

THE TEAM

You may have hated it in fourth grade, but you'll love playing dodgeball this time at our 3rd annual Iowa LETR Dodgeball Tournament. Get on the court and put yourself on the line for Law Enforcement Torch Run (LETR) and Special Olympics Iowa.

Team captains must register their team with the \$200 team registration fee online by Friday, January 14, 2017 to receive shirt on the day of the event. All players must be 12 years of age or older. Team composition (for both competitive and recreational divisions) is 7-10 players. Seven players must be present to start a match; a team can have a maximum of 10 players on their roster. Note: An individual is only allowed to play on one team roster.

THE FIELD

The game will be played on a regulation volleyball court.

THE EQUIPMENT

dodgeballs will be supplied
six dodgeballs will be used per court
players must wear proper sport attire (athletic type shoes, shirts, etc)

MATCHES

Each team will have a 7 match (games) guarantee. 5 pool play games and the double elimination bracket. Each match will have a time limit of 10 minutes. Games not finished in the allotted time will be decided by a head count. The team with the most players still in the game will win. If the match ends in a tie then a sudden death, overtime period will be played. In overtime the first team to legally eliminate a player will be declared the winner.

THE GAME/ OUTS

The object of the game is to eliminate all opposing players by getting them "out". This may be done by:

1. Tipping an opposing player with a LIVE thrown ball **below** the shoulders. *Note: A player who is hit in the head (who did not duck) is not out; the thrower is out. If the player hit in the head did duck, they are out; no consequences for the thrower.*
2. Catching a LIVE ball thrown by your opponent before it touches the ground. *The team that caught the ball returns the next available eliminated player to their team.*
3. A player is out when an opponent throws a ball that hits the player before hitting anything other than the player's blocking/shield ball (fingers are considered part of the ball) and the player is unable to catch it before it touches the ground, wall, ceiling, another player's ball, dead ball or any other object other than a fellow team member. A throw can only get one person out at a time.
4. Causing an opponent to drop a held ball as a result of contact by a thrown live ball.
5. A ball rebounding off a "catch" attempt may be caught before touching the floor, wall, or backboard by an inbounds player on the "hit" player's team. *Thrower is out.*
6. Players cannot slide or dive head first across the centerline or they will be out.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc).

BOUNDARIES

During play, all players must remain within the boundary lines. Ball retrievers will be available on each court to retrieve stray balls. Players do not need to retrieve stray balls.

A player may be handed a ball, provided the player receiving the ball remains completely within their teams' field boundaries. Players must keep a body part in contact inbounds at all times. Ball retrievers may also roll balls into the nearest half of the court.

BEGINNING THE GAME

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

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line-three on one side of the center hash and three on the other. Players then take position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the match. Teams may only retrieve the balls to their right of the center hash. Each and every ball retrieved at the opening rush must first be taken or passed beyond the attack line and into the team's back court before it may be legally thrown at an opponent.

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.

RETRIEVERS

Retrievers are individuals designated to retrieve balls that go out of play. Retrievers may not enter the court at any time. Volunteers and/or members of the team who are not playing in the match may serve as retrievers and will be designated.

TIME OUTS & SUBSTITUTIONS

There are no team time outs. Substitutions are not allowed during the active game.

STALLING

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

RULE ENFORCEMENT

Pool play and championship bracket matches will be officiated by two officials. These officials will rule on all legal hits, out-of-bounds, and all other rules. **THE COURT OFFICIAL'S DECISION IS FINAL-NO EXCEPTIONS.**

CODE OF CONDUCT

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul language.
6. Keep throws low.
7. No hovering over balls on the court to delay the game.
8. Throw the ball!

Team check-in begins at 8 a.m., round robin pool play begins at 9 a.m., bracket play (single elimination brackets) will begin 30 minutes after the final pool play match and award presentation following brackets. (schedule is subject to change depending on number of teams registered and final bracketing). During team check-in on the day of the event, player contact information and waivers will be collected. Tournament t-shirts are provided with the team registration fee and will be distributed at team check-in.

A maximum of 36 teams will be allowed into the tournament, so sign up early to guarantee your spot. . After registration is closed, teams will be randomly assigned for pool play. Each team will be guaranteed a minimum of 7 matches. Following pool play teams will immediately be put into a single elimination bracket.

Game start times, team brackets and complete tournament rules will be emailed to team captains by 5 p.m. on Wednesday, January 25th and all team captains are required to attend the team captains' meeting at 8:45 a.m. on the morning of the competition.