



1. Purpose:

- The Town of Cary Dodgeball Tournament is a fundraising event to support the Parks, Recreation, & Cultural Resources Department Play It Forward Scholarship Fund. The scholarship program provides opportunities for Cary residents in need of financial support to participate in many of the classes, camps, and sports leagues offered by the Town.
- The Dodgeball Tournament will consist of co-ed teams competing for first, second, and third place prizes. Tasteful costumes are encouraged as an additional prize will be awarded to the best-dressed team!

2. Player Eligibility:

- All players must be registered through [Team Sideline](#) to participate.
- All participants must be at least 18 years of age.
- All teams will consist of 5 to 8 players.
- All teams must include at least 2 male and 2 female players.

3. Registration:

- A total of 20 teams will be accepted. Teams advancing from group play will participate in a single elimination tournament.
- Teams will have the opportunity to indicate their preference for a **Coed-Advanced** division or **Coed-Recreation** division during the registration process. Please note, divisions may be combined as a result of the number of team's registered.
- The registration fee is \$100 per team, regardless of roster size.
- Registration fees are direct donations to the Parks, Recreation, & Cultural Resources Play It Forward Scholarship Fund and are non-refundable.
- A designated Team Manger will register team, provide payment for team fee, and invite players to join the team's roster through the [Team Sideline](#) website.
- Players will receive a "Roster Invitation" email link to join the team. All players must complete the enrollment process to participate.
- IMPORTANT: Sign-in or create your Team Sideline account with the email address your Team Manager has used to send you the roster invitation.
- Registration includes:
 - A Dodgeball Tournament t-shirt for each player.
 - Coupons and vouchers from local event sponsors.
 - Participation in at least 4 tournament matches.
 - Light refreshments during the tournament.
 - Supporting a great cause!

4. *Tournament Schedule:

Saturday, March 23 | Bond Park Community Center | 801 High House Rd. Cary, NC 27513

- 8:00 Facility opens for Packet Pick-Up and Team Check-In;
Hospitality Room opens for light refreshments and team photo booth (bring your own camera)
- 9:00 Opening remarks
- 9:20 Games begin
- 12:00 Costume contest winners announced and light lunch refreshments provided
- 2:30 Games end
- 3:00 Tournament winners announced

*Times are subject to change. Teams may be asked to begin matches earlier than scheduled based on pace of play.

5. Notes:

- Please visit the tournament website for additional information: www.townofcary.org/dodgeball
- Additional tournament details and bracket information will be provided to registered players the week of March 18.
- For questions, please contact: Kyle Bacon | kyle.bacon@townofcary.org | (919) 462-2031

6. Equipment:

- Athletic shoes must be worn at all times. Bare feet, flip flops, sandals, and cleats will not be allowed.
- While not required, protective sports gear is highly encouraged. (i.e. knee pads, sports goggles, athletic tape, and mouth guards)
- 5 regulation size balls will be used: 4 Blockers (8.5") and 1 Stinger (7").
- Tasteful team costumes or uniforms are encouraged. If any attire is deemed inappropriate or unsafe by tournament staff, players must change clothes or risk being disqualified.

7. General Tournament Rules:

- Tournament Format:
 - i. Teams will indicate their preference for a **Coed-Advanced** division or **Coed-Recreation** division. Please note, divisions may be combined as a result of the number of team's registered.
 - ii. Teams will be guaranteed at least four matches during group play.
 - iii. Teams advancing from group play (Tentative: top 4-8 teams) will participate in a single-elimination tournament.
- Players:
 - i. Games will be played 5 vs. 5, each team must play at least 2 males and 2 females.
 - ii. A team must have a minimum of 4 players available to begin a game.
 - iii. Substitutes may only enter between games or in the case of an injury (see *Injuries*).
- Game Duration:
 - i. Matches will be played with a **best out of 3** series or a time limit of **20 minutes**.
 - ii. Each game will end once all players from one team have been eliminated OR **5 minutes** have elapsed. At the end of 5 minutes, the team with the most players remaining wins the game.
 - iii. In the event players remaining are equal at the end of the 5-minute time limit; there will be an additional 2-minute **overtime period** played. The team with the greatest number of players remaining wins the game; if the number of players remaining is still equal at the end of the 2-minute overtime period a "**Showdown**" will occur. The game is paused, and each team selects one **active** player (cannot be an eliminated player). Each player gets one ball in hand and starts at team's baseline, two balls are lined up at the ends of the center line, and the center line is dissolved. The first player to get the other player out wins.
- Playing Court:
 - i. The area within the volleyball court at Bond Park Community Center is considered the THROWING AREA (green Lines).
 - ii. Players may exit the throwing area along the side or back lines to retrieve a ball; however, they may never cross over the CENTER LINE. Reaching over the center line to retrieve a ball will be permitted.
 - iii. While retrieving a ball outside the throwing area, players have a 10-second time limit to return to the throwing area.
 - iv. Players will not be permitted to throw a ball while outside the throwing area; however, they can still be hit with a ball by the opposing team and will be declared OUT. **Any player that attempts to throw a ball at an opponent from outside the throwing area will be called OUT and the throw will be void.**

