COSTUME DODGEBALL TOURNAMENT
San Francisco State University
Campus Recreation Department
RULES & REGULATIONS

The team captain is expected to read and familiarize themselves with the SF State Intramural Sports Handbook and is responsible to inform their team of all rules listed here and within the handbook.

The SF State Campus Recreation Department reserves the right to implement any rules necessary to protect the integrity of the tournament and ensure fairness of competition and the safety of the participants.

An Entry Fee of $30.00 per team is required when the Costume Dodgeball Team Registration Form is turned in.

ZERO TOLERANCE POLICY
There is ZERO TOLERANCE towards all violent and/or threatening behavior in all SF State Campus Recreation programing. Players and/or spectators involved in any behavior which could potentially cause harm or injury to another player, i.e.: body checking, throwing punches, tripping, excessive taunting, verbal or physical abuse, and other malicious acts will be severely dealt with. In addition, talking to a game official is strictly prohibited and trash talking, arguing, or harassing a Campus Recreation Tournament employee will not be tolerated. Individuals choosing to engage in such behavior will be banned from participation within the SF State Campus Recreation Program until further notice. A report will be filed with the University Police Department, possibly resulting in assault charges being filed against the individual.

ENTRY PROCEDURES
1. Costume Dodgeball Team Registration Forms are available at the Campus Recreation website, www.sfsu.edu/~recsport/costumedodgeballtournament2015.html
2. Team Registration Forms should be printed, filled out, and turned in before the registration due date.
3. All participants must sign the team waiver prior to play. The team waiver may be turned in with the Team Registration Form, or turned in at the Tournament Check-in.
4. Spots are filled on a first come, first serve basis.
5. Team Captains will be notified by e-mail to verify their team’s entry into the tournament.
6. Team Captains, or a team representative, must attend the Captain’s Meeting that will occur prior to the start of the tournament.

TOURNAMENT FORMAT
1. A maximum of 14 teams will compete in a double-elimination tournament.
2. A substitute may enter the game during play only if there is an injury to one of the 5 starting players.
3. Players who start the game, are locked in until the next game.

GAME AND PLAYER EQUIPMENT
1. All students playing in the tournament must present their SF State ID card and have signed the team liability waiver form prior to participating in their first game.
2. The tournament will furnish the dodge balls.
3. Only non-marking court or tennis shoes are allowed.
4. A player may not wear anything which could be dangerous to themselves or another player (e.g. jewelry, rings, watches, etc.) Only stud earrings are permitted. Knee braces are permissible provided protective padding covers all metal.
5. Hard casts of any kind are not allowed.

TEAM COMPOSITION
1. Teams may carry a maximum of 7 players on their roster. A team of 5 players is required.
2. Each participant may compete for only one team in the tournament and must sign the team liability waiver.

TIMING
1. Games will be played on the volleyball courts in the Main Gym (Gym 100).
2. Each game is limited to five minutes maximum, or until a team is determined the game winner
3. If the 5 minute time limit is reached, an Overtime Period of 2 minutes will take place.
4. If a team is holding balls for over 20 sec, and not allowing play to continue, the team not engaging in play will be eliminated.
5. When Overtime Period starts, the court size will be reduced and each remaining player will re-set.
6. If both teams have the same number of players standing after the Overtime Period is over, the game will proceed to Sudden Death Dodgeball. The next player out will result in the opposing team's win.
7. If the game exceeds the seven minute time allotted, the team with more active players will win.

PLAYERS
1. A team consists of 5 players on the court. A minimum of 4 players is required to start and continue a game.
2. Players can be any combination of genders.

THE OPENING RUSH
1. Five (5) balls are placed along the centerline. Players from each team start behind their end line.
2. When the Opening Rush is signaled each team can retrieve any balls.
3. After grabbing a ball, a player must return behind the attack line before throwing at an opponent. Any ball thrown before the ball is brought behind the attack line is an illegal throw on the Opening Rush, and the thrower will be called out.

RULES OF PLAY
1. Any ball that touches the ceiling, floor, or leaves the court boundary is a dead ball.
2. If a defender catches a "live" thrown ball, the thrower is out and one player may return to the defender's side in order of first out, first in. A maximum of 5 players are permitted on a side at all times.
3. If a defender attempts to catch a live ball, but drops it, the defender is out.
4. A player cannot hit or swat a thrown ball down or away to avoid being hit with a bare hand. He/she will be called out.
5. The defender may block a live thrown ball with another ball. That ball is still a live ball however, until it hits the floor, wall, or ceiling.
6. If a blocking ball is dropped as a result of contact from a live ball, then the player who drops the ball is out.
7. A player may block a live ball, then throw the blocking ball down and catch a live ball.
8. A player shall not leave the playing field to avoid being hit or in an attempt to catch a ball.
9. Players who have been called out can retrieve stray balls for their teammates.
10. It is illegal for the leading team to control all of the balls for more than 20 seconds. The team not engaging in play will be eliminated.
11. A player hit in the head while ducking or dodging is out.
12. Unsportsmanlike conduct will result in immediate ejection from the game and the remainder of the tournament.

OUTS
1. A player shall be deemed "out" when a live ball hits any part of the player's body, clothing, or costume.
2. A player shall be deemed "out" when that person is hit by a live ball rebounding off another player before the ball hits the ground.
3. If a defending player catches a live ball thrown, the thrower is out.
4. A player throwing the ball in front of the attack line will be deemed out.
5. Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in").

BOUNDARY RULES
1. During play, all players must remain within the volleyball court boundary lines. The line is considered as part of the playing area.
2. Players on the court cannot retrieve stray balls that are outside the court.
3. A player may be handed a ball from out of bounds, provided the player receiving the ball remains completely within their team's court boundaries.

TIMEOUTS
1. Timeouts shall only be called by the court monitor for specific reasons, such as injury.

SUBSTITUTIONS
1. Substitutions are only permitted for injury and between games.
2. Once a game begins, Subs cannot join that game, unless injury occurs.

Have Fun!