

SUMMER IOWA GAMES DODGEBALL RULES

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

MANDATORY MEETING

Prior to the tournament starting a MANDATORY TEAM MEETING will take place at the facility. The sport commissioner will go over rules, court monitors responsibility and enforce the Iowa Games philosophy on sportsmanship. **Meeting time will be announced on the schedules.**

RULE ENFORCEMENT & COURT MONITORS

All contests will be supervised by a court monitor and EACH team will be scheduled to serve as the COURT MONITOR(S) for the division you have entered. COURT MONITORS consist of 2 monitors on the middle line (opposite sides) and 2 monitors on the end lines (opposite lines/corners). During the Summer Iowa Games, 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-five" format in which the first team to win three (3) games will be declared winner of the match. During pool play, all 5 games will be played regardless of the results of the first 3 games. The first team to legally eliminate all opposing players will be declared the winner. A 5 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 equal number of 'balls in hand' behind a team's end line. Each team will choose one player to play in the overtime period. Players may be chosen from all registered team members. The first team to eliminate an opposing player will be declared the winner.

BOUNDARIES

During play, all players must have their entire body and ball inbounds. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. If a player catches a ball with ***one foot in bounds/on the line and one foot out of bounds*** the ball is considered a dead ball; neither the player who threw the ball nor the player who caught the ball is considered out. If a player catches a ball in bounds then falls out of bounds both the player who threw the ball and the player who caught the ball are out and the team of the player who caught the ball may re-enter another player.

A ball becomes a 'dead ball' when it comes into contact with any object. If a player is hit above the shoulders with a ball neither the player hit nor the player who threw the ball is out.

NOTE: If a player ducks and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is legal.

TIME-OUTS

Each team will be allowed (1) 30 second time-out per game.

RE-ENTRY RULE

When a team catches a ball, that team will be able to have a player re-enter the game. If a female catches the ball then the first female player that was knocked out will be able to resume playing. If a male catches the ball the first male player that was knocked out will be able to resume playing. Players will re-enter the game in the order they were knocked out according to their gender. Players that are re-entering the game must do so from the back end line.

ALCOHOL POLICY

There is absolutely no alcohol or smoking allowed at any time while at the Southeast Athletic Complex at Iowa State University, Ames, IA.

SCORING

Play will consist of matches in a "best-of-five" format in which the first team to win three (3) games will be declared winner of the match. During pool play, all 5 games will be played regardless of the results of the first 3 games.

A +/- score will be assigned to each game based on the number of team members left standing at the end of the game. **Example:** If Team 'A' eliminates Team 'B' and still has three players left standing Team 'A' receives a game 'win' and a (+3) rating and Team 'B' receives a game 'loss' and a (-3) rating. Any team winning an OT game receives a (+1) rating. Losers of an OT game receive a (-1) rating.

Tie breaking procedure:

In the case of teams finishing pool play with identical win/loss match records, the following tie-breaker procedure will be used:

Step 1: Head-to-head match record between tied teams

Step 2: Games win/loss record between tied teams

Step 3: Total +/- rating between tied teams

Step 4: One game playoff

Tie Break Example: In a three (3) team pool, results of pool play yield the following standings in match play:

Team A 1 win, 1 loss

Team B 1 win, 1 loss

Team C 1 win, 1 loss

TEAMS	Match	Wins (Match)	Losses (Match)	Wins (Games)	Losses (Games)	Remaining Players	+/- rating	Total +/-
Team A results	A vs. B	l		lll	ll	+2, +3, +4, -2, -3	+4	0
	A vs. C		l	ll	lll	+4, +2, -3, -5, -2	-4	SECOND
Team B results	B vs. A		l	ll	lll	+2, +3, -2, -3, -4	-4	+4
	B vs. C	l		lll	ll	+6, +4, +2, -2, -2	+8	WINNER
Team C results	C vs. A	l		lll	ll	+3, +5, +2, -4, -2	+4	-4
	C vs. B		l	ll	lll	+2, +2, -6, -4, -2	-8	THIRD

