudden death with a loud whistle blast.
- a. All live players must stop play, if any, at the earliest possible moment, and must take position outside the backline.
 - b. Balls are redistributed so that each team has possession of 3 balls.
 - i. Players may hold those balls.
 - c. NOTE: Showdown occurs if only one player is left from each team:
 - i. The center line dissolves
 - ii. Each player gets two balls
 - iii. Ball must be released to hit someone (ie cannot reach out and tap someone, this is not touch football)
48. A referee signals the beginning of sudden death or showdown with a loud whistle blast.
- a. Play resumes on that whistle blast.
 - b. All live players must immediately move completely within boundaries.
 - c. Live players may not block in sudden death.
 - d. Sudden death ends when the set is won.

Ball Retrieving

49. Ball retrievers may not touch any boundary line.
50. Ball retrievers may not touch any surface, ball, or live player within the court boundaries.
51. Ball retrievers may retrieve any ball that is outside the boundary lines.
- a. Ball retrievers may not retrieve any ball that has crossed the center line away from their team's half of the court.

- i. If not marked, that center line extends the full width of any area a ball may roll during play.
- b. Ball retrievers may pass balls to live players or other ball retrievers.
- c. Ball retrievers may place balls within court boundaries.

Referees

52. One or more referees monitor the game and enforce the rules of the game.

53. A referee is the final authority and arbiter of the rules during a match, and may interpret and enforce the rules to their absolute discretion.

- a. A referee may issue warnings to any player that does not follow the rules as described.
- b. A referee may, at their discretion and most appropriately for the infraction, after a player intentionally and deliberately disregards the rules, call for the forfeiture of any balls or render that player out after multiple clear warnings have been given.

Code of Conduct

54. All teams, players, ball retrievers, referees, and spectators must adhere to the code of conduct as described in the Code of Conduct below.

3. Code of Conduct

Every player, coach, referee, ball retriever, and any other participant is expected to act with sportsmanship and conduct that upholds the integrity of the game. They are prohibited from the following:

- Fighting, attempting to assault another participant, or any uninvited physical contact
- Discriminatory comments on a person's sex, gender, sexual orientation, race, religion, creed, ethnicity, age, or any form of discrimination
- Taunting
- Throwing a ball at an opposing player despite having been clearly rendered out
- Intentionally inflicting pain or throwing a ball excessively hard at close distance at another player's face
- Excessive use of foul language
- Cheating
- Purposely causing distraction to players on the court
- Kicking or spiking the ball

A team is accountable for the actions of their team supporters and spectators.

The referees decisions are considered final.

