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## Dodgeball Tournament

March 4<sup>th</sup>, 2016

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### Match Schedule

- Each team will play a full round robin, playing each of the 5 other teams once.
- Matches will run according to the following schedule:

9:00	Coaches' Meeting			
	Court 1 (West)		Court 2 (East)	
	Stage side	Far side	Stage side	Far side
9:30	WW	NG	TC	CGMA
10:00	WW	MP	KCS	NG
10:30	MP	TC	KCS	CGMA
11:00	CGMA	WW	NG	TC
11:30	NG	MP	WW	KCS
12:00	TC	KCS	CGMA	MP
12:30	CGMA	NG	TC	WW
1:00	MP	KCS		
Following the round robin, teams will be ranked by number of points. The top 4 teams will go on to the semi-finals. If 2 (or more) teams are tied, the following criteria will be used: <ol style="list-style-type: none"> <li>1. Head-to-head</li> <li>2. Most "Average players remaining" (calculated as how many players each team had left on court at the end of each game, divided by the total number of games)</li> <li>3. Coin toss</li> </ol>				
1:45 (Semi-finals)	#1 Team	#4 Team	#2 Team	#3 Team
2:15 (Championship)	Court 1 semi-final winner	Court 2 semi-final winner		

- Each match consists of 5 games, each of which lasts up to 4 minutes. (Each game ends earlier if all the players on one team are eliminated.)
- Note that the schedule may run a bit ahead or behind – please be aware of when your next game is. If the schedule starts running too far behind, refs may shorten games at their discretion. (All teams will be notified if this is the case.)

### Court

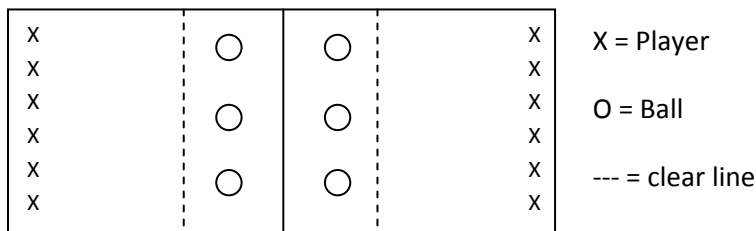
- The gym will be divided into two courts (with a wall divider between them).
- There is a centre line dividing each court in half. Players must stay on their own side of the court. If any part of a player's body touches the other side of the court, they are out.
- The walls (or divider) make up the back and side boundaries of the court.

## Teams

- Teams can bring 6 to 12 players
- Games begin with 6 players on the court per team, and proceed with a rotating bench.
  - This means that when a player is out, he/she joins the end of the line. New players enter the court (following a catch or at the beginning of a new game) from the start of the line.
- The rotating bench should line up along the wall near the back of the court. While they are technically “in bounds” (since the boundaries are defined by the walls), they cannot intentionally touch or direct any balls.
- When a team is not playing, they must stay on the stage in the gym.

## Beginning a Game

- 6 balls (each is a 6-inch foam ball) will be lined up, 3 on each side of the centre line, approximately evenly spaced. (See diagram below.)
- Players (6 from each team) line up touching the back wall.
- At the whistle, players run up and pick up the balls on their side. Balls must be cleared. This means that the ball must be carried or passed back past the clear line (see diagram) before it can be played (i.e., thrown at the other team).



## Play

- The goal is to get players on the other team out by throwing balls at them.
- Balls are live from when they are thrown until when they hit the floor or a wall. Once a ball hits the floor or a wall, it is a dead ball.
- If a live ball is caught, the thrower is out. The team that caught the ball can also bring in another player from the rotating bench (up to a maximum of 6 on the court).
- If a player is hit by a live ball, they are out. (If the ball bounces then hits a player, or hits the wall before hitting a player, that player is not out.)
  - If the ball hits 2 or more players before hitting the floor or a wall, all players who were hit are out.
- If the ball hits a ball that a player is holding, the ball that was thrown remains live, but the player whose ball was hit is not out. (I.e., you can block balls by holding a ball and deflecting other balls, but if you deflect it into one of your teammates and they don't catch it, they are out.)
  - If a deflected ball is caught, it counts the same as a caught ball (i.e., the play who threw the ball is out, and the team that caught it can bring in another player).

- If a player blocks a live ball with a ball they are holding, and in the process drops the ball they were holding, they are out.
- If a live ball bounces off a player, but then is caught (by that player or a teammate), the player who was hit is not out. (I.e., you can save your teammates by catching balls that hit them, before that ball becomes dead.)
- If a live ball is trapped (i.e., caught against the floor or the wall, so that the ball is trapped between the player and the floor/wall), the player is not out but neither is it deemed a catch.
- If a ball hits a player's clothing, the player is out.
- Head shots do not count. If a ref deems that a head shot was intentional, the player may be asked to leave the game.
- Players may throw balls at any time. However, if there is a "lull" (i.e., neither team is throwing) for a few seconds, the rule is:
  - The team with more balls is responsible for throwing at least 1 ball.
  - If each team has 3 balls, the team with more players is responsible for throwing at least 1 ball.
  - If each team has 3 balls and the same number of players, the team that did NOT throw last is responsible for throwing at least 1 ball.
  - During the "lull", refs will indicate which team is responsible for throwing, then count down from 3.
  - If the ref's count reaches 0 before that team throws a ball, the team must give up all their balls to the other team.

## Ending a Game

- The game ends when one of the following happens:
  - All players from one team are eliminated. (Winning team gets 2 points.)
  - Time runs out. (The team with more players gets 1 point, or if both teams have the same number of players, each gets 1 point.)
- In the semi-final or championship game, if the two teams are tied at the end of the match (after 5 games), then a 6<sup>th</sup> tie-breaker game will be played. If time runs out the tie-breaker, the team with more players wins. If both teams have the same number of players, play continues "sudden death"; the team that is the first to get another player out wins.

## House Rules

- Please ensure that your students play fair. If they have been hit by a live ball, they should leave the court. There will obviously be times where players are unsure if a ball bounced or not, or if it hit a piece of clothing; please look to the refs' calls for these.
- All refs' calls are final. Please don't argue with them.
- All players must wear a team shirt so that they can be identified.
- All players must wear non-marking athletic shoes.
- There are washrooms located beside the stage, but accessible only from the courts. Please have your players wait until a break in play before going into the washrooms, so they don't disrupt games.

- When you are not playing a game, please keep your team in the gym on the stage, so that they aren't wandering the halls.
- **Please ensure your players bring lunch/snacks! There will not be an opportunity to go out or buy food for lunch.**
- Please park buses/cars in the parking lot north of WillowWood (the church parking lot).