

MEMORANDUM FOR

AREA SPORTS COORDINATORS (ASC) ATHLETIC AND
RECREATION (A&F) PERSONNEL

SUBJECT: Fort Liberty Sports Program, 2024 Pop Dodgeball Pop-up Tournament

1. Reference Army Regulation 215-1, Military Morale, Welfare, and Recreation Programs and Non-appropriated Fund Instrumentalities, June 22, 2010.
2. Purpose. To provide policies and procedures to assist ASCs and A&R personnel with the implementation of the Fort Liberty 2024 Pop-up Dodgeball Tournament to be conducted in August at Hercules PFC. Play will begin at 1800.
3. General.
 - a. Player eligibility.
 - (1) All military/government ID (DOD) card holders ages 18 and older are eligible to participate. Participants will be required to present their ID card prior to participating.
 - (2) If a protest results from the alleged use of an illegal player, and the protest is upheld, the offending team will be eliminated from the tournament.
 - (3) Once a player starts with a team, he/she must remain with that team during the entire tournament.
 - b. Registration. Teams can register though Fort Liberty Intramurals Sports and/or the day of tournament at Hercules. The cut-off number of teams allowed to enter is team.
 - c. Protests. Player eligibility will be the only grounds for protests.
4. Rules. Current National Amateur Dodgeball Association Rules will govern all play. A summary of those rules follows.
 - a. Team composition. Six players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the event of an injury.
 - b. Competition area. The competition area shall be a rectangle 50 feet long and 30 feet wide, divided into two (2) equal sections by a centerline and attack-lines 3 meters from, and parallel to, the centerline.
 - c. The official ball used during the tournament will be an 8" rubber-coated foam

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ball.

d. The game.

(1) The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

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

CLARIFICATION: Should a player bend at the waist or lower his shoulders and then take a throw in the head, he will still be considered "safe."

(b) Catching a "live ball thrown by your opponent before it touches the ground.

Definition of "live: a thrown ball that has not touched the floor, another ball, boundary wall, ceiling, or any other object outside of the playing area. Each time a team makes such a catch, they will be allowed a re-enter one player who had previously been eliminated.

(c) If the ball comes off a player that has been hit and then is caught by a second player before the ball hits the ground, the first player hit will be ruled "SAFE" and the player who threw the ball will be ruled "OUT". In this instance, no player previously eliminated will be allowed to return for the team which made the catch.

(2) Boundaries: During play, all players must remain within the boundary lines. Players may leave their team's boundaries only to retrieve stray balls. If they are hit while retrieving a ball and are outside of the boundaries, they will not be deemed "OUT" Any player who leaves the boundary area, except to retrieve a ball, will be ruled "OUT"

(3) The Opening Rush. The game begins by placing six dodgeballs along the center line - three on one side of the center hash and three on the other. Players then take a position behind their end line. Following a signal by the official to start the game, teams may approach the centerline to retrieve the balls. Teams may only retrieve the three balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

(4) Timing and Winning the Match. In 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 game. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 2-minute sudden death overtime period will be played. All players will re- enter the game during any overtime period.

(5) Each team will be allowed (1) 30sec per game. At this time a team may substitute players into the game.

(6) In order to reduce stalling, a violation will be called if a team in the lead

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controls all six balls on their side of the court for more than 5 seconds. If such occurs, the team controlling six balls will be required to give up three balls to the opposing team.

e. The tournament will employ a single-elimination format.

f. Matches will be officiated by members of Fort Liberty MWR Sports Specialist team. The tournament Director will coordinate the start of each game and be on hand to rule on any situation in which the teams cannot agree. Any decision rendered by the tournament director will be considered "FINAL".

g. Game time is forfeit time.

h. Consumption of alcoholic beverages or drugs by team members is prohibited before or during games.

i. Any player or coach who is ejected from a game, will be ineligible to participate in the rest of the tournament which his/her team plays. Any player or coach who intentionally makes physical contact with an official or Sports Branch representative, will be subject to suspension from the Fort Liberty Sports Program for an indefinite period. Such an occurrence will be investigated by this headquarters and facts pertaining to the incident will be forwarded to the Garrison Commander for review.

6. Awards. MWR Sports and Fitness Branch will provide medals for first place team.

7. Contact Sports Specialist Jay Jackson at 396-1218 for more information.