8. General Game Play:

- Opening Rush:
 - i. To begin play, 5 balls will be placed on the CENTER LINE with the 7" Stinger in the middle.
 - ii. Players will begin with at least one foot on their team's BASELINE.
 - iii. During the initial rush (and only during the rush), players may inadvertently step over the CENTER LINE without being called out. If a player crosses over the CENTER LINE with their entire body or both feet, they will be called OUT.
 - iv. Players may not slide or dive head first into the CENTER LINE or they will be called OUT.
 - v. Players may not physically grab, pull, or push another player across the CENTER LINE or prevent them from retrieving a ball.
 - vi. There is no limit to how many balls an individual player may retrieve. Players may pass or deflect balls backwards to their teammates.
 - vii. On the initial rush, players will not be allowed to throw a ball until retreating behind the ATTACK LINE (orange lines nearest center court line) with both feet or tossing the ball to another player already standing behind the attack line with both feet.
 - viii. False Starts: Running for balls before the official's signal (known as a false start) is not allowed. Officials will issue a warning after a team's first false start. Subsequent infractions will result in the opposing team receiving possession of one of the four blockers (8.5" ball) to begin the rush.
- Attack Lines: Attack lines are designated with ORANGE tape.
 - i. All balls during the initial rush must clear the attack lines before they can be brought into play. This can be done in one of two ways:
 - A player carries the ball across the attack line with both feet.
 - A player tosses the ball to another player already standing behind the attack line with both feet.
 - ii. Any ball thrown without clearing the attack line will be declared a dead ball. Since it's a dead ball, hits and catches for that throw will not count.

- Center Line:
 - i. Excluding the initial rush, you must not touch or cross to the opponent's side of the court. Crossing the center line will result in that player being called OUT.
 - ii. A player may reach over the center line to retrieve a ball but touching the opponent's side of the floor will result in that player being called OUT.
 - iii. Players who are out of bounds also may not cross the center line (i.e. to retrieve balls). Out players may not reach over the center line either.
 - iv. For safety reasons, jumping across the line in an attempt to hit the opposing team before you hit the ground (known as a suicide play) is not allowed.

- Possessing a Ball:
 - i. Possessing a ball can occur by picking up a ball or catching a ball.
 - ii. Once a player possesses a ball, that ball must cross the center line in the next ten seconds.
 - iii. Passing the ball to a teammate, discarding the ball on your side of the court, and dribbling the ball does not reset the ten second count.
 - iv. Possession Violation: Officials will signal a "Possession Warning" by raising his/her hand and loudly saying "Possession Warning" to the player. The official will then count down from 5 seconds. If the official reaches zero on his/her countdown and the ball has not crossed the center line, a Possession Violation will occur and that ball will be surrendered to the other team.

- Throwing:
 - i. The surest way to eliminate an opponent is to throw a ball at them. The keyword here is throw!
 - ii. Balls that are kicked, spiked, punched, or belly bumped are not valid forms of throwing. Persistently doing any of these things may result in a behavior violation (see *Violations*).
 - iii. After clearing the attack line during the initial rush (as defined above), players may attempt throws anywhere between their teams' baseline and the center line.
 - iv. Any part of the body crossing the center line during an attempted throw (follow through) will result in a player being call OUT and the ball will be declared dead. Thus, hits and catches for that throw will not count.

- Pinching: Pinching is defined as manipulating the ball so that rubber touches rubber.
 - i. Pinching will not be allowed.
 - ii. Players may not overly compress a ball in order to get a better grip.
 - iii. A player's first infraction will result in he or she being called OUT and warned by the official. Subsequent infractions will result in the player being ejected from the match.

