

MONTICELLO DODGEBALL LEAGUE

2019 Rules & Policies

GENERAL INFORMATION:

LEAGUE MANAGERS CONTACT INFO:

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1) THE FACILITY:

- a) Dodgeball League matches will be held in the gym at Eastview Education Center.
- b) **Children under the age of 10 are not allowed** and should not attend these games, supervised or not. Captains, please remind your own team members, **for they will be asked to leave with their children immediately upon your request. If they choose not to leave, your team will forfeit all the remaining games.**
- c) Do not smoke in school buildings or on school grounds and do not bring pop into the gym. Alcoholic beverages on school grounds is illegal.
- d) In order to maintain a safe playing surface, please change your shoes when you get into the gym. Players must wear non-court marking shoes (no black soles).
- e) **Unauthorized use of any non-dodgeball league equipment (i.e. climbing wall or mats) is prohibited and may result in dismissal from the league without refund.**

2) THE CODE OF CONDUCT:

The purpose of this league is for recreation and is intended to provide a fast-paced, action-packed and enjoyable game for the players.

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

Rule Enforcement:

- f) Where rules may not perfectly or precisely answer a question that arises in any given situation, teams should consider the spirit of the rule, and the spirit of the game itself.
- g) Rules will be enforced by the honor system. The league managers reserve the right to assign referees from teams, if needed.
- h) Players will be expected to rule whether or not a hit was legal and whether they were legally eliminated.
 - i) Referees/captains will not be able to see every angle of every play made on the court. Respect their authority, as they are there to help keep the game moving.
- j) **NO ARGUING WITH THE REFEREE(S).** Sometimes you'll get a call in your favor; sometimes you'll get a call against...that is the nature of sports.

If a dispute arises:

- k) Game play shall cease and all players will return behind their backlines until the referees or captains restart the game. The 55-minute game clock does not stop during this time.
- l) The referees and/or the designated captains for the two teams will meet at the centerline to quietly discuss the situation and how to proceed.
 - a. Since we are all mature adults, it will be assumed that the captains and/or refs can come to an agreeable way to proceed with the game.
 - b. The referee and/or team captains will make a decision on how to proceed or may elect to restart the game if necessary.
- m) This is dodgeball - we do not want to hear any complaints. However, if you do feel the need to submit a complaint, it must be submitted to a league manager, in writing, citing specific examples and must be signed. If a team or individual receives 3 complaints against them, they will be excused from the league without refund.

3) THE EQUIPMENT:

- a) The official ball used in league play will be a 7" foam ball. The league provides enough balls considered to be in good to great shape at the beginning of each dodgeball season in order to meet the quota of games being played.
- b) **In order to keep the dodgeballs in good playing shape, players should maintain a healthy grip but refrain from crushing/squeezing the ball partway or fully.**
- c) **Participants must wear non-court marking tennis shoes.** No receiver gloves are allowed. Players may use tape on the hands/fingers for support and chalk to keep hands dry.

4) THE GAME:

a) SETUP

- i) Dodgeball equipment is located in the equipment closet between the bleachers. Dodgeballs should be picked up and replaced back in this closet on the volleyball stand (do not mix our dodgeballs with the 6" dodgeballs in the cart).
- ii) Setup cones on the court. One cone at the end of the grey center-court line. And one cone at each of the corners of the white lines marking the backlines and sidelines.
- iii) All cones must be picked up and replaced in the equipment closet at the end of the night.
- iv) If basketball hoops are not raised or the center dividing curtain is not down, contact a custodian for assistance.
- v) Teams may arrive early to warm-up, then choose 6 balls to use for the game. All other balls should be placed in the mesh bag during game time, and then returned to the equipment closet at the end of the night.

- b) The game begins by dividing six balls equally between the 2 teams (each team will have 3 balls) and the team captains deciding which color ball is the Burden Ball. The referee or team captains will signal to start the contest.
- c) The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
 - i) Hitting an opposing player with a thrown ball. –OR–
 - ii) Catching a ball thrown by your opponent before it touches the ground or the wall. This results in the player throwing the ball to be out and allows the player's team who caught the ball to send one player into the game.
 - (1) Players will return to the court in the order they were eliminated.

- d) When a teammate comes in after a catch they must enter through their team's backline. Once they step onto the court from the backline they are 'live' and can be eliminated by the opposing team.

NOTE: The player must hustle onto the court after the catch is made. If it is determined someone has delayed coming into the game, they will be called out and must go to the back of the re-entry line.

- e) **Once a player is out they must immediately drop their ball, then raise their hand as they quickly exit the court. They cannot gather, kick or send other balls to their teammates as they exit the court.**

- f) There are no 'double outs' –a ball can only eliminate one player.
- g) Balls that are not in possession of any player and collide in mid-air are considered dead.
- h) During simultaneous throws, if both players catch it, both players are out regardless of who caught the ball first.

Blocking

- i) You are allowed to deflect a ball thrown at you with another ball, but if the ball hits any part of your body (except the hand holding the ball), you are out. BUT if your teammate makes a catch off the deflection, you are still in and the thrower is out.
- j) If you drop the ball that you are using to block with you are out.
 - i) ...even if you catch the ball thrown at you after you dropped your own ball. In this case, the opposing player who threw the ball is also out and you can bring in a teammate with your catch.
- k) If a ball hits a person and is deflected into the air and is then caught, the thrower is out.
 - i) However, if the player trying to catch the deflected ball fails to make the catch, **the person whose body was hit first by the ball is out.**

Examples:

- (1) If the ball is deflected off another ball and a catch attempt fails, the person who failed the catch is out, because the ball touched their body.

- (2) If the ball is deflected off another person (i.e. their elbow or leg) and a catch attempt fails, the person whose body the ball originally deflected off of is out.
- l) If you deflect a ball WITH A BALL and it hits your teammate without being caught, your teammate is out.
- m) The ball is considered dead once it hits any surface (walls, nets, out players, etc).

Example:

- (1) If you are hit by a ball, it deflects off you and then hits the wall, you are out. The ball is considered dead once it hits the wall and cannot be caught for an out off of the deflection.

Stalling: We have 2 stalling rules in this league based on a majority of balls and an even number of balls.

- n) **Majority of balls:** In order to prevent stalling, the team with the most balls has 10 seconds to throw, or roll a ball to the other team.
- o) **Even number of balls:** If the number of balls on each side is even (3 and 3), the team with the “burden ball” must throw within 10 seconds, or roll a ball to the other team. The color of the burden ball will be decided at the beginning of the match.
- p) If balls are out of bounds but on your side of the centerline, you are still considered in possession of them, even if you have to retrieve them.
- q) If you are the last person in for your team and have the majority of balls or the burden ball, you do not receive extra time to go retrieve balls out of bounds. (*Hint: have your “out” teammates help you with retrieving balls!*)

Stalling violations

- r) *First violation:* Stoppage of play and all balls will be given to the opposing team.
- s) *Second violation:* Stoppage of play and the violating team will lose one player chosen by the opposing team.

Mercy Rule

- t) You can put your hand up and clearly call mercy if you are the last remaining player on your team.

5) The Court & Boundaries

- a) At the Eastview gym, the courts are the white-lined volleyball courts with the grey line that marks half-court.
 - i) For setup, cones should be placed on the ends of the grey half-court line, and the corners of the white lines.
- b) Players must play within the boundaries of their court.
 - i) A player must keep at least one foot (toe, finger, etc) on or inