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.

Entry Fee of $30.00 per team.

ZERO TOLERANCE POLICY
There is ZERO TOLERANCE towards all violent and/or threatening behavior in all SF State Intramural Tournaments. Players and/or spectators involved in any behavior which could potentially cause harm or injury to another player, ie: 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 future participation within the SF State Intramural Program forever, and a report will be filed with the University Police Department, possibly resulting in assault charges being filed against the individual.

ENTRY PROCEDURES
1. Team registration will be on the IMLeagues.com website and the following steps can be followed to register:
   1. Log in or create an account at IMLeagues.com with your SFSU email.
   2. Select SFSU to be redirected to your member portal and log in there as well.
   3. The page will return you to IMLeagues.com, select Costume Dodgeball.
   4. Select ‘create team’ and start inviting teammates.
   5. Save the date and time for the Costume Dodgeball Tournament!
2. Spots are filled on a first come, first serve basis. Each team of 10 will have 8 players on court at a time, with 2 alternates
3. Team captains will be notified by e-mail to verify their team’s entry into the tournament
4. Team Captain’s, or a team representative, must attend the Captain’s Meeting

TOURNAMENT FORMAT
1. A maximum of 16 teams will compete in a double-elimination tournament.

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 court or tennis shoes are allowed.
4. A player may not wear anything which could be dangerous to another player (e.g. jewelry, rings, watches, etc.) Only stud earrings are permitted. Knee braces are permissible provided all metal is covered by protective padding.
5. Hard casts of any kind are not allowed.

TEAM COMPOSITION
1. Teams may carry a maximum of 10 players on their roster. A team of 8 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 in the MAC Gym of the Mashouf Wellness Center.
2. Each game is limited to five minutes maximum, or until a team is determined the game winner. If the 5 minute time limit is reached, an overtime period of 1 min will take place.
3. When extra time is added, the court size will reduce and each remaining player will re-set.
4. If both teams have the same number of players standing after the extra time limit the game will proceed to sudden death dodge ball. The next player out will result in the opposing team’s win.
5. If the game exceeds the seven minute time allotted, the team with more active players will win.

PLAYERS
1. A team consists of 8 players on the court. A minimum of 8 is required to start and continue a game.
2. Players can be any combination of men and women.

THE OPENING RUSH
1. Eight (8) balls are placed along the centerline. Players from each team start behind their end line.
2. 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.

PLAY
1. Prior to the match, teams will each choose a court side.
2. Players then take a position behind their end line. After a signal by the official, teams approach the centerlines to retrieve the balls during the opening rush.
3. Players then attempt to eliminate members of the opposing team by tagging them out with the ball. If a player is hit with any ball that has not yet touched the floor, that player is “out”.
4. Play continues until one team is eliminated. At that point, the referee calls time and declares the winning team.
5. The balls are then reset on the centerline for the next scheduled game.

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 and utilizing team subs if available. A maximum of 8 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 5 seconds. A violation will result in the referee stopping play and the balls will be divided evenly.
11. A player hit in the head while ducking or dodging is out.
12. Players can only hold a ball for 10 seconds, afterwards, it will be considered dead. Dead balls need to be rolled over immediately to the other team.
13. Unsportsmanlike conduct will result in immediate ejection from the game and the remainder of the tournament.

OUTS
1. Player shall be deemed “out” when a live ball hits any part of the player’s body, clothing, or uniform.
2. If a player is hit by a live ball rebounding off another player before the ball hits the ground they shall be deemed "out".
3. If a player steps over the centerline, they shall be deemed "out".
4. A defending player catches a live ball thrown, the thrower is "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 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.