

2025 Cherry Point Dodgeball Tournament Policies

START DATE – Projected for Feb. 24th – 27th

LEAGUE POC: Questions or concerns may be referred to the MCCS Athletics Office:

Primary; Mekinna Rahn – Intramural Sports Coordinator 466-2390

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Secondary; Jalenda Berry – Athletic Director 466-4284

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ELIGIBILITY

1. All authorized patrons with base access
2. All player have to be 18 years of age or older.

ROSTERS:

1. Each team must submit a roster listing player's name to include the player's status - active duty (include rank), dependent, retiree, or DoD civilian personnel. **Max of 4 players per roster.**
2. Team coaches are responsible for ensuring all players listed on their roster are legal.
3. No additions to rosters are allowed for the tournament.
4. No individual may play for more than one team.

I.D.CHECKS -There will be random ID and roster checks prior to games throughout the season.

- All players **MUST** present a physical DOD government ID for ID Checks

SCHEDULE

1. Games
 - a. Games will start at 1730, in the Marine Dome Racquetball rooms.
 - b. Consists of two 5 minutes and a third game of 5 minutes if the games are split.
 - i. Teams will change sides after the first game of each match.
 - c. Teams must have a minimum of 3 players to start and during the match.
 - d. The game will be played with a running clock.
 - e. There will be a 10 minute grace period for the first game only. Game time is forfeit time for the following game.
2. All forfeited games will not be made up. No-Shows will be eliminated from the tournament.

RULES & POINTS OF EMPHASES

1. Equipment & Uniforms
 - a. MCCS will provide dodgeballs.

2. Play

- a. Play will be 4 on 4. A minimum of 3 is required to start the game.
- b. Games are self-officiated. Any discrepancies must be settled by team captains with minimal delay. If discrepancies cannot be resolved, the athletic department will declare the match a forfeit for both teams.
- c. Matches are best 8 out of 15 games, with a match time of 20 minutes. The first team to win 8 games or be ahead in the number games won at the end of 20 minutes will win the match.
- d. At the beginning of each match, both teams will start with their backs on the wall. four balls will be in the center of the court.
- e. Play begins when one of the team captains says “go”, alternating captains each game.
- f. Once play begins, players may not run, slide, or jump across the center line to retrieve a ball.
- g. Any ball that hits the wall or ceiling is considered dead. The ball cannot cause anyone to be out until it is picked up and thrown again.
- h. Once a player is out, they must stand with their back against their team’s right-side wall. Players should not squat or sit due to risk of being hit by a ball.
- i. Do not hit opposing players in the head. If a player is hit in the head, the player who threw the ball is out (this does not count if the player attempts to dodge and moves into the throw).
- j. Players may use the ball to block thrown balls. A Thrown ball becomes dead as soon as it is blocked.
- k. Players are not permitted to exit the racquetball court during play.
- l. At the end of each game, both captains should report the game results on the clipboard in the racquetball rooms.

3. A player is out if:

- a. They throw a ball that is caught by the other team.
- b. They get hit by a ball thrown by the other team (if a player catches a ball after deflecting off of a teammate, only the player who threw the ball is out).
- c. They hit each other above the shoulders. (No head shots)
- d. They cross the center line.

4. A player is not out if:

- a. Their ball is caught off the wall or ceiling.
- b. They get hit above the shoulders (unless bending down lower than shoulder height).

5. Sportsmanship

- a. No aiming throws towards other player’s heads.
- b. No arguing with or swearing at other teams or players.
- c. If players are hit, they should take themselves out of the game even if not witnessed by the opposing team.
- d. Forfeit for behavior – It is the direct responsibility of the head coach to control their team; failure to control players’ actions, speech and attitudes may result in the head official’s OR Athletic department’s right to terminate the game and charge the offending team with a forfeit.

6. Scoring

- a. A forfeited game shall be recorded as a 2-0 victory for the team not forfeiting.

- b. The first team to 2 wins, wins.
7. Communication
 - a. Schedules will be sent out by email. Team captains will also have the choice to pick up the schedule in person.

TOURNAMENT

1. Seeding
 - a. Tournament seeding will be based on the order that LOIs are submitted.

AWARDS

1. Individual medals will be awarded to team members of the first and second place teams for the tournament. (4 medals per team)

NOTE:

- Coaches are responsible for ensuring ALL players are aware of rules/regulations.
- There is no viewing area and no space for spectators.
- Marine Dome civilian entry fee will be waived for dodgeball participants ONLY and the rest of the facility will not be authorized for use.