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MYSTERY EVENT

Pacific Southwest Student Symposium 2023



HOSTED BY:

**California State University, Northridge
March 23-25, 2023**

Dodgeball

1. Objective

The objective of dodgeball is to eliminate all players of the opposing team by throwing game balls and hitting the opposing player below the shoulders on the fly.

2. Event Description

Dodgeball is a team game in which players must dodge or catch balls thrown by the opposition whilst attempting to strike their opponents in the same way. The game has rapidly grown in popularity over the last decade

3. Participant Rules

- Each school may only enter one team.
- Each team member must be a registered participant of PSWS 2023.
- Each team must have at least one underclassman.
- Each team must have at least one identifying female playing at all times.
- Failure in meeting these requirements will result in an automatic forfeit.

4. General Rules

1. California State University Northridge does not take responsibility for any injuries that may take place during this event.
2. Team representatives including players, spectators, team managers, and coaches are ALL subject to the rules and regulations.
3. All interpretation of the rules will be left to the officiating party, and any disputes for rules not explicitly stated will fall into the same jurisdiction.

5. Team

1. Teams will be made up of 6 players. A minimum of four players will compete on a side; others will be available as substitutions.

2. Co-Rec teams must start and play all games with no more male players than female players: 3 male and 3 female.

If necessary, females may outnumber males by no more than 2.

3. Substitutes may enter the game only during timeouts, or in the case of injury. Co-Rec may not substitute male for females.

6. Boundaries

1. During play, all players must remain in the blue boundary lines.

2. Players may pass through their end line only to retrieve stray balls on their side of play. A stray ball is one that has not been picked up and is lying on the ground.

3. When retrieving a ball, the player must also immediately re-enter the playing field only through their end line.

Note: A player not immediately re-entering the playing area may be declared out.

4. A player may be handed a ball, provided the player receiving the ball remains completely within their team's field boundaries.

5. Players may only throw a ball from within the boundary lines.

6. Each player has a 10 second throw time to release a ball once it is retrieved inside of the boundary lines.

7. A player shall not:

A. Have any part of their body contact the surface on or over sideline.

B. Enter or re-enter the field through their sideline.

C. Leave the playing field to avoid being hit by a ball or to attempt to catch a ball.

D. Have any part of their body cross over the center line and contact ground on their opponents' side of the court.

E. Hit a player of the opposing team above the shoulders with a ball.

Any player who commits the above actions shall be declared out.

**One exception: During the opening rush, many players cross the center-line.

Officials should refrain from

penalizing players for this unless a definite advantage is gained by the action.

7. Equipment

1. The official ball used in tournament and league play will be an 8 inch rubber-coated foam ball.

2. The standard number of balls for a 12 player game is six

3. Participants must wear shoes. No sandals or boots allowed.

4. teams are welcome to wear their own uniforms.

8. Game Play

1. Teams will alternate sides after each half

2. The object of the game is to eliminate all opposing players by getting them out.

3. An out is scored by:

A. Hitting an opposing player with a live thrown ball below the shoulders.

(Note: If a player ducks and this is clearly the cause for the player being hit above the

shoulders, the player is out and the throw is legal.)

B. Catching a live ball thrown by your opponent. (The thrower is out.)

C. Causing an opponent to drop a live ball as a result of contact by another ball.
(This usually

occurs when a ball is being held and used to block a thrown ball.)

D. A player stepping out of bounds

4. In addition, if a live thrown ball is caught, a player on the catcher's team may re-enter the game (for

coed, teams must adhere to the female to male ratio when a player re-enters). The player must enter

through the end line, not the sideline.

5. A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball. A "Live ball" is a thrown ball that strikes, or is caught by, an

opposing player before contacting the ground, another player or another ball. A

"Dead ball" is a ball that

touches the ground or any ball that deflects off another ball or person.

Ex: A ball deflecting off a held ball and striking the holder is no longer a live ball and that person is not

out.

6. DEAD BALL EXCEPTION: If a player (A1) throws and hits player (B1), but then teammate (B2)

catches the ball before it hits the ground:

- Player (B1) is NOT out for being hit.
- Player (A1) is NOT out for having the ball caught. (Only out if it is a direct catch)
- An extra player on team B is NOT allowed to return to game. (Only on a direct catch)

9. Timing, Time-outs, & Substitutions

1. There will be two 12-minute halves, with a 3-minute half time.
2. The teams will play as many matches as they can within each half. Each win will count as 1 point. Mercy rule is up 5 pts. In the last 2 minutes (of the second half).
3. Only the official's whistle starts and stops the clock.
4. All players are in jeopardy and the game is live until the official recognizes and signals the beginning of a time out or end of regulation time.
5. 2 Timeouts are allowed per game
Exception: All live balls in flight at time of an official's signal (to end regulation time or begin a time out) remain live, and may eliminate an opponent until they become dead.
During time outs, teams may substitute players.
Substitutes may be players who did not start the game, or players who wish to re-enter after having been declared out.
Note: Co- Rec may not substitute male for female.

10. Beginning the Game

1. Prior to beginning a game, an equal number of dodgeballs are placed along the center line on each side of the center hash mark. A standard game consists of 6 balls, 3 on each side of the hash mark.
2. Players then take a position behind their end line.
3. Following a signal by the official, teams may approach the center line to retrieve the balls.

11. Opening Rush Rule

Every ball retrieved at the opening rush must be taken beyond the attack line and into the team's respective court before it may be legally thrown at an opponent.

Ex: A player may not pick up the ball at center court and, remaining at center court, immediately throw it at an opponent. The player must first either step back into his court area or pass the ball back to one of his teammates.

When this happens, the player who throws the ball will be declared out.

12. Declaring a Winner

1. The first team to legally eliminate all opposing players will be declared the winner of the match.
2. If neither team has been eliminated at the end of regulation time, the team with the greater number of remaining players will be declared the winner.
3. In overtime the first team to legally eliminate all players of the opposing team will be declared the winner.

13. Stalling and 10-second violation

The following procedure will be used to prevent overtime:

- A team trailing during a regulation game must be given the opportunity to eliminate an opposing player.

This requires a ball to be at the disposal of the trailing team.

- It is illegal for the leading team to control all the balls for more than 10 seconds.
- If the leading team controls all of the balls they must make a legitimate effort to get at least one ball

across the attack line and into the opponent's backcourt.

- If this is not done within 10 sec., the official will call a 10 second Violation.

- A team may avoid a 10 sec violation by throwing or rolling a ball into the opponent's backcourt. This

means throwing the ball over the center court line.

- Penalty for 10 sec. Violation:

First Violation: Stop play and the balls will be divided evenly between the teams.

Play will continue with

“Balls in hand.”

Second violation: Free throw for the opposing team – a penalty in which one player is allowed an obstructed

throw at their opponents without risk of elimination. In other words, a caught free throw does not result in an

out for the thrower.

Third violation: Removal of one player from the offending team.

Co-Rec: If males out number females, a male must be removed

*Note: The stalling procedure does not apply to overtime periods.

Unsportsmanlike conduct may include, but is not limited to:

1. Foul language
2. Intentional hits above the shoulders
3. Unnecessary roughness
4. Arguing with officials, staff, participants, or fans