Florida Southern College Wellness Programs
Intramural Dodgeball Tourney
Information Sheet

PLAY BEGINS:
Tournament play begins on Thursday, April 24th 2014. This is a single elimination tournament.

ENTRY INFORMATION:
The entry deadline is Friday, April 18th 2014. To register you must visit http://www.flsouthern.edu/wellness/intramurals/forms.htm and follow registration links or visit directly http://flsouthern.ezleagues.ezfacility.com/sign_up.aspx.

ENTRY FEES:
Intramural Dodgeball is free. However, if you forfeit once in the tournament your team will owe $25.00 and be immediately dropped from the tournament.

LEAGUE INFORMATION:
The leagues offered are Men’s and Women’s. If you have any questions about what league your team should sign up, please contact intramurals at arossow@flsouthern.edu or 863-680-4123.

LEAGUE TIMES:
All teams will play on Thursday, April 24th 2014. All games will be played from 4-9pm. Please note on the “comment” section of the online registration when your team can’t play. Game times will be given to please who request certain accommodations first. No one is guaranteed all requests but the intramural staff will do its best to schedule around your requests.

LOCATION:
All games will be played inside the HWC Gym.

MANDATORY CAPTAINS MEETING/PLAYOFF MEETING:
A mandatory captains meeting will be held at 4:00pm on Tuesday, April 24th 2014 in the Dubose Conference Room(next door to the career center). Rules and policies will be reviewed at this meeting. Schedules/Brackets will be distributed at the conclusion of the meeting. If the captain or a team representative fails to attend the meeting, they will have till the next morning to contact intramural sports about rescheduling a time for the meeting. All teams that don’t show up will be charged $10.00 before the team is allowed to play. Captains and teams are responsible for knowing when and where they play.

QUESTIONS:
Questions please contact Alicia Rossow, Assistant Director of Wellness Programs and Intramural Sports at 863-680-4123 or arossow@flsouthern.edu. The intramural sports office is located in the HWC Gym.
2014 Florida Southern College Dodgeball Rules

The Court

- Games will be played in the HWC Gym, 2 half courts will be used and the basketball lines will be in effect.

Equipment

- Each game will have same amount of balls.

Players

- Teams consist of six players. All players must be in uniform.

Substitutions

Substitutions must be made prior to the start of the game. No substitutions can be made during a game, except in cases of injury.

Retrievers

Retrievers are individuals designated to retrieve balls that go out of play. Teams are responsible for providing retrievers. The number of retrievers required will determined by the tournament director.

Matches

A regulation match consists of a best of 3 series with the first team to win two games advancing. Games will be won by eliminating all players from opposing team, or whichever team has the most number of players after time is up. Each game is set for a 5 minute time limit.

Beginning Play

Play begins with all players positioned behind their team's endline.

The Rush

- The Rush occurs at the beginning of each game or reset.
- Upon the official's signal, both teams rush to center court and attempt to retrieve as many balls as possible.
- A team may rush with as many or as few players as it wants, but at least one person from each team has to Rush.
- There is no limit to how many balls an individual player may retrieve.
- Players may not slide or dive head first into the neutral zone or they will be called out.
- Crossing over the neutral zone will result in an "out."
- Players may not physically grab and pull another player across the neutral zone or prevent them from returning to their side of the court.
- Players must bring the ball back to the end line before play can start. (attack line)
Putting a Ball in Play

The player and the ball must go completely behind the attack line. During the Rush, any ball retrieved from the neutral zone must be returned behind the attack line before it may be thrown at an opponent. A ball that hasn't crossed the attack line is considered a dead ball, any hits or catches are voided plays.

There are several ways to put a ball into play following a Rush.
- A player carries the ball across the attack line.
- A player passes the ball to a teammate who is behind or carries it across the attack line.
- A player rebounds the ball off the back wall of a closed court.

Time Outs

There are no team time outs.

Outs

- Player shall be deemed "out" when a live ball hits any part of the player's body, clothing, or uniform.
- If a player is hit by a live ball rebounding off another player or ball lying on the court.
- A defending player catches a live ball they have thrown (one player is allowed back in when catching a live ball).
- Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in").
- No players are allowed to touch the center line at any time. Any players foot is on the center line that person will be out.

Blocking

- Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out."
- Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out."

Stalling

- The act of intentionally delaying the game.
- If a referee determines that a player or team is stalling, the referee will warn player or team. If the stalling continues, at the referees discretion, player or team will lose possession of all balls on their side.
- If both teams are stalling a reset should occur.

Out of Bounds Rule

- If any part of the player's body touches the endlines or far neutral zone line, the player shall be deemed "out."
- Momentum may carry a player out of bounds while making a catch. Providing control of the ball was established prior going out of bounds.
Neutral Zone Rule

The neutral zone is area around the centerline of the court, there will be designated lines which are used for volleyball that designate the neutral zone, any player may enter the neutral zone but cannot cross the center line.

Headshots

• A headshot occurs when a player is hit directly in the head by a high thrown ball.
• If a person ducks into a headshot then that person will be out.
• Any thrower committing a headshot will be deemed "out.

**Any other rule clarifications will be made the day of the tournament.