- Headshots:
 - i. Headshots aren't fun, and we discourage throws at the head by making direct headshots not count. A direct headshot (that is—a ball that travels directly from an opposing player's hands to a defending player's head) will result in the ball immediately becoming a dead ball.
 - ii. If deemed to be an intentional "Head Shot", a behavior violation will be enforced, ejecting the player from the match and the targeted player will remain active.

- Catching:
 - i. When a player catches a (live) ball thrown by an opposing player, he/she is not only eliminating the player who threw the ball but is also allowing the first person waiting in their team's outline (see *Outline*) to re-enter the game.
 - ii. A catch is only valid if both of the catching player's feet are within bounds and he or she clearly demonstrates control of the ball before releasing it. Momentum may carry a player out of bounds while making a catch provided control of the ball was established prior to going out of bounds.
 - iii. Maintaining Ball Control: If a player has a ball in his or her hands and catches another ball, the player must maintain possession of both balls.
Example: If a player catches a ball but subsequently drops the held ball, the catch still counts but that catching player is OUT since they dropped the first ball. In this scenario, both the thrower and the catcher will be called OUT.
 - iv. Traps: A trap is when a ball is caught while making contact with the floor or part of the building at the same time. Traps do not count as a hit or a catch and both players are considered safe (officials' discretion).

- Deflections / Blocking: A ball is said to be deflected after it comes in contact with a player or a ball held by a player.
 - i. A player may use his or her ball to block incoming balls thrown at them by the opposing team.
 - ii. Players must maintain possession of their ball immediately after deflecting a live ball. If a player drops a ball used for a deflection or if the thrown ball still hits or grazes the player, that player is OUT.
 - iii. Ball deflections cannot get additional players out. However, catches count for deflected balls.

Example: If ball hits player 1, player 2, and player 3, then lands on the ground, only player 1 is out. But, if player 3 catches the ball, players 1 and 2 are safe, the throwing player is out, and player 3's team gets a player in from the outline.

Rules clarification (1): If a ball hits you and pops up in the air, you can still save yourself by catching it! Watch out though, the opposing team might try to hit you while you're going for the catch. If you are hit with a second ball, you can still catch the first ball until the second ball becomes a dead ball since both balls are still live during that time.

Rules clarification (2): If you block a ball into the air and then try to catch it, you need to hold onto the ball you blocked with until the fly-ball is caught. Otherwise you'll be OUT. That's because it's hard to tell if you dropped your ball on purpose or by accident.

Rules Clarification (3): If a ball hits you and it's on its way to the ground, you are still a live player (who is able to make throws and catches) until the moment the ball becomes a dead ball (see next section).

- **Live Ball / Dead Ball:** A thrown ball is said to be live once it leaves a player's hand and crosses the center line. A live ball can either eliminate opposing players by coming in contact with them or be caught-thus becoming a dead ball.

A ball becomes a dead ball by:

- i. Coming in contact with any part of the court or building (wall, ceiling, etc.).
- ii. Coming in contact with another ball traveling through the air or a ball laying on the floor.
- iii. Coming in contact with an eliminated player or non-player (official, spectator, etc.).
- iv. Directly impacting on an opposing player's head (see *Headshots*).
- v. Being caught by an opposing player.
- vi. Coming back across the center line (i.e. bouncing off an opposing player or an opposing player's ball).

Once a ball is dead, it stays dead until it is thrown offensively again.

- **Eliminating Players:** The object of the game is to eliminate all opposing players by getting them "OUT".

You can be eliminated by an opponent:

- i. If he or she throws a ball and it makes contact with you or your clothing without being caught (see "Catching").
- ii. If he or she catches a ball you throw offensively (see "Throwing").

Or you can be eliminated by making infractions against the rules:

- i. Touching the opposing team's court (crossing the center line).
- ii. Jumping or dodging out of bounds.
- iii. Demonstrating poor sportsmanship.

