



Laws of the Game

Revised As Of:

May 5, 2023

Law 1: Object of the Game

Eliminate the players from the opposite team by hitting them with a ball.

The first team that eliminates all opposing players, or has the most players on the floor when game time expires, will be declared the winner.

Law 2: Field of Play

Matches will be played in the David Tuckey Gym, Education Gym, VVC Main Gym, and VVC East Gym.

There will be appropriate separation between courts.

Players must remain on their side of the court at all times.

Sidelines will be defined;

If not defined, the back of the gym is considered the back of the field of play;

A centre line, separating the two teams, will be defined;

A bench area will be defined for teams. Players not currently engaged in the game must remain on their bench.

Law 3: The Number of Players

There will be no more than 10 players on the court per team at any given time. Of these 10 players, a maximum 7 of one gender is permitted.

Teams may play with as few players as they wish.

Substitutions can be made prior to the start of a game. Subbed players must be on the roster and the player who is being replaced cannot play for that game set. No subbing will be allowed once a game has started.

Law 4: The Dodgeballs

There will be 6 dodgeballs in play at all times.

Dodgeballs will be:

- Spherical
- Of a diameter of not more than 6.3 inches
- Be made of foam with a plastic coat

Law 5: The Referees

Each match is controlled by a maximum of two head referees, who have full authority to enforce the Laws of the Game in connection with the match to which they have been appointed.

Up to eight assistant referees may be appointed, whose duties the head referee(s) will designate.

Law 6: The Duration of the Match

A match will consist of 3 or 5 games.

The team to win the most games will win the match.

During the Round Robin portion of the tournament, teams must play all 3 games in a match.

During the Playoffs portion of the tournament, teams will only play until a winner is decided. Playoff matches will be 5 games in length, or until a winner is determined.

Games shall be 5 minutes in length or until one team has no players left on the court. At the end of 5 minutes, the team that has the most players remaining wins the game.

If both teams are tied for remaining players when time expires, a special 1v1 overtime game will take place. Each team will be allowed one player on the court. The player chosen must have played in the previous game. Five dodgeballs will be placed on the centre line. The team to register the first elimination will win the game. If neither player has been eliminated after one minute of play, an additional player from each team will be added to the court. They must touch the back of the court before they can start playing. Subsequent players will be added in the same way every thirty seconds until one player from either team is eliminated. Again, the team to register the first elimination will win the game.

Law 7: The Start of Play

The first game must begin within 10 minutes after the scheduled start of the match. If a team is not ready by this time, they forfeit the match.

Games will begin with the balls split approximately evenly along the centre line.

Any player choosing to run to retrieve balls must be lying on their stomach, on their respective half of the court, with their entire body behind the back line of play.

If the court has a back wall which is considered the back line of play, both of the

player's feet must be touching the back wall. The player's chest must be touching the floor.

The game will start from a signal by the referee. At the start of the game, players from both teams will attempt to retrieve balls from the designated line.

Players cannot grab a ball; they must swat the ball away from the line.

Before a ball can be propelled in an attempt to eliminate a player, a player who successfully retrieves a ball from the centre line must "activate" it by touching it to the back line/wall.

After 30 seconds of play, all balls are considered to be live, regardless of if they have not been activated.

Law 8: Game Play

Once the balls are in play, players can then propel balls in an attempt to eliminate other players.

Players that have been eliminated must leave the court and proceed to the bench area. Once a player has been eliminated they cannot re-enter the game, under any circumstances.

There is zero tolerance for cheating. Any players caught cheating will be removed from the game and will not be allowed to play for the remainder of that match.

Both teams are responsible for keeping the play moving. There must be deliberate action on both teams to have balls crossing the centerline.

If a player is holding a ball for more than 10 seconds, referees may instruct the player to roll the ball to the other team. Being called to do this multiple times will result in the referee removing the player from the court.

Referees will give a warning countdown if they believe players are complicit in holding the ball excessively.

In the incident of a ball that has been held for more than 10 seconds hitting another player, the stricken player will be ruled safe.

All activity during matches should be carried out with the intention of achieving the object of the game. Any activity deemed by the referee as intentionally disrupting gameplay will result in a penalty to the team or player, such as awarding a ball to the opposing team, or even removal from the game after multiple offences. This behaviour is included but not limited to purposely throwing the ball without intent of hitting a player, or withholding balls from the opposing team.

Law 9: The Method of Elimination

An elimination occurs when any ball that has been propelled by a live player during the course of the game hits the body of another live player in the same game, while the ball is considered to be “live”.

A ball in a player’s hand is considered to be an extension of their body. Shoes, clothing and hair are also considered to be an extension of a player’s body; therefore, if a live ball were to hit an extension of a player’s body, the stricken player will be eliminated.

