



## **#CHARITYCLAPBACK DODGEBALL TOURNAMENT**

HAVE FUN! Trash talking is allowed, but should only and always be for fun, never derogatory. All players should remain **RESPECTFUL** at all times in words and deeds. If a contentious call does come up arise all players must **REMAIN RESPECTFUL**. No participant should feel targeted or bullied. If a player is found to be overly aggressive, argumentative, disruptive, or disrespectful, they will be issued a **WARNING**. If it is deemed by the Umpire that the actions of said player have exceeded level of warning and are harmful to others the team may be reprimanded with disqualification of round (no substitution). If needed the player will be disqualified from continued play (full disqualification from tournament, NO REFUND).

FOUL language targeted towards others is prohibited.

### **I. PLAYER REGISTRATION**

1. All participants must be registered, must have read and signed the applicable waivers, and must have all fees paid prior to play.
2. Players are only allowed to play for the team they have registered for. Free agents will be assigned to a team accordingly.
3. No refunds will be issued once registration is paid.
4. Teams are required to be uniformed and tasked to designate a team look for designation. Uniform, Shirt Color, or Team Theme. BE CREATIVE. Captains must submit uniform designation prior to tournament to prevent.

Examples:

- a Santa hats, Tall white socks with stripes, etc (all teammates must be uniformed)
  - b Color: Carolina Blue (all teammates must wear) (Color designation must be submitted prior, approval upon FULL TEAM REGISTRATION)
  - c Theme: Favorite Sports Team ( Oakland Raiders), Music Band ( Kiss), Superhero Group ( Incredibles)
5. Players will not hold Conglomerate Sports, our facilities or our sponsors responsible in any way for any injuries that occur during game play or at any Conglomerate Sports events.

### **II. ROSTERS**

1. #CharityClapback rosters will be capped at (8) members per team and no less than (6) players per team.
2. Every team must consist of at minimum (3) women per team.

3. ONLY 6 players can occupy court of play at a time.
4. Teammates not occupying court of play or designated as “out” from court of play, can participate in two ways.
  - a As a Ringer to collect and return balls that have vacated field (**ON TEAMS SIDE ONLY**) (“Ringers” who enter other teams side of play will be Disqualified for that round and if it is deemed as malicious form said team can have a player on court disqualified).
  - b As a RELEASED player (due to caught ball) returning or entering the field of play for the first time. (Maximum players occupying court (6) per team)
5. Teams unable to field (3) women initially will play -1 male totaling (5) on the court
6. Each round initially consist of (6) court players and up to (2) Ringers
7. Athletic shoes required
8. Please refrain from wearing items of clothing that could give an unfair adv or would be deemed as unsafe for physical activity
9. **PLAYERS ATTIRE IS DEEMED AS AN EXTENTION OF PLAYER.**

### **III. Umpires**

1. Each game will have minimum of 2 Umpires. As directed player must vacate field of play. Calls will be deemed as final unless play is stopped for two umps to communicate with each other. At which point teams must respect the umpires space.
2. Captains are the only individuals who can respectfully communicate to refs, but calls are deemed at umpires discretion and will be considered FINAL. **PLEASE DO NOT HASSLE THE REFS (remain respectful) !!**
3. Head Umpire is responsible for insuring a 20 second play clock is set for when **ALL** balls are idol or are set to one side of play. (opponent must have 1 ball as opportunity to continue to get opponents out)
4. Head Ref has final say on rules and judgements. Prior to each game Head Official will meet with a captain from both sides to ensure rule clarity and clarity on court parameters.

### **IV. GAME PLAY**

1. initial rounds will be best 2 out of 3 rounds. Later rounds will be best out of 5.
2. 10 minute cap per round. REF will announce final minute.
3. Players from both teams will start on an initial rush line, upon blow of the whistle both teams may attempt to retrieve balls that are placed in the median.
4. Upon refs instruction a Double whistle will constitute a pause of play. Ref will interject and reset play upon need.
5. Player may barely (Umps discretion) cross the median boundary on initial “Rush” but must immediately return to their side, remaining over the boundary or egregiously attempting to retrieve a ball on opponents side will result in the Umpire ruling player out.

6. Player may re-enter court of play or enter court of play if an opponents ball is caught. (max 6 players on court)
7. **Sudden Death** - if a game is not decided in 10 mins, each team will receive an equal amount of balls and a hold count of 20 secs, Sudden Death, first player to get out will end the round.
8. Round ends when all players from one side are “**out**” or time has expired.
  - a. An **out** is when a player is contacted by ball.
  - b. When a player from the opposing side catches opponents ball | **out** .
  - c. Player makes contact to catch a ball thrown from opponent and drops “said” ball | **out**.
  - d. Dropping a ball that is hit by opponents ball thrown | **out**.
  - e. Outside of initial “RUSH” player crosses median boundary | **out**.
  - f. Player physically touches opponent | **out**.
  - g. Stepping with both feet outside of designated boundary | **out**.

## V. **Substitutions**

1. Players are not permitted to substitute once the round has started. If a player needs to substitute out due to injury they are not permitted to return to play during the tournament.
2. Upon need of substitute of a final player the opposing team can select the replacement player of the same sex.