- **The Outline:**

- i. **Going to the outline:** Once a player is eliminated, he or she must immediately proceed to his or her team's outline, located out-of-bounds, next to the scores table, on side of that team's court. The first person standing in the outline is the first person eligible for re-entry upon a catch. As soon as a player is eliminated, they can in no way interfere with the ongoing game while proceeding to the outline. This means no swatting oncoming balls or kicking/passing balls to fellow team members as they exit the court.
- ii. **Order & Line Jumping:** Players must line up in the order that they reach the outline. Line jumping (in which one player cuts in front of a teammate who was eliminated before him or her) is cheating and will not be allowed.
- iii. **Getting back in:** Players must already be standing in the outline with both feet in order to come back into a game on a catch. That means that if you're the first one out on your team and you're on your way to the outline when a catch is made, that catch doesn't get you in. A player becomes active upon re-entry as soon as he or she steps in-bounds with both feet. Other than shagging balls out-of-bounds, players in the outline may not interfere with the game at any time, for any reason.
- iv. Please Note: For safety reasons, once you have been eliminated, please drop or hand off any ball you are currently holding, raise your hand to notify all other players that you are out, and walk quickly and directly to the outline, while watching for incoming throws. It is your responsibility to protect yourself while walking to the outline.

- **Shagging:** Both eliminated and benched players may shag balls for their teams while in the out-of-bounds zone. This means that they can retrieve a ball on their side of the court in the out-of-bounds zone and make them available to live players on their team.

Shagged balls can only be made available to live players in one of three ways:

- i. Balls may be placed on the sideline of their own team's court.
- ii. Balls may be rolled from the sideline of their own team's court to the same side.
- iii. Balls may be handed directly to teammates.

Shaggers may not:

- i. Throw balls into their own court.
- ii. Roll or throw balls into the opposing court.

Players may shag balls only while standing on their own side of the court. Players may reach for a ball on the opposing team's side of the out-of-bounds zone, but they may not set foot in it.

Spectators will be encouraged not to interfere with game play and not to shag balls.

Benched players will be required to wear a pinnie in order to be identified.

- Stalling:
 - i. In order to reduce stalling, the official will have discretion to call a "stall attempt". The official will signal this by raising his/her hand and loudly saying "Stall Warning". If the offending team has not made a legitimate throw, the official will count down from 5 seconds. If the official reaches zero on his/her countdown, all of the balls will go over to the non-offending team. Play will resume once the non-offending team has possession of all the balls.
 - ii. Stall Warnings will only be considered when a team has all of the balls on their side of the court.
 - iii. Additional stalling tactics such as throwing the ball over and through the opponents end line can result in a stalling violation as well. All stalling tactics and enforcement is determined by the officials.

- Violations:
 - i. A BEHAVIOR violation will be called if a player does anything to disrupt the friendly competition or fun tournament atmosphere. A BEHAVIOR violation may be called if a player threatens, assaults, or directs inappropriate language at tournament staff, volunteers, or players. Excessive rule breaking, poor sportsmanship, or cheating will result in a BEHAVIOR violation. In the case of a BEHAVIOR violation, staff will use their judgment to ban a player or an entire team from the tournament.

- Timeouts & Substitutes:
 - i. There are no timeouts unless an injury occurs.
 - ii. Player substitutions may occur between games, but not in the middle of a game that has already begun.
 - iii. Player substitutions may occur in the middle of a game if an injury occurs.

- Injuries: Players who are injured during the course of play may remove themselves from play for up to two minutes (officials' discretion) in order to compose themselves and make sure they are still able to physically continue. Officials may stop play during this time. If a player is unable to continue after two minutes, the first person of the same gender in the outline will be allowed to take his or her place. If there are no players in the outline, and if the team has rostered players present who are not in the current game, then an alternate rostered player may take the injured player's spot.

Please note: If a player is injured and the player's team is eliminated while he or she is still off court, or that player is the sole remaining player on their side, the opposing team will be declared the winner.

- Officials: Dodgeball relies on the honor system, in which officiating is determined more between players and less from the officials. However, if there is a controversial play, officials will make the final call. They have the right to stop a game and discuss the incident before proceeding. In respect for the spirit of the game and for fellow players, there is absolutely no protesting allowed.

Officials can pause the game at any point by saying, "Stop." At that point, all events after and during are void. After any stoppage, the following process will take place:

- i. The game restarts with remaining players against their respective walls with ball possession retained, but all ball counts are restarted.
 - ii. All balls on the ground remain where they lay.
 - iii. Referees restart the game by a countdown of "3, 2, 1, Dodgeball!"
- Honor System: In Dodgeball, possibly more so than any other sport, the honor system is key!
 - i. If you realize you have been hit by a ball and you're out, go out!
 - ii. If you see that a teammate has been hit by a ball and is out, let them know!
 - iii. Not following either of these codes of conduct is cheating.

