

2022 Stonewall Sports Tournament and Summit

Dodgeball Classic Tournament Overview and Rules

Tournament Format:

Day 1: Round Robin tournament. Each match will be 20 minutes in length.

Day 2: Double Elimination Tournament. The **Sponsor 1 Bracket** will consist of the top $\frac{2}{3}$ of teams based on Day 1 performance. The **Sponsor 2 Bracket** will consist of all remaining teams. Brackets will be determined using the following formula:

1. Win percentage = standing point differential / total matches played.
 - Win = 1.0
 - Tie = 0.5
 - Loss or forfeit = 0.0
2. Team with more wins
3. Head-to-head match-ups
4. Team with less points scored against
5. Team with greater score differential (games won minus games lost)
6. Leadership coin toss

Gameplay: Hit an opponent with a ball to get them out. If they catch it, you're out and they get a player back in. A team wins a game when no players remain "in" on the opponent's team.

Matches: The team with the most games won in the match wins. Matches are 20 minutes. Teams will switch sides **every game, with the number of balls on each side remaining the same.**

Day 1, Round-Robin play: Matches will be played for exactly 20 minutes (i.e. at 20 minutes, the refs should blow the whistle and end the game). If players remain in play on both teams, the game is a wash and the match score will be recorded at the final score at the completion of the previous game. Referees should announce when 5 minutes and 2 minutes remain. New games will not begin with less than two minutes remaining at the end of the previous game. Ties are possible on Day 1.

Day 2, Double Elimination Tournament: No ties. Matches on day 2 will be a best of 3 format. If a team goes up 2-0 on Day 2, the game will be complete and the third point will not be played.

On Day 2, after 20 minutes, a "no blocking rule begins. Players will take balls in their possession to the backline and begin on a whistle. Blocking or deflection results in an immediate out.

Teams: Each team may have eight (8) players on the court at a time. Teams **must** have a minimum of two (2) women on the court at the beginning of each game. If a team only has two rostered women and one of those players gets injured, cannot play a game, or needs a break for whatever reason – the team will play down a player from the start of each game until the minimum number of two women at the start of each game is met. Teams who have substitutes (up to 4 additional players) may rotate them in at the

beginning of the next game. Substitutes must play the next game after sitting out. Substitutes may not enter a game midway through. The penalty for violating any of these rules will be the forfeiture of the individual game during which the violation occurred.

Captain responsibilities: At the start of the match, captains will rock-paper-scissors for ball control/side. The winner of rock-paper-scissors may choose to either start with ball control or to start on a specific side of the court. After the decision is made, the other captain may choose the remaining category. For the Day 2 matches (Double Elimination Tournament), the higher-seeded team will automatically receive the choice of ball control or side preference. During the match, captains should liaise between their team and the referees, encouraging good sportsmanship and rule-following. Only captains may discuss calls with the referees or call timeouts. At the end of each match, captains should ensure scores are recorded accurately.

Starting the game: Eight (8) players will line up touching the back wall/net/curtain with any part of their body (court dependent) on both sides. When the referee blows the whistle, designated players may run to get the balls on the right (the ones on the left are for the opposing team). False starts, or when a player leaves the back wall prior to the initial whistle, will result in losing a ball to the other side **for one game**. Players may step over the centerline on the initial rush, but doing so any time after that means the player is out. All balls must clear the attack line before they can be brought into play. A ball can be cleared one of two ways: (1) The retrieving player crosses the line with both feet or (2) the retrieving player may toss the ball to a player behind the attack line.

Live ball/dead ball: A ball is live when it is thrown from behind the center line. Live balls can hit players or be caught, resulting in outs. Kicking a ball does not qualify as a throw, and a kicked ball is not live. A single live ball can get multiple players out until the ball is rendered dead. A ball becomes dead when it does any of the following:

- touches the floor, wall, ceiling, net, or any other part of the building
- touches another ball in the air
- touches a player who is already out or a non-player
- is caught
- comes back across the centerline

Note: A live player isn't out the moment they are hit, rather they are out when the ball that hit them becomes dead.

In the event of a trap (when a ball hits a player and a gym surface, such as the floor, at the same time), both players are safe, the ball is dead, and there is no valid catch.

The Center Line: Players may cross the center line only during the initial rush. Once a ball is cleared across the attack line during the initial rush, the center line will become the throw line for the



remainder of the game. While players may reach across the centerline in order to retrieve a ball, they may not make contact with the floor of their opponent's court. Touching the floor of the opponent's court will result in a player being eliminated from play.