A ball is considered live from the time it is propelled by a live player until the time it touches the ground, or comes to a complete stop (at the referee’s discretion).

Players are considered live until they have been eliminated.

All balls are considered dead when time expires.

Balls mid-air when time expires are considered to be dead as well.

Players who come into contact with the center line of the court are eliminated.

Repeated violations of marked sideline boundaries will result in an elimination at the referee’s discretion.

Intentionally coming into physical contact with ANY player on the opposing team will result in elimination from the current match and potential further consequences.

Law 10: Sportsmanship

Above all else, a player should maintain the highest levels of sportsmanship and camaraderie towards all other players during the duration of the Tournament.

Any action, by a player or team, deemed by the referee or tournament organizers to be outside the scope of fair play, may result in a penalty to that player or team. Penalties can include but are not limited to: removal of a player in a game, suspension of players from a roster, or elimination of a team from the tournament without a refund.

To file a formal complaint regarding the sportsmanship of a player or team, players must email campuscup@su.ualberta.ca with information regarding the player/team in question, the time and opposing team of the game in which the incident took place, details of the incident describing the exact unsportsmanlike behaviour, witnesses and referees, and any additional information. The tournament organizers will follow up on any complaints as they see fit.

Law 11: Other Considerations

The captain is the only player allowed to converse with the referee(s).

Players who are under the influence of mind-altering substances will not be allowed to play.

When a ball lands outside of the defined area of play, it is to be placed on the outside bounds of the court, nearest to the location it left.

Players of a team who are not playing, or are eliminated in the current match, who interfere with balls during game play will have their team penalized for cheating. This will be at the referees' discretion, and can range from a warning to being disqualified.

Arguing or fighting with any referee is not allowed. If a team has a concern with a referee or a call, team captains may approach the referee when appropriate or comment on the game sheet. Other players are not to approach referees.

Appendix 1: Tournament Format

The tournament is made up of three conferences:

Recreational Conference: This conference is for novice dodgeball players with little or no experience with UofA dodgeball. All teams will play in a round robin to determine their standing for the playoff bracket. The top teams will be placed into a single elimination bracket and play for various prizes.

Experienced Conference: This conference is for players and teams with some experience and a good knowledge of dodgeball at the UofA. Teams in this conference will be primarily composed of groups of players looking to have a fun weekend. All teams will play in their own seeding round with the top teams making it into a playoff bracket. One team will emerge to join the Final Four Round of the competitive conference playoffs for a chance to be crowned the Campus Cup Champions.

Competitive Conference: This conference is for teams and individuals who have lots of experience in the game of dodgeball. Teams in the competitive conference have a real desire to win and to play competitively. All teams will be placed into a seeding round with the top teams making it into a playoff bracket. The three teams to come out on top will play in the Final Four Round for a chance to be crowned the Campus Cup Champions.

A match will consist of 3 games for the round robin portion of play.

In the finals match of the respective playoff rounds of the tournament, matches will consist of a best of 5 games. Every other match in playoffs will be a best of 3.

Round Robin Format: Teams will be divided evenly into divisions within their conference. Teams will play all teams in their division, and teams will be ranked.

Playoff Format: The top two teams in each of the divisions will move on to a single elimination playoff round, ending when one team remains.

Appendix 2: Tournament Teams

Each team will be required to name one player as their captain. The captain will be responsible for maintaining communication with the tournament organizers. They must attend the captain's meeting and pick up team packages.

All teams must be mostly made up of current University of Alberta students, staff or alumni.

The captain of each team shall be responsible to make sure their team maintains positive conduct throughout the event.

The tournament organizers are responsible for approving team names.

Players may only play for one team in the Campus Cup Tournament.

Teams must have a minimum of 10 players on their roster, with a maximum of 15 players total. Teams may have a maximum of 12 players of one gender.

No roster additions can be made during the tournament.

Appendix 3: Team Registration

Registration for teams will open at 8:30am on September 18th at the Students' Union Office in SUB 2-900. Registration will be on a first-come, first-served basis. Space is limited for the tournament and within each conference.

Appendix 4: Appeals

Teams wishing to appeal tournament rulings can file an appeal with the Campus Cup Organizing Team by emailing campuscup@su.ualberta.ca.

A meeting will be convened with the appealing team's Captain, one secondary team representative, and seven Campus Cup representatives (three staff members of the Students' Union Conferencing and Events, and four volunteers of the Campus Cup Tournament).

Teams will be able to plead their case and a debate will proceed with all members for the group. Campus Cup representatives will have an in-camera discussion, and the final decision will be handed out by a Students' Union staff member.