



# Laws of the Game

Revised As Of:

*July 11th, 2017*

## **Law 1: Object of the Game**

Eliminate the players from the opposite team by hitting them with a ball.

The first team that eliminates all the opposing players, or has the most players on the floor when game time expires, will be declared the winner.

## **Law 2: Field of Play**

Matches will be played in the David Tuckey Gym, Universiade Pavilion, Education Gym, and the Main Gym of the Van Vliet Centre.

There will appropriate separation between courts.

Players must remain on their side of the court at all times.

Sidelines will be defined;

If not defined, the back of the gym is considered the back of the field of play;

A centre line, separating the two teams, will be defined;

A bench area will be defined for teams. Players not currently engaged in the game must remain in their bench.

## **Law 3: The Number of Players**

There will be no more than 10 players on the court per team at any given time. Of these 10 players, only a maximum 7 of one sex is permitted.

Teams may play with as few players as they wish.

Substitutions can be made prior to the start of a game. Subbed players must be on the roster and the player who is being replaced cannot play for that game set. No subbing will be allowed once a game has started.

## **Law 4: The Dodgeballs**

There will be 6 dodgeballs in play at all times.

Dodgeballs will be:

- Spherical
- Of a diameter of not more than 6.3 inches
- Be made of foam with a plastic coat

## **Law 5: The Referees**

Each match is controlled by a maximum of two head referees, who have full authority to enforce the Laws of the Game in connection with the match to which they have been appointed.

Up to eight assistant referees may be appointed, whose duties the head referee(s) will designate.

## **Law 6: The Duration of the Match**

A match will consist of 3 or 5 games.

The team to win the most games will win the match.

During the Round Robin portion of the tournament, teams must play all games in a match.

During the Playoffs portion of the tournament, teams will only play until a winner is decided.

Games shall be 6 minutes in length or until one team has no players left on the court. At the end of 6 minutes, the team that has the most players remaining wins the game.

If two teams are tied for remaining players, at the end of 6 minutes, a special overtime game will take place. Each team will be allowed one player on the court. The player chosen must have been playing in the game previous. Five dodgeballs will be placed on the centre line. The team to register the first elimination will win the game. There is no time limit.

## **Law 7: The Start of Play**

Games will begin with the balls split approximately evenly along the centre line.

All players choosing to run to retrieve balls will be lying on their stomachs, on their respective halves of the court, with all body parts behind the back line of play.

If there is no defined back line of play, both feet of all players must be touching the back wall. Players' chests must be touching the floor.

The game will start from a signal by the referee. At the start of the game, players from both teams will attempt to retrieve balls from the designated line.

Players cannot grab the ball, they must swat the ball away from the line.

Before the ball can be propelled in an attempt to eliminate a player, the player who successfully retrieved the ball from the center line must touch it to the back line.

After 30 seconds of play all balls are considered to be live, regardless of lack of initial activation.

## **Law 8: Game Play**

Once the balls are in play, players can then propel balls in an attempt to eliminate other players.

Players that are eliminated must leave the floor and proceed to the bench area and sit down. Once a player has been eliminated they cannot, under any circumstances, re-enter the game.

There will be a zero tolerance policy for cheating. Any players caught cheating will be removed from the game for the remainder of that match.

Both teams will be responsible for keeping the play moving. There must be deliberate action on both teams to have balls crossing the center line.

If a player is holding a ball for more than 10 seconds, referees may instruct the player to roll the ball to the other team. Being called to do this multiple times will result in the referee removing the player from the court.

Referees will give a warning countdown if they believe players are complicit in holding the ball excessively. Throwing a ball after being told to roll it can result in the player being removed from the match, as well as in the incident of it hitting another player, the stricken player will be ruled safe.

## **Law 9: The Method of Eliminations**

An elimination occurs when any ball that has been propelled by a live player in the course of the current game, hits the body of another live player in the same game, while the ball is considered to be “live”.

A ball in a player’s hand is considered to be an extension of their body. Shoes, clothing and hair count as part of a player’s body as well. Therefore if a live ball were to hit an extension of a player’s body, the stricken player will be eliminated.

A ball is considered live from the time it is propelled by a live player until the time it touches the ground, or comes to a complete stop (at the referee’s discretion).

Players are considered live until they have been eliminated.

All balls are considered dead when time expires.

Balls mid-air when time expires are considered to be dead as well.

