



## Fort Campbell Recreation Division Commitments

Support Military Mission

Enhance Well-Being

Build Community

# Intramural Sports Program

# Company Dodgeball Tournament

## Memorandum of Instruction

**1. Purpose:** This Memorandum of Instruction prescribes the operational procedures for conduct of the Company Dodgeball Tournament.

**2. References:** AR 215-1, dated 22 June 2011, Military Morale, Welfare and Recreation Programs and Nonappropriated Fund Instrumentalities. OPORD 199-13

**3. Objectives of the program:**

- a. To encourage competition at the lowest practicable echelon of command.
- b. To enhance team morale and unit esprit de corps.
- c. To encourage leisure activity and enhance physical fitness.
- d. To enhance the total Army readiness mission.

**4. General:**

- a. Company Dodgeball Tournament will be conducted from 1 Apr – 9 Apr 20.
- b. Registration and roster forms are available on the web at the Intramural Sports Office located at Fryar Stadium, Bldg 5666 Wickham Ave., or [www.fortcampbellmwr.com](http://www.fortcampbellmwr.com). Completed registration forms and AAA-162 rosters must be submitted to the Sports Office by 25 Mar 20.

**5. Eligibility:** a. Eligibility will be in accordance with the Commanders Cup MOI

**6. Type and schedule of competition**

a. Tournament: Competition will consist of a **Round Robin** tournament. Games will be scheduled at 1800, 1900 and 2000.

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b. Forfeits: A team that is not present at the scheduled tournament game time will forfeit the tournament. One no call no show forfeit will also result in removal from the tournament.

## **7. Team composition and rosters:**

a. Each Company may enter two teams comprised of no more than fourteen (14) members including playing and non-playing coaches.

b. Roster information: Players who intend on participating must enroll in IMLeagues in order to be put on the team. IMLeagues can be located at [www.IMLeagues.com](http://www.IMLeagues.com), when sending the email request, ensure to put the team name to be associated with.

## **8. Rules. PLAYING PROCEDURES**

1. Play will be 10 on 10. A minimum of 8 is required to start the game.
2. Play will be held in the multipurpose room.
3. No substitutions will be allowed once a game has started, except for injuries. There is a 1 minute stall count between each game for substitutions. No substitutions will be allowed after the 1 minute count.
4. Team may substitute between games.
5. Fifteen (15) minute time limit. Team with the most wins in the 15 minutes will be deemed the winner. If teams are tied, there will be a sudden death game to determine match winner.
6. All players must wear non-marking rubber-soled athletic shoes.
7. Game time is forfeit time, if your team is not there at your scheduled time you will forfeit.
8. Team will switch ends of the court between every game.

## **THE GAME**

### **SEC. 1 Objective**

The objective of dodgeball is to eliminate all players of the opposing team by throwing one of four game balls and hitting the opposing player below the shoulders on the fly.

### **SEC. 2 Starting a Game**

Each team starts with ONE (1) ball and then there are TWO (2) balls evenly spread on the center line at the beginning of each game. It is a sprint to the TWO (2) balls once the play begins. There is a five (5) second grace period after the initial rush before balls can be thrown. Each team member must start with one hand on their back wall. Play begins on the referees signal of "Go" and "Dodge" after the five (5) second grace period after the initial rush.

### **SEC. 3 Eliminating the Opposing Players**

A player is out if:

- They throw a ball that is caught by the other team.
- They get hit by a ball thrown by the other team. (If the ball does bounce off an opposing player and is then caught the thrower will then be out. This is true even if a different player catches the ball. However if the ball bounces off another ball, the ball is dead. ). Players may use the ball to block; however, if the ball is knocked out of their hand while blocking, they will be out.
- They hit another player above the shoulders.
- They cross the center line.

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A player is not out if:

- Their ball is caught off the wall or ceiling.
- They get hit above the shoulders.

#### **SEC. 4 Out of Bounds**

A ball that hit any wall or ceiling is considered dead and is not back in play until someone has picked up the balls and throws it at an opponent.

#### **SEC. 5 Off-Sides**

The center line is the off-sides line. If any part of your foot or body touches the center line, you will be declared out and thrown ball will be dead.

#### **SEC. 6 Stall Count**

No player can hold the ball for longer than 5 seconds. Penalty- roll the ball gently to the other team. The opposing team is responsible for calling the stall count. For example: Stall 1, Stall 2, Stall 3...Stall 5. Then at this point the player must roll the ball over or is out.

#### **SEC. 7 Court Procedures**

Players are expected to be honest and take themselves out when the time comes. Once a player is out, they must stand with their back against the team's right side wall. Players should not squat due to risk of being hit. Do not leave the racquetball court during game play unless an injury occurs.

**10. Awards:** Team awards will be presented to the champion and runner-up teams from the tournament. Points will be awarded for participation in the Commanders Cup.

**11. Equipment:** The Intramural Sports Office will prepare the facility and provide competitive equipment to include pennies and soccer balls.

**12. Officials:** The Intramural Sports Office will provide officials for the league/ tournament.

**13. Action Officer:** The Intramural Sports Manager, telephone 798-3094, will act upon any situation that arises and is not covered by this MOI.

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