Boundaries & exiting the court: A player is out if the body or article of clothing touches the floor beyond the centerline (unless it is during the initial rush). The same applies to the sidelines. Players *may* reach across the centerline to retrieve a ball. Players may step out of bounds *only* to get a ball that is out of bounds. They *must exit and re-enter at the back of the court*. Players cannot step in or out of the court just anywhere, only at the very back of the court. Imagine a doorway four (4) feet wide extending off of the back wall. Once both feet are out of bounds for a valid reason, the player is safe until he/she returns (by placing at least one foot back in bounds). The last player left may not exit the court, so their team should help get balls for them. Violating any of these sideline rules results in an out. Catches count only if the catching player has two (2) feet in bounds when caught.

Note: If the player makes the catch (control/possession obtained) with two feet in-bounds, but falls out of bounds due to momentum, they are not out due to stepping out of bounds and their catch still counts.

Similar to when shagging, **players who are out** must exit and re-enter at the back of the court. Players must raise their hand as exiting the court to designate being out. Players who repeatedly interfere with gameplay while exiting will receive a yellow card.

Deflections: A deflection occurs when a ball bounces off of a player or a ball that a player is holding. Deflecting a ball into yourself means that you are out (including deflecting into your own head). Deflecting a ball into someone else will result in an out. A thrown ball can get multiple players out. A ball that is deflected is still a live ball that can be caught until it touches any part of the building, the net, an out player or non-player, or another ball that is not being held by a player. On the other hand, a deflected ball can also get another player out, if the ball is deflected and hits another player and they don't catch it, they are out. A ball also becomes dead if it crosses back across the centerline, or is caught. Deflecting a ball that is then caught is treated as a regular catch such that anyone hit by the ball prior to the catch is safe, the thrower is out, and the catching team gets a player back in.

Maintaining ball control during deflections: If you deflect an incoming ball with a ball you're holding, you must maintain control of all of the ball(s) that you were holding immediately following the deflection or you are out. The same applies to catches if you are holding a ball(s) at the time of the catch.

Note: The above only applies to deflections. You may drop the ball that you are holding BEFORE catching the incoming ball in order to make a valid play.

Referees: All referee calls are final. *Do not argue with them*. If there is a dispute on a call, **only a team captain** may approach the Head Referee to discuss the call. The Head Referee can pause gameplay (but not the clock) to discuss a call. Referees will not acknowledge concerns/complaints from other members

of the team. For calls that require discussion, in general, referees should reach consensus on calls, with the head referee making the final call, if needed. The sport manager(s) will be available for additional escalation. Referees can call you out, **but they shouldn't have to**. Any player who knows that they should be out but does not go out will be given a penalty card for cheating.

Referees are advised to coordinate roles/areas of focus (for example, one watches one side only, another watches the other side only, and the remaining referees watch the entire match and are responsible for counting down ball control). Referees can stop play by blowing their whistle and walking onto the court, at which time all live balls are immediately declared dead until the referees resume play with their whistles.

Teams will provide 3 referees for assigned games. Teams may be penalized for not providing adequate referees.

Penalty Cards: *Yellow card:* issued for not abiding by the rules, not following referee instructions, arguing, yelling, and/or cheating. Players issued a yellow card are immediately out and must sit out the next game out too. They cannot be replaced (the team must play with fewer players). *Red card:* issued for two (2) yellow cards, grossly poor conduct, threats, discriminatory language, violence, and/or rude/insulting online communications. Additionally, crossing the centerline in an aggressive manner is grounds for a red card. Players are out for the entire match, cannot be replaced, and are subject to expulsion from the tournament.

Ball Control / Countdown: We play with 5 balls. Your team has ball control when you have 3+ balls. Your team has 15 seconds to give up ball control. After 5 seconds, referees declare "ball control" and your team has 10 seconds to give up ball control. Refs count silently for 5 seconds and begin counting out loud for the final 5 seconds, counting down from 5 to 0. Failure to give up ball control at 0 means your team must give all the balls to the opposing team; the ref will stop play and facilitate the transfer of balls. If additional balls come onto the side with ball control, they do not count for the timer: they're new balls so they aren't a part of the original timer. (Put another way, ball control applies to only the balls already present on the side with ball control. For example, if ball control is called with 3 balls on the side and an additional ball crosses, only 1 ball must cross the center line to the other side to give up ball control). Placing balls just over the centerline doesn't count as giving up control of them. All balls within the realm of the court count toward ball control (the *realm of the court* is defined as the area enclosed by the net and the gym walls adjacent to the court of play). Balls outside the realm of the court are not used for determining ball control. But if you bring a ball with you outside the realm of the court to shag another ball, the ball(s) that you left the court with will continue to count toward your team's ball control timer. A team with 3+ balls on their side still has ball control even if another ball is outside the realm of the court. Deliberately throwing balls so they return without giving the other team a chance to take control of them ***or setting balls just over the centerline is stalling; referees will issue a warning for stalling; a second offense will result in balls being awarded to the other team.***

Ball Control for Singles: When a team is down to 1 player and that player has ball control, the timer resets to 10 seconds each time the player throws until they lose ball control. If referees deem the player is deliberately stalling, they may announce “Stalling! Last countdown!” and the timer will no longer reset with each throw until the player loses ball control.

