

## Colosseum Club Campus-Wide Dodgeball Tournament

### EQUIPMENT/UNIFORM

- Dodgeballs will be provided, with an even amount for each team to start
- Pinnies must be worn by all players and will be collected once a player is eliminated
- Appropriate athletic footwear must be worn by all players

### TEAM SIZES

Small Bracket: 20 players, **maximum**, per team

Medium: 30 players, **maximum**, per team

Large: 60 players, **maximum**, per team

Huge: Round 1: unlimited players, remaining rounds: **80 players Maximum**, per team

### LENGTH OF MATCH (Prior to Championship Bracket)

- 10 Minutes in length
- If after 10 minutes, both teams have 20 or more players remaining, an overtime period will be played
- If one or both teams has fewer than 20 people, the teams with the most players left is the winner
- Overtime will be played with 10 players per side until all players on one team are eliminated, 5-minutes in length.
- Overtime players will wear pinnies and must all have played in the regulation time.
- **Semi-finals and the Championship game will be played 20 vs. 20 with no time limit.**

### GENERAL RULES

- Players should play by the “honor” system and rule whether or not they were legally eliminated.
- All contests will be officiated and the officials will rule on eliminated players. Their decision is final.
- Before the start of the game, all players on both teams stand with one foot touching their side’s baseline.
  - a. Balls will be placed on each team’s ball line (one per side).
  - b. Balls will be evenly distributed before play begins.
  - c. Once the referee blows the whistle, players can rush to their ball line to begin play.
- A “live” ball is a ball thrown by a live person that has crossed the middle line dividing the two team’s sides.

- That live ball becomes “dead” when it hits:
  - a. Any player (New for 2015)
  - b. A spectator
  - c. the floor
  - d. the wall
  - e. the ceiling
  - f. A ball is NOT made dead by hitting a held ball.
- A player is **eliminated** if:
  - a. A live ball hits the player. The player cannot be saved if the ball is caught by a teammate (New for 2015)
  - b. They drop a held ball as a result of contact by a thrown live ball
  - c. A live ball thrown by the player is caught by their opponent.
  - d. A player touches the ground outside of the basketball court with any part of their body.
  - e. A player kicks a dodgeball.
  - f. A player argues with the referee, regardless of the topic of the argument.
  - g. Head shots WILL NOT eliminate a player
- If one team collects all of the balls on the court attempting to force overtime, referees may redistribute balls to the other side at their discretion.
- **Stalling:** If players are holding the ball for an extended period of time, an official will count down from 5. If the player does not throw the ball in that time, they are eliminated
- If each team has only one player left and both violate the stalling rule, the game will be decided by a coin toss
- No additional players will be allowed to join a game once the game has started.
- Once a player is eliminated, they must move completely off of the court and hand in their pinny.
- A teammate catching a live ball does NOT allow a dead teammate to re-enter the game.
- Non-participating teammates must stay at least 10 feet from the court.
- In the event of **excessive cheating** by one team, tournament officials reserve the right to disqualify teams.

**Referee decisions are final and they are not required to state or justify their reasons for disqualification.**