



Pittsburgh, PA | EST 2015

Pittsburgh 2024 Charity Tournament

Rules & Regulations



HONOR SYSTEM

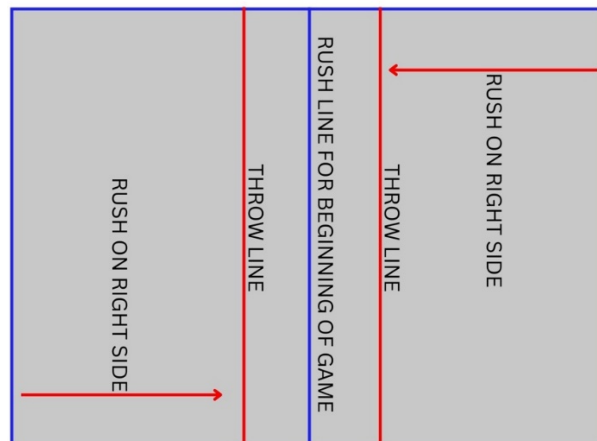
- This is for a good cause! Please be kind to each other and use the honor system when it comes to playing!
- There will not be any refs but some board members will be walking around and watching.

MATCHES (START WITH OR WITHOUT YOU)

- Matches are 12 minutes long and teams will play as many games as possible.
- There will be 3 minutes in between matches to get to your next court.
- Captains will be given schedules; it is the teams responsibility to know what court to play on.
- There will be a 3-2-1 start countdown, 1:00 minute remaining warning, and a 10 second stop countdown every match.
- If a match time expires in the middle of a game, that game is declared void; Tie games are possible in round robin matches.
- Teams listed first on the schedule will be the "Home Team". They choose which side or more balls.
- 3 Balls will ALWAYS start closest to the windows.
- Teams do NOT switch sides during Round Robin matches.
- All players must play! Teams may not rotate out a player for more than 2 consecutive games. If there is an injury or special circumstances, that is fine (For elimination games this will be strictly enforced)
- Throw line: All balls must be thrown BEHIND the THROW LINE throughout play.
- No suicides/flight kills in any division.
- No Pinching. You will be warned, then you will be called out.
- No gloves allowed. Tape is allowed.
- Head hunting is not allowed.
- "Spin throws", Softball Throws, and Back handed throws are allowed.
- There are no timeouts unless there is an injury.

START OF THE GAME

- Both divisions will be played with 5 balls. All 5 balls will be placed along the court's center line—three ALWAYS on the window side.
- At the start of each game, all players on court must line up along the rear wall of their side of the court.
- Players may run to retrieve any of the balls within their initial control—that being only the balls on their right. This initial scramble is known as the rush. During the rush (and only during the rush), players may inadvertently step over the center line.
- All balls must be thrown BEHIND the THROW LINE throughout play.



BOUNDARIES AND EXITING THE COURT

- Players are out if their body/clothes touch the floor beyond the boundary lines (unless it's during the initial rush).
- Players may step out of bounds only to get a ball that is out of bounds, and they must enter and exit quickly.
- No standing out of bounds after collecting a ball, but the player is safe until they return to the court (one foot back in).
- Don't take balls with you when exiting the court. If you carry a ball off the court to obtain another ball, you must relinquish that ball to the other team.
- The last player left may not exit the court, so their team will need to gather balls for them.
- Violating any of these sideline rules will result in an out.
- Players on the court may retrieve a ball(s) from over the centerline if no part of them touch the opposites' side of the court.
- Catches count only if the player has two feet in bounds when they catch it.
- If they make the catch and then fall out of bounds due to momentum, they're not out due to stepping out of bounds.
- As soon as a player is eliminated, they can in no way interfere with the ongoing game while proceeding to the outline.
- Players who are out cannot touch balls that are inside of the court, doing so result in relinquishing that ball to the opponent.
- Players should immediately exit to the back of the court when making their way to the outline.
- They should not walk across court to exit when they are out as this can alter the game in play.
- This means no swatting oncoming balls or kicking or passing balls to fellow team members as they exit the court.



SHAGGING

- Out players may return out-of-bounds balls (shagging) if the players stay on their side of the court.
- The balls must be promptly returned to play.
- Out players may not reach into the court or over into the other teams outline area for any reason.
- When a ball exits the realm of the court (i.e., it's in the rafters or on another court), players from either side may shag the ball if they do not cross the centerline (players may retrieve a ball over the centerline outside the court if they do not touch the court over the centerline).
- If you're out, do not touch balls that are in play, even if you're still exiting the court.
- Out players should immediately move to the back of the court and exit on the designated side.
- Any ball that is shagged violating these rules will be relinquished to the opposing team with repeated violations resulting in the player being remove/rejected for the game.

LIVE BALL VS DEAD BALL

- A ball is live when it's thrown from behind the throw line. Live balls can hit players or be caught, resulting in outs. A ball becomes dead when it:
 - Touches the floor or any other boundary, including a wall, other parts of the building, or the net.
 - Touches another ball not being held by a live player.
 - Touches a player who is already out or a non-player.
 - Is caught.
 - Comes back across the center line.
- Note: A live player isn't technically out the moment they are hit; they are out moments later when the ball that hit them becomes dead. For traps (when a player makes a catch using another surface or object such as the ground or wall), both players are safe.

DEFLECTIONS

- A deflection occurs when a ball bounces off a player or a ball that a player is holding.
 - Deflecting a ball into yourself means that you are out (including deflecting into your own head).
 - Deflecting a ball into someone else does not result in an out. A thrown ball can get at most one person out.
 - A ball that is deflected is still a live ball that can be caught until it touches any part of the building, the net, an out player or non-player, or another ball that is not being held by a player. (See Live ball/dead ball)
 - Deflecting a ball that is then caught is treated as a regular catch such that anyone hit by the ball prior to the catch is safe, the thrower is out, and the catching team gets a player back in.

BALL CONTROL/STALLING

- We play with 5 balls. Your team cannot hold 3 or more of the balls for more than 10 seconds.

HEADSHOTS

- A direct headshot (a ball that travels directly from an opposing player's hands to a defending player's head) will result in the ball immediately becoming a dead ball and the player will be safe.
- When the ball has been previously deflected off of another body part, player or live ball, the headshot will count and the player will be "out"

SCORING – ROUND ROBIN

- Every game won will be scored as 1 point.
- Teams will accumulate points throughout the round robin portion of the tournament. Points will determine seeding for the Playoff matches.
- In the event two teams are tied in points, the higher seeding will be determined by head-to-head, then by win differential.

****ADDITIONAL RULES FOR ELIMINATION ROUNDS****

- Elimination matches are Best of 3
- Higher seeded teams get to choose side of court or ball control.
- Teams switch sides of the court in elimination matches each game.
- After 10 minutes games will go into "no blocking" and continue until the games have been finished.

CODE OF CONDUCT

- Be aware that we want to keep this a fun and friendly event and we will not tolerate any over-the-top aggressive behavior.
- Players who cannot control their behavior will be expelled from the tournament.

SAFETY GEAR

- While not required, certain protective sports gear is highly encouraged when participating in the tournament. These include Sports goggles, Athletic Tape, Mouth Guards and Kneepads.