
2019 KANSAS CITY CORPORATE CHALLENGE

DODGEBALL

DATES / TIMES: Monday, April 15, 2019 – Thursday, April 18, 2019

Scheduled game times will be available on the KCCC website on March 29th by 5:00 p.m. ([KCCC Website - www.kccccorporatchallenge.com](http://www.kccccorporatchallenge.com)).

LOCATION(S): **New Century Fieldhouse**
551 New Century Pkwy.
New Century, KS 66031

The following is an abbreviated and modified version of the rules from the official National Amateur Dodgeball Association (NADA) Rule Book. These are the official rules for the 2019 Kansas City Corporate Challenge Dodgeball Tournament. Each team is responsible for reviewing and understanding the rules before participating in the tournament.

- Each company may enter one coed team in the Dodgeball Tournament. Six players compete at a time (3 men and 3 women) on the court. Teams may have up to two reserves available as substitutes per game. Substitutes may enter the game only during timeouts or in the case of injury. When a substitution is made, males are required to substitute for males, and females are required to substitute for females. Teams can start with 4 or 5 players, but must have a minimum of 2 women to begin each game. Teams may only have a maximum of three men playing at a time in each game.
- A team representative must check-in at event, no less than 30 minutes prior to their scheduled game time, and confirm enough participants to play. Team rosters will not be required, but only players who are registered for KCCC and who have signed the KCCC waiver will be eligible. Teams will randomly be checked for player eligibility. Make sure each participant has a photo ID available at game time in the event of a random check. Failure to show IDs at a random check will result in a forfeit, as well as any point penalties resulting from a forfeit.
- Each team will be allowed one (1) 15-second timeout per game. At this time a team may substitute one or both reserves into the game. Men can only substitute for men and women for women. Timeouts may be called **ONLY** by live players on the court. After a timeout, dodgeballs will remain with the teams who possess them prior to the timeout.
- A team can have up to 8 players in any given game (6 on the court & 2 subs). It is not required to have the same 8 players in all games.
- The playing court will be 60' long by 30' wide divided into two equal sections by a center-line. Attack lines will be 3m from, and parallel to the centerline.
- Game-time time is forfeit time.
- The official ball used in tournament and league play will be an 8.25" rubber-coated foam ball.
- The format for the Dodgeball Tournament is pool play followed by a medal round single-elimination bracket. Each company will first compete in the pool play portion of this tournament. The pools will vary in size based on the number of teams that register in each division and will be seeded according to 2018 results. Teams will play each other twice (back-to-back) in each pool, switching sides after the first game. Teams with the best records will advance from their pool.

KCCC DODGEBALL (continued)

- The tiebreaker for pool play will be as follows:
 - 1) Head-to-Head
 - 2) Total number of players eliminated (for the winning team ONLY) after every game in pool play. The team with the largest sum of total eliminated players in all of pool play will advance.
 - 3) One final (1:30) game between teams tied
- The medal round will be a single-elimination bracket (**best 3-out-of-5 for each match-up**) to determine the champion.
- **In an effort to reduce “stalling,” each game will be 1 minute and 30 seconds.**
- The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
 - ✓ Hitting an opposing player with a LIVE thrown ball below the shoulders.
 - ✓ Catching a LIVE ball thrown by your opponent before it touches the ground.
- **LIVE BALL:** A ball that has been thrown and has not touched a wall, ceiling, court divider, floor or any other item outside of the playing court.
- Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. Teams are only entitled to the three (3) balls on their right (can't retrieve balls to the left). Once a ball is retrieved it must be checked behind the attack-line on your side (or passed to someone on your team behind your attack line) before it can be legally thrown at the opposing team. Once a ball is checked, players can extend to the half court line to make throws.
- You may not cross over the mid-court line during play. If any part of your foot or body touches the mid-court line, you will be called out. You can reach over the line to pick-up a ball or follow-through past the mid-court line, but your foot may not touch it at any point.
- During play, all players must remain within the court lines.
- **Players may leave the boundaries only to retrieve stray balls. However, they WILL be considered “live.” If they are hit while retrieving a ball out of bounds, they ARE eliminated. If they catch a ball while out of bounds, the opposing player is eliminated.** Players must return in-bounds immediately after retrieval. Players must be inside boundary lines to throw a ball.
- If a ball thrown at an individual is caught, the person who threw the ball is eliminated. A member of the team who caught the ball is **NOT** allowed to come back in the game. The ball can be bobbled, but must be caught by the same player (without hitting an obstacle; wall, ceiling, court divider, another player etc.). If it is bobbled and hits an obstacle, the player will be eliminated, regardless if they catch it or not.
- Shots to the head do not count and players will remain in the game. If an individual ducks into a throw and it strikes their head or intentionally moves their head so it is the first body part hit, they are eliminated. If it strikes a body part below the shoulders first before their head, they will still be eliminated.
- A ball is “dead” if it hits the ground, wall, ceiling, court divider, floor or any other item outside the playing court. Any ball that strikes one of these items before an opposing player is considered “dead” and won't eliminate a player. If it hits multiple individuals on the same team, only the first player hit is eliminated.

KCCC DODGEBALL (continued)

- Individuals may hold a ball and use it to block live balls being thrown at them. As long as the thrown ball strikes the blocking ball first, it will be considered “dead” and you will not be eliminated. If it strikes a body part below the shoulders before the blocking ball, you will be eliminated. If you drop the blocking ball you’re holding due to the thrown ball, you will be eliminated.
- Once a player has been called out, they MUST sit on the bench. Eliminated players are NOT allowed to help their team by retrieving balls.
- The first team to legally eliminate all opposing players will be declared the winner. If neither team has been eliminated at the end of one (1) minute and 30 seconds, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of player/s remaining after regulation, a sudden-death overtime period will be played. All original players who started that game will come back out on the court and the first team to hit an opposing player or catch a live ball wins.
- If a team controls all six (6) balls on their side of the court they must return at least one dodgeball *beyond the opponent’s attack line*.
- **KCCC operates under the honor system and participants are expected to compete and comply with tournament rules. At times, players will be expected to rule whether or not a hit was legal or whether they were legally eliminated.**
- **The referees’ decisions are final** and arguing calls can lead to a player’s elimination from the game and/or match and/or tournament.
- Please understand, appreciate and abide by the rules of the game.
- Respect the integrity and judgment of game officials and KCCC.
- Be responsible for your actions and maintain self-control.
- Do not taunt or bait opponents and refrain from using foul or abusive language.
- Teams forfeiting any game in pool play will be forfeited out of the entire Dodgeball Tournament.
- Please refer to the KCCC Point System for information on points for Dodgeball.

For more information regarding the Dodgeball Tournament,
contact KCCC Office at 913.831.2222 / kccorporatechallenge@gmail.com