
2013 KANSAS CITY CORPORATE CHALLENGE

DODGEBALL

DATES / TIMES: Monday-Friday, April 29-May 3, 2013
Monday-Friday, May 6–May 10, 2013
Monday-Friday, May 13-May 17, 2013
Scheduled game times will be available on the KCCC website on April 12th by 5:00 p.m. (www.kccorporatechallenge.com).

LOCATION: Perceptive Software
22701 W. 68th Terr.
Shawnee, KS 66226
(enter on the south side of the building)

The following is an abbreviated and modified version of the rules from the official National Amateur Dodgeball Association (NADA) Rule Book. These are the official rules for the 2013 Kansas City Corporate Challenge Dodgeball Tournament. Each team is responsible for reviewing and understanding the rules before participating in the tournament.

- Each company may enter one coed team in the Dodgeball Tournament. Six players compete at a time (3 men and 3 women) on the court. Teams may have up to two reserves available as substitutes per game. Substitutes may enter the game only during timeouts or in the case of injury. When a substitution is made, males are required to substitute for males, and females are required to substitute for females. Teams can start with 4 or 5 players, but must have at least 2 women to begin each game.
- Teams may have an unlimited number of participants listed on their roster. All the players used must be legal players from the company's participation list. A maximum of 8 players may be used per game (6 on the court & 2 subs).
- All Managers must check-in at the upstairs lobby table to receive their roster. All rosters must be signed and turned in at the score table (by the court) before their first game.
- The games will be played indoors on a dodgeball-specific court. The playing court will be 60' long by 30' wide divided into two equal sections by a center-line. Attack lines will be 3m from, and parallel to the centerline.
- **Game time is forfeit time.**
- The official ball used in tournament and league play will be an 8.25" rubber-coated foam ball.
- The format for the Dodgeball Tournament is pool play followed by a single-elimination bracket play. Each company will first compete in the pool play portion of this tournament. The pools will vary in size based on the number of teams that register in each division and will be seeded according to 2012 results. Each game will be two minutes and teams will play each other twice (back-to-back), switching sides after the first game. Teams with the best records (each single game played in the pool) will advance and compete in a best 2 out of 3 single-elimination bracket to determine the champion.
- The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
 1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
 2. Catching a LIVE ball thrown by your opponent before it touches the ground.
- **LIVE BALL:** A ball that has been thrown and has not touched a wall, ceiling, net, floor or any other item outside of the playing court.

KCCC DODGEBALL (continued)

- Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. Teams are only entitled to the three (3) balls on their right (can't retrieve balls to the left). Once a ball is retrieved it must be checked behind the attack-line on your side (or passed to someone on your team behind your attack line) before it can be legally thrown at the opposing team. Once balls are checked, players can extend to the half court line to make throws.
- During play, all players must remain within the boundary lines. Players may leave the boundaries only to retrieve stray balls, but they are still considered "live." If they are hit, they are eliminated. Players must return in-bounds immediately after retrieval.
- If a ball thrown at an individual is caught, the person who threw the ball is eliminated. A member of the team who caught the ball is NOT allowed to come back in the game. The ball can be bobbled, but must be caught by the same player (without hitting an obstacle; wall, ceiling, net, another player etc.). If it is bobbled and hits an obstacle, the player will be eliminated, regardless if they catch it or not.
- If a person throwing the ball touches the half court line or the opposing side's court, they will be eliminated. This includes any part of one's foot or body.
- Shots to the head do not count and players will remain in the game. If an individual ducks into a throw and it strikes their head or intentionally moves their head so it is the first body part hit, they are eliminated. If it strikes a body part below the shoulders first before their head, they will still be eliminated.
- A ball is "dead" if it hits the ground, wall, ceiling, net, floor or any other item outside the playing court. Any ball that strikes one of these items before an opposing player is considered "dead" and won't eliminate a player. If it hits multiple individuals on the same team, only the first player hit is eliminated.
- Individuals may hold a ball and use it to block live balls being thrown at them. As long as the thrown ball strikes the blocking ball first, it will be considered "dead" and you will not be eliminated. If it strikes a body part below the shoulders before the blocking ball, you will be eliminated. If you drop the blocking ball you're holding due to the thrown ball, you will be eliminated.
- The first team to legally eliminate all opposing players will be declared the winner. A two-minute time limit will be established for each game. If neither team has been eliminated at the end of the two minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of player/s remaining after regulation, a sudden-death overtime period will be played. All original players who started that game will come back out on the court and the first team to hit an opposing player or catch a live ball wins.
- Each team will be allowed one (1) 15 second timeout per game. At this time a team may substitute one or both reserves into the game.
- If a team controls all six (6) balls on their side of the court they must return at least one dodgeball *beyond the opponent's attack line* within five seconds.
- KCCC operates under the honor system and participants are expected to compete and comply with tournament rules. If a player is aware that they are/were eliminated, they are asked to leave the court immediately (not wait for an official to call you out).

KCCC DODGEBALL (continued)

- A minimum of two referees officiate each KCCC match and will abide by this set of rules.
- The referees' decisions are final, and arguing calls can lead to a player's elimination from the game and/or match and/or tournament.
- Understand, appreciate and abide by the rules of the game.
- Respect the integrity and judgment of game officials and KCCC.
- Be responsible for your actions and maintain self-control.
- Do not taunt or bait opponents and refrain from using foul or abusive language.
- Teams forfeiting any game in pool play will be forfeited out of the entire Dodgeball Tournament.
- Please ask that your participants have their ID with them at all KCCC events. For more information on protests/use of illegal players, please see the KCCC Protest Policy.

For more information regarding the Dodgeball Tournament,
contact the KCCC Office 913.831.2222 / kccc@mindspring.com