ADMINISTRATIVE & OPERATIONAL PROCEDURES FOR CONDUCTING

FORT BLISS – OPEN DODGEBALL TOURNAMENT

# 15-18 JUNE 2020

1. **REFERENCES:** a. AR 215-1, Non-appropriated Fund Instrumentalities and, Morale, Welfare and Recreation Activities, 24 September 2010.

2. **WHAT:** Fort Bliss – Open Dodgeball Tournament

3. **WHEN:** 15-18 June 2020//Games begin at 1800

4. **WHERE:** Fort Bliss, Soto Physical Fitness Center, 20751 Constitution Rd.

5. **REGISTRATION:** $50 per team. Register at Soto or Stout PFCs 8 May thru 8 June.

6. **COACHES MEETING:** Coaches meeting will be 30 min prior to start of first game of

tournament. The coach or a team representative must be present.

6. **ELIGIBLITY:** a. Active-duty military personnel, DoD ID card holders, and individuals in the surrounding community 18+ years and older.

b. Team rosters will be limited to 8 players. A team may play with fewer than 8 (that would be a disadvantage as there are fewer players to eliminate).

c. Players cannot play with multiple teams. Once they play for a team- they cannot change teams. This will result in a forfeit for the second team.

d. IDs will be checked against the roster prior to games. Lack of ID will result in the player not being eligible to play in the tournament.

7. **FORMAT:** Play will be single elimination, double elimination, or pool play: dependent on the number of teams which enter the tournament. Matches will consist of the best two out of three.

8. **LEAGUE PLAY:**  a. To start the game each team will have equal amount of balls. Final dodge ball will be placed at mid court.

b. If a player is hit by a “fly ball”, before it hits the floor and after being thrown by a player on the opposing team that player is out.

c. If a player catches a “fly ball”, the thrower is out. ALSO: The other team (the team who caught the ball) returns an eliminated player to their team. Players must come back into the game in the order they were eliminated.

d. A player who is hit in the head (if they did not duck) is not out. **The thrower is out.**  If the player hit in the head did duck, there is no consequence to the thrower, and the struck player is out (officials’ decision).

e. A ball deflected by a held ball, whether caught or not, is deemed a dead ball and does not result in player elimination.

f. A ball rebounding off a “catch” attempt may be caught before touching the floor by any in bounds player on the “hit” player’s team. It may not hit a wall/backboard etc. Result: the thrower is out.

g. Out-of-Bounds: Catching a ball out-of-bounds does not count. If a ball is deflected off one player and he/she or a teammate catches it out-or-bounds, the first player is still out because the catch does not count. Anything caught or thrown or being hit outside of the boundaries of the court does not count.

h. A ball rebounding off a wall, backboard etc. does not eliminate a player.

i. When all the players of one team have been eliminated, the other team wins that game.

j. Area of eliminated player:

(1) Eliminated players on each court will form lines on their side of the court next to the curtain in the center of the gym. Keep in order of being eliminated with the first person eliminated standing by centerline at least 5 feet off the sideline. Re-enter on a “caught” ball in same order eliminated.

(2) Eliminated players may throw an out of bounds ball back to their team; they may not throw a ball at the other team or hold onto a ball.

k. Players may not lift or support their teammates in catching a throw etc.

l. Each team will have a three foot high cone with a tennis ball on top. During play, if your tennis ball is knocked off by an opposing team throw, own team knocks it off, or deflected ball knocks it off, team whose tennis ball falls loses that game.

9. **PLAY AREA:**  a. Games will be played on a basketball court using its boundaries.

b. Throwing line: A player **may not** step on or over the throwing line. They may reach over to retrieve a ball.

c. Throwing lines will be determined by official during the game.

d. Out of Bounds:

(1) The space between and to the sides of the courts is out of bounds. Any balls going into the other court should be returned.

(2) Please try not to throw balls at an angle such that it flies onto the other court.

(3) Non-eliminated players must remain inbounds.

10. **EQUIPMENT:**  a. Players must wear proper attire (tennis shoes, shirts etc.).

b. An official “dodgeball” is used, provided by MWR.

c. With 8 players, 5 dodgeballs will be used per court.

11. **PROTESTS:** A protest concerning **eligibility** must be submitted in writing to the League Coordinator prior to the end of the tournament.

12. **SPORTSMANSHIP: Swearing and abusive remarks** directed towards opponents, officials, fans or supervisors are behaviors which casts a negative atmosphere over intramural play and may lead to more serious problems. Officials will penalize such behavior and all cussing with an ejection.

The first unsportsmanlike conduct received by a player will result in an ejection from the game and a warning being filed. The second ejection in the tournament will result in an automatic ejection from the tournament.

Team member, captain, spectator or the entire team may be asked to leave the playing area if displaying unsportsmanlike conduct or abusive language. Any contest may be forfeited by the official and/or supervisor of the activity when a team, a team participant, captain or coach exhibits unsportsmanlike conduct or disruptive behavior during the contest. Team captains or coaches may be warned prior to forfeiting the contests; however, it will be at the discretion of the officials to forfeit that contest if deemed necessary to avoid a violent confrontation.

13. **DRINKING/SMOKING/** Alcohol, smoking, vaping or use of chewing tobacco is **NOT**

**CHEWING TOBACCO:** permittedon the playing area or in the facility parking lot. Any player under the influence of alcohol will not be permitted to enter the playing area.

14. **AWARDS:**  Team trophies teams and individual awards will be awarded to the top two teams.

15. **RESPONSIBILITIES:** During play, the Coach is responsible for ensuring that:

(1) All members of the team are familiar with the contents of this MOI.

(2) The team is fully equipped and properly attired.

(3) The conduct of the team is in accordance with this MOI.

(4) No illegal players are entered on roster or participate in games.

16. **TOURNAMENT**

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Teia Mack

Intramural Sports Coordinator

Fort Bliss