Headshots: If a player hits an opposing player in the head while the opposing player is at their regular standing height, the throwing player will be assessed a warning from the Head Referee on the first offense then declared “out” and removed from the remainder of the match for any further offenses. This policy is on a per-match basis. Repeat offenders may be subject to further disciplinary actions at the discretion of the Sport Managers.

Outline: When you’re out, line up on the side of the court with the first out closest to the back of the court. Players come in on catches in the same order they arrived in the line (**players on their way to the outline cannot come in on catches**, and the line order is determined by when the player arrives at the line rather than the order in which they got out). Returning players are active upon having 1 foot in bounds, and should reenter play in the back of the court.

Shagging: Out players may return out-of-bounds balls (“shagging”) as long as the players stay on their side of the court. The balls must be promptly returned to play. Out players may not reach into the court or over into the other team’s outline area for any reason. When a ball exits the realm of the court (i.e., it’s in the rafters or on another court), players from either side may shag the ball regardless of their position relative to the centerline. If you’re out, do not touch balls that are in play, even if you’re still exiting the court. Out players should immediately move to the back of the court and exit on the designated side. Any ball that is shagged violating these rules will be awarded to the opposing team with repeated violations resulting in a yellow card.

Timeouts: Each team may utilize one (1) timeout per match, thirty (30) seconds long. A timeout starts when the captain notifies a referee, who will pause play. All out players, besides captain(s), should stay out of the play area. All live balls are immediately dead when the referee begins the timeout, and all players must leave idle balls where they lie. A timeout does not stop the official match time. Timeouts cannot be called after a referee has issued the two-minute end-of-match warning or for any play beyond 20 minutes.

Note: No time-outs may be called with less than two (2) minutes remaining in a match.

Distractions: *Players may use distraction techniques such as stomping, fake throws, noise, etc. as a means of distracting the opposing team’s players, within reason. If distractions are considered aggressive or overly disruptive, the officials may issue a warning and/or a yellow card, if not stopped.*

Conduct: Players will treat all other players and officials with dignity and respect both on and off the court. Any verbal or physical actions by an individual or team, including, but not limited to, those based on discrimination related to race, skin pigmentation, religion, gender, sexual orientation, or national

origin will not be tolerated. If it is determined by the tournament coordinators that such instances have occurred, the player and/or team may be suspended/expelled from the tournament or not asked to return.

Players & T-Shirts: Only players registered for the tournament are permitted to play. Players may wear personalized uniforms.

Shirt Numbering: Every player must have an integer between (inclusive of) 1 and 99, unique within their team, clearly written in bold permanent marker in the designated area on the front of the shirt. It must be clear, bold, large (touching or nearly touching at least the top and bottom of the designated area), and proportionally shaped.

Do not make any extraneous marks or decorations inside the area for your number. **“00” is not an acceptable number, nor is any 3-digit number.** Captains must ensure there are no duplicate numbers within their own team. If you violate these rules, you will not be allowed to play until your number is corrected.

Miscellaneous Rules:

- Injured players may remove themselves from play for up to two minutes and then return to play if the same game is in session. They must return to the game before the last player still on the court is declared out. If the player is injured for a time beyond the game/match, that team, unfortunately, will continue the tournament without that player, and no new/unregistered player will be allowed to serve as a substitute.
- Gloves and taped fingers **are** allowed.
- Pinching the ball (so rubber touches rubber inside the ball) is not allowed in any way.
- Clothing counts! If a ball hits your article of clothing, you are out. Hats count as clothing. If a player wearing a tight hat like a beanie is hit in the head, it'll count as a headshot. But if a player wearing a larger hat, such as a ball cap or a hat with fake hair attached, is hit on a part of the hat other than the part directly covering their head, they're out. ***If a player's head gear (i.e. hats, sweatbands, etc.) is knocked off, they are out!***
- If two in-players are the only players left in the game, they throw at the same time, and both get hit, the side that wins is the one for which the ball becomes dead last. **If both players are simultaneously declared out, the refs will reset gameplay with five (5) balls – three (3) in the middle and one with each remaining player. All other rules remain in effect.**