

Dodgeball: The League

COED/CONTENDERS DIVISION

Rules and Regulations

The Game

- Team with that wins most games wins the match.
- 15-minute time limit for entire match
- 4 balls on the court at one time.
- Ages 14+ welcome.
- Mercy rule = one team is ahead by 5 games.
- Continuous clock until last two minutes.
- Teams never switch ends after a game ends. Both teams should line-up ASAP for next game.

Court Size

- = Volleyball court width and length.

Rosters/Players

- Roster limit = 10. Additional players = \$5 per.
- ID's must be copied before players' FIRST game.
- All players must sign release/waiver roster.
- Players are expected to wear the same color shirt.
- Maximum of 6 players on court.
- COED ONLY -- No more than 3 males on court at one time.
- Substitutions are allowed only through on deck area.

Ball Retrievers

- Definition – Retrieve balls that are out of bounds.
- Retrievers must remain on their team's side of court.
 - They may never cross 1/2 court line.
 - They may not reach into the court of play.
- Retrievers are provided by the team.
- Retrievers may not fake throws, pass balls to opposing team, taunt...etc.
- Retrievers can not have a direct impact on the game.
- Active players may not step across the line for a ball. They may reach across but never touch with any part of their body.

You are OUT when:

- Ball hit you or anything attached to you.
- You hit an opposed player with a *confirmed* head shot.
- An opposing player catches a ball thrown by you.

Head Shot: Defined:

- Any ball that was thrown above shoulder of opposing player and hits opposing player on the chin and above.

A Catch: Defined and Result:

- Must have possession and at least ONE FOOT in bounds.
- Team with the catch is allowed:
 - To bring another player onto court.
 - Add'l player must be in on-deck circle at time of catch.
 - Add'l player must wait for official's motion to enter.
- Opposing player that threw ball is out.
- 6 player maximum is always in effect.

- Any time player falls touches out of bounds, they are out. It is possible to make a catch and then touch out of bounds eliminated yourself. Under this scenario, thrower is eliminated, catcher is eliminated, and player on-deck enters.

Stall Rule:

- × No one team may have all 4 balls on their side of the court longer than 5 seconds. Teams violating this rule will receive one warning. **Second warning will result in a "PLAYER ELIMINATION"**. The non-penalized team chooses which penalized team's player must leave the court. Play will resume with a RUSH.

Delay of Game:

- × Once an official rules action has become stagnant, officials will begin a 10-second count, whereby a dodgeball must be thrown. In the event a ball is not thrown, whistle stops play. Play resumes with a ball rush.

Pinching:

- ~~× Definition: Squeezing a ball together. Can be done with one or two hands. ILLEGAL. Teams violating this rule will receive one warning. Second warning will result in a "PENALTY SHOT" against pinching team. Play will resume with a RUSH.~~

Sudden Death:

- × One minute over time period. Team with most players on the court at end of ONE minute wins. In case of tie, additional minute is played. Additional overtimes will start with numbers of players that ended the last overtime.

On-court behavior

- × Officials decisions during battles are final.
- × No debate during game will be tolerated.
- × Each team may designate ONE CAPTAIN. That captain is the only player that may discuss any play with an official.
- × Players that are eliminated must exit court by shortest distance. No "Human Shields" will be tolerated. Eliminated players that throw balls will be subject to misconduct rule.
- × Players must NOT reach across the 1/2 court line to retrieve a ball.
- × Player misconducts will be handled the following way:
 - 1st Game Misconduct = Eliminated from that one game.
 - 2nd Game Misconduct = Disqualified from the ENTIRE NIGHTS REMAINING PLAY.
 - 2nd Disqualification from a league night = ENTIRE DODGEBALL DISQUALIFICATION.
- × Inappropriate language and taunting will be grounds for immediate dismissal from game, match and/or league.

Tournament Eligibility

- × Must participate in TWO Dodgeball: The League nights.