Players are eliminated if they come into contact the center line of the court. Repeated violations of marked side line boundaries will result in an elimination (at the referee’s discretion).

Coming into physical contact with ANY player on the opposing team will result in elimination from the current match and further consequences (at the referee’s discretion).

## **Law 10: Sportsmanship**

Above all else, a player should maintain the highest levels of sportsmanship and camaraderie to all other players during the duration of the Tournament.

Any action, by a player or team, deemed by a referee to be outside the scope of fair play, may result in a penalty to that player or team. The penalty can range from removal of a player in a game to suspension of players from a roster.

## **Law 11: Other Considerations**

The captain is the only player allowed to converse with the referee(s).

Players who are under the influence of mind-altering substances will not be allowed to play.

When a ball lands outside of the defined area of play, it is to be placed on the outside bounds of the court, nearest to the location it left.

Players of a team who are not playing, or are eliminated in the current match, who interfere with balls during game play will have their team penalized for cheating. This will be at the referees' discretion, and can range from a warning to being disqualified.

Arguing or fighting with any referee is not allowed. If a team has a concern with a referee or a call, Team Captains may approach the referee when appropriate or comment on the game sheet. Other players are not to approach referees.

## Appendix 1: Tournament Format

The tournament will consist of three conferences:

*Recreational Conference* This conference is catered toward rookie dodgeball players with little or no experience at the collegiate level. All teams will play in a round robin to determine their standing for the playoff bracket. The top teams will be placed into a single elimination bracket and play for various prizes.

*Competitive Conference* This conference is teams and individuals who are well versed in the game of dodgeball. Teams have a real desire to win and to play competitively. All teams will be placed into a seeding round with the top teams making it into a playoff bracket. The three teams to come out on top will play in the Final Four Round to be crowned the Campus Cup Champions.

*Experienced Conference* This conference is for players and teams with some experience and a good knowledge of dodgeball at the university level. Teams in this conference will be primarily composed of groups of players looking to have a fun weekend. All teams will play in their own seeding round with the top teams making it into a playoff bracket. One team will emerge joining the Final Four Round to be crowned the Campus Cup Champions.

A match will consist of 3 games for the opening, round robin portion of play.

In the finals match of the respective playoff rounds of the tournament, matches will consist of a best of 5 games. Every other match in playoffs will be a best of 3.

Round Robin Format: Teams will be divided evenly into divisions within their conference. Teams will play a majority of the teams in their division, and teams will be ranked.

Playoff Format: In the Experienced A Conference, the top two teams in each of the divisions will move on to a single elimination playoff round, ending when three teams remain. There will be two wild card spots for the remaining two teams. The top three teams will move to the Final Four Round.

In the Experienced B Conference, the top 32 teams will move on to a single elimination playoff round, ending when one team remains. This one team will move to the Final Four Round.

The Final Four Round will be a single elimination playoff bracket; with the final team remaining crowned the champion of Campus Cup 2016.

In the Recreational Conference, the top 10 teams will move on to an optional single elimination playoff bracket.

## **Appendix 2: Tournament Teams**

Each team will be required to name one player as their captain. The captain will be responsible for maintaining communication with the Tournament Committee. They must attend the captain's meeting and pick up team packages.

All players must be University of Alberta current students, staff or alumni.

The captain of each team shall be responsible to make sure his or her team maintains positive conduct throughout the event.

The Tournament Committee must approve team names.

Players may only play for one team in the Campus Cup Tournament.

Teams must have a minimum of 10 players on their roster, with a minimum of 3 of each sex.

Teams can only have a maximum of 15 players on their roster.

No roster additions can be made during the tournament.

## **Appendix 3: Team Registration**

Registration for teams will open at 8:00am on September 26th at the Students' Union Office in SUB 2-900. Registration will be on a first-come, first-serve basis. Space is limited for this tournament. Space is limited within conferences as well.

## **Appendix 4: Appeals**

Teams wishing to appeal tournament rulings can file an appeal with the Campus Cup Organizing Team by emailing [campuscup@su.ualberta.ca](mailto:campuscup@su.ualberta.ca).

A meeting will be convened with the appealing team's Captain, one secondary team representative, and seven Campus Cup representatives (three staff members of the Students' Union Department of Programming and Venues, and four volunteers of the Campus Cup Tournament).

Teams will be able to plead their case and a debate will proceed with all members for the group. Campus Cup representative will have an in-camera discussion, and the final decision will be handed out by a Students' Union staff member.