



# QUAD CITIES CORPORATE GAMES

## DODGEBALL RULES

The following is the Quad Cities Corporate Games addition to the Official NADA Rule Book. Only the QCCG rule additions listed below are to have precedence over the NADA Rules. All other rules will follow the Official NADA Rule Book.

### Eligibility

All players must be regular employees (full or part-time), interns or retirees of companies registered for the Quad Cities Corporate Games.

### Rules Enforcement & Court Monitors

QCCG rules will be enforced primarily by the "honor system". Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. **THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.**

### Timing and Winning a Game

Play will consist of matches in a "best-of-three" format in which the first team to win two (2) games will be declared winner of the match. The first team to legally eliminate all opposing players will be declared the winner.

A 4 minute time limit has been established for each contest. If neither team has been eliminated at the end of regulation, the team with the greater number of players will be declared the winner. If an equal number of players remain after regulation, a sudden-death overtime match will be played.

### Overtime Procedure

The sudden-death overtime match will begin with all original players, who started the game, on the court. The first team to eliminate one (1) opposing player will be declared the winner.

### Official Rules & Regulations

#### RULE 1: Players, Field and Equipment

##### **Team**

Teams will be made up of 6-12 players. Each game begins with 6 players (3 men and 3 women) competing on a side; others will be available as substitutes. Teams may begin with fewer than 6 players. Maximum of 3 men on the court at one time. Substitutes may enter the game only during time-outs or in the case of injury. When a substitution is made, males are required to substitute for males and females substitute for females. Players who started the game and have been eliminated may not substitute. Eliminated players may only re-enter the game on a caught ball or to begin overtime.

##### **Boundaries**

Field of play is 60 feet long by 30 feet wide. Attack lines will be 10 feet from the center line.

A player shall not:

- Cross the side-line or end-line with both feet or will be considered out.
- Leave the playing field (side-line or end-line) to avoid being hit by, or attempt to catch, a ball.
- Have one foot cross over the center-line and contact the ground on their opponent's side of the court.

*\*Exception* during the "opening rush" many players will cross the center-line. Court monitors should refrain from calling players OUT at this time unless a definite advantage is gained by the action; such as a whole foot across the center-line.

Team will switch side after each game.

##### **Equipment**

Balls will be provided. Balls are not to be intentionally altered or manipulated. All clothes/uniforms are considered part of the player's body



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## **Retrieving Balls**

During play, all players must remain within boundary lines with the following exception:

- Players may leave the court to retrieve stray balls BUT ARE CONSIDERED “LIVE” and may be hit.
- If a ball is caught by a player retrieving a stray ball out of bounds, the opposing player is eliminated and an eliminated player may re-enter the court.
- Players must be within boundary lines to throw a ball

Balls leaving the playing area may be rolled back onto the playing area by anyone (reserve players or spectators) around the court.

## **RULE 2: Game Play**

### **The Game**

#### **Initial Rush**

On the initial rush, each team is only allowed to retrieve the three (3) balls on their right. This avoids potential collisions. A ball may not be thrown until it is brought back past the attack line. Following the initial rush, balls may be thrown from any location within the players half of the court.

#### **Elimination**

An OUT is scored by:

- Hitting an opposing player with a LIVE thrown ball below the head:  
**NOTE:** *if a player ducks or takes a position with their head below where their shoulders would normally be when standing, ie. Crouching, kneeling, sitting, diving, rolling or laying and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is considered legal.*
- Legal catching a LIVE ball thrown by your opponent (throwing a ball that is caught).
- Causing an opponent to lose control of a held ball as a result of contact by a thrown LIVE ball. (Usually occurs when a ball is being used to block a thrown ball).
- An opposing player stepping out of bounds to avoid being hit.

#### **Catching A Ball & Re-Entry Rule**

If a ball is caught, the opposing player who threw the ball is out and the team catching the ball may bring the next eligible player back into the games. Players must re-enter the game in the order they were knocked out. Balls may not be caught off of a deflection of another player or wall.

#### **Dead Balls**

A ball is “dead” if it hits an opposing player, the floor, wall, ceiling or any other object. Once a ball is considered dead, it won’t eliminate a player. A ball hitting multiple players from the same team, only eliminates the first player hit.

Players may use a held ball to block live balls being thrown at them. Once a thrown ball hits a held ball, the thrown ball is considered dead and the player holding the held ball is not eliminated. If the thrown ball hits the player before hitting the held ball, that player is eliminated. If a ball is dropped due to blocking a thrown ball, the player dropping the ball is eliminated.

If a team possesses all six (6) balls, they must return at least one ball to the opponent’s side of the court.

#### **Time-Outs**

Each team will be allowed (1) 20 second time-out per game.

#### **Scoring**

Play will consist of matches in a "best-of-three" format in which the first team to win two (2) games will be declared winner of the match.



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## QCCG Point System

- Medals will be awarded to the top three teams in each division. Points will be awarded to the top four teams within each division, as follows:

| Place           | Points |
|-----------------|--------|
| 1 <sup>st</sup> | 1000   |
| 2 <sup>nd</sup> | 800    |
| 3 <sup>rd</sup> | 600    |
| 4 <sup>th</sup> | 400    |

- Participation points will be awarded to all teams in the QCCG. To receive participation points, teams must complete the event as designed. Points for participation per team in dodgeball are as follows:

| Event     | Participation Points |
|-----------|----------------------|
| Dodgeball | 250/Team             |

- QCCG will assess Penalty Points to those companies whose competitors **do not show up for bracketed events**. It diminishes the spirit of the Games when a team or individual travels from across the area to participate in one of these events, only to have their opponent forfeit.

| Event     | Penalty Points |
|-----------|----------------|
| Dodgeball | -250           |