

## **REC SPORTS 6V6 DODGEBALL RULES**

### **FALL 2019**

#### **THE TEAM**

Dodgeball is played with two teams of 6 players on each team. A team roster may hold a maximum of **20** players, who must be registered through Fusion IM and on the printed roster prior to game time in order to play. Frequently check Fusion IM for game times to ensure that your team does not accidentally forfeit a game. A minimum of **4 players** are necessary to compete.

#### **MATCH PLAY**

Matches will be decided using **two 20 minute periods** in which the team that wins the most games shall be declared the winner. Each game will have a **2 minutes** time limit. Each match has been allotted **1 hour**. There will be a **5 minute half time**. The game clock begins precisely at the team's scheduled game time, regardless of whether both teams have checked in. If at the end of the game the teams are still tied, teams may choose any legally eligible player to participate in a final duel to decide the winner of the game.

Playoff games will follow the same time structure as regular season games. In the event of a tie at the end of the game, refer to the **overtime section**.

#### **TIME-OUTS & SUBSTITUTIONS**

There will be no time outs during the game. Teams may only substitute in between games, during half time and in case of injury during play. In the event of an injury, a substitution is only allowed if a team has a player on the bench who did not play in that game. No player that has been eliminated from the game will be allowed to replace the injured player. If a team does not have a legal substitute, the injured player will not be replaced.

#### **SCORING:**

Each game is worth one "point". The winner of the match is the team who wins the most points.

#### **FORFEITS:**

A forfeit constitutes:

- A. non-appearance
- B. a team which has less than **four players** at the scheduled game time
- C. Late appearance (Teams must arrive at the site of the scheduled game within **five minutes** of scheduled game time. The team not arriving on time will incur a forfeit loss, giving 2 points to the other team and a \$10 fine),

D. use of an ineligible player

Teams who show up late with the correct number of players (i.e. between the scheduled start time and the 5 minute forfeit mark), will lose clock time from their scheduled playing time. Games that are forfeited will be given a **score of 2-0**.

### **THE COURT**

The games will be played in the MAC (the room down the hallway from the equipment checkout desk in the ARC.) The court will be played on the dark green lines on the floor. The dimensions are 20 meters long by 9 meters wide (slightly longer than a regulation sized Volleyball court, and equal in width).

The clearing line is 3 meters from the centerline on both sides of the court.

### **THE EQUIPMENT**

- A. The Rec Sports Office will furnish four 8.3" gator-skin foam adult balls for the purpose of each match.
- B. Defective ball- If, during playing time, the ball becomes defective, it becomes dead where last played and the game is restarted on the side where the ball went dead.
- C. Participants must wear closed toed shoes. **Dark-soled shoes may not be used if soles mark the gym floor.**
- D. Players are allowed to wear costumes during play time as long as they do not interfere with their safety or the safety of others. Officials and Supervisors have the discretionary power to deem any costume unsafe for play, in which case, that player may not take part in any match or game until they have resolved the issue.
- E. Players must wear appropriate shirt, pants, and shoes during play.
- F. A player may not wear anything that is dangerous to another player (e.g. rings, watches, etc.). Knee braces with any metal parts are permissible provided all metal is covered with protective cushioning or sleeve. No Hard Casts allowed.
- G. The use of any hard or dangerous head, face, or body protective equipment is illegal.
- H. The Referee, Supervisor, and Manager shall be the judge of what is considered "dangerous" (regarding equipment and in the manner of play) and may pull that player out of play at any time at their discretion.
- I. The Referee will examine players' equipment prior to the game. Any player wearing equipment not in compliance shall be sent off the court temporarily. The player shall not return without first reporting to the referee to determine whether the player can re-enter the game.

## OFFICIALS' DISCRETIONARY POWER

The officials have the discretionary power to caution any player or fan of misconduct or unsporting behavior (persistent infringement of any of the rules of the game) by issuing a verbal warning or one of the following cards:

- **YELLOW CARD:** A yellow card may be issued when cautioning a player or fan for behavioral misconduct. This player will be removed for the remainder of the **game**. If the removal of the offending player drops the team below the minimum needed players, the team will forfeit that match. Such examples include: not leaving the field of play after being called out, a participant angrily disputing a call, deliberate head shots, etc. This player will be suspended from play for the remainder of that match. Two yellow cards issued to a player in the tournament or game shall be equivalent to a red card.
- **RED CARD:** The second card displayed to a previously cautioned player shall be a red card. A red card can also be earned with egregious disrespect or violence (ex. Attempting to spit on or hit other players.) If a player earns a red card they will be ejected from play for the duration of the **match**. When a player is ejected, the team captain must provide the official with the ejected player's name. The supervisor on duty must be immediately notified when an ejection occurs. Player must leave the field (out of sight and sound) within two minutes. If this does not occur, the game will be defaulted.
  - **Fair Play:** The fair play or sportsmanship score ranges from 1-7 with an overall grade of 5 needed to qualify for playoffs. The default score is 6 with the referees and supervisors having the power to issue  $\pm 1$  at their discretion. If a player receives a **yellow** card their default score drops to 4. If a player earns a **red** card their default fair play score will be dropped to a 1.

*Note: A team may substitute for a red carded player in the next game*

- Cautioning a fan can result in a card being issued to the Captain or team representative of the offending team's fan.
- Any card issued will result in an OUT by the offending player.

## THE GAME

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

1. Hitting an opposing player with a thrown ball on or below the shoulders. (If a player attempting to avoid a ball (i.e. ducking, diving) gets hit in the head, that player is out.
2. Catching a ball thrown by your opponent before it touches the ground.

*Notes:*

- A. *A deflected ball can be caught, in which case the player who was hit is not OUT and the player who threw the ball is OUT. All deflected balls hit off of a player or a ball are live (it is possible to get 2 people out with one throw if it deflects off both of them and hits the ground.*
- B. *If a player throws a ball and it has been released prior to being knocked out, that ball is live.*
- C. *A ball that is caught in the air does allow the first eliminated player on your team to re-enter into the game, in all leagues*
- D. *If a player gets hit accidentally in the head, the official shall declare a “**head shot**” and play is to continue. Neither player is out in this case. However, once the ball comes in contact with the player’s head, the ball is dead.*

*Note:*

- a) Intentionally dodging into a head shot will be an out.*
- b) Being hit in the head after a deflected ball will also be an out for the first person hit.*
- E. *The ground and walls are also considered “Dead”. Should a ball hit either one prior to hitting a player, that player is not “out” and will remain eligible in the game.*
- F. *Kicking the ball is not allowed*
- G. *Crossing the center line is strictly not allowed.*

When an official calls a player out, he/she needs to exit the playing area immediately. Failure to do so may result in a yellow card.

### **BEGINNING THE GAME:**

The Game begins by placing four dodgeballs along the centerline. Players then take a position touching their back wall with either their feet or a hand. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Once a ball is retrieved from the center line to start each game, it must be “cleared” behind the 3 meter line before that ball can be thrown.

*Note: “**Cleared**” is defined as a player who has his/her entire body beyond the 3 meter line (green volleyball line). After a ball is “cleared”, the ball can be thrown from anywhere within a team’s own half of the court for the remainder of the game.*

The first team to legally eliminate all opposing players will be declared the winner. A **2 minute** time limit has been established for each game. If neither team has been eliminated at the end of the game, 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 there will be no point for that game, unless it is the last game of the night and points are equal.

## OVERTIME

In the event of equal number of points at the end of regulation, a overtime period will be played. There is a maximum of 3 games to be played.

- The first game will be 3 v 3 with 3 balls to start, for a one minute game.
  - The team with the most players remaining after the one minute wins.
- If there is an equal number of players then the first overtime game will be played, 2 v 2 with 2 balls to start, again for one minute.
  - The team with the most players remaining after the one minute wins.
- If there is an equal number of players at the end of the 2 v 2 game, the final overtime game will be played, a duel.
  - A duel consists of two players starting back to back each with one ball. On the referees whistle they start walking away from each other. On the referees second whistle they turn around and throw the ball, the first to be hit loses. If both players miss, then two new players are up.

Note: If there is not enough time, to the referees discretion, a duel can be the first overtime game. Additionally, no player can play in the same overtime period twice until all of their teammates have played their first overtime game.

## BOUNDARIES

- A. During play, all players must remain within boundary lines. Stepping on the line is considered OUT.
- B. Touching the wall is considered OUT.
- C. There will be an entry and exit point on each side of each end of the court. Players may pass through their “**gate**” only to retrieve stray balls. A stray ball is one that is outside the boundaries.
- D. When retrieving a ball, the player must also immediately re-enter the playing field only through their “gate”. A player not immediately re-entering may be declared OUT.
  - E. All players who are out may **not** retrieve balls for their teammates.
- F. A player outside the playing area may not legally throw at an opponent, and is not a legal target for a live thrown ball.
- G. If a player does any of the following they may be declared OUT. A player shall not:
  - a. have any part of their body contact the playing surface on or over a boundary line, exit or re-enter the field through their boundary line,
  - b. have any part of their body cross over the center line and contact the ground on their opponent's' side of the court,
  - c. Leave the playing field to avoid being hit by or attempt to catch a ball.
- H. Any player that jumps from his/her side of the court, and does not land on the same side, will be called OUT. The ball will be dead the moment it is released.

The team bench area and “Out zone” (where players are sent after being eliminated) are also considered boundary lines. Any player inside one of these areas, who steps on the line or outside

of the area (with their hands, feet, etc.) and makes contact with the outside area, will be penalized.

*Penalty: Closest player to the infraction will be called out. Substitutes and “Out Zone” Players may **not** reach over the boundary lines of the box to retrieve balls to pass to active teammates as long as no part of their body comes in contact with the floor on or beyond the box line. Active players may also reach over boundary lines but **not the center line** to retrieve balls as long as no part of their body comes into contact with a dead area.*

The eliminated players are considered out of bounds.

## **COREC MODIFICATIONS**

Play will typically be 3 and 3 per team on the court. However, play may begin with a minimum number of 4 players which holds at least 1 player of opposing gender (3 players of one gender and 1 player of a different gender). There are no gender requirements in the Res Hall league.

Eligible Ratios for CoRec: 3:3, 3:2, 3:1, 2:2

## **DELAYS**

The official is given sole discretion in matters of delays. The four types of delays are:

1. Holding the dodgeball for any amount of time greater than what is needed to complete a play.
2. Remaining out of bounds for more time, or taking more time than is necessary to retrieve a ball that has gone out of bounds.
3. Leaving the wall early at the start of a game.
4. A player not attempting a legitimate shot at the opposing team.

*Note: The official may warn or call a player “OUT” based solely on their discretion for violation of the delay rules.*

## **PROTESTS**

Protests will only be accepted in cases involving use of an ineligible player or rule misinterpretations. Protests of judgment calls will not be accepted under any circumstances.

## **NATIONAL AMATEUR DODGEBALL ASSOCIATION CODE OF CONDUCT**

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.

*Note: Not following these rules can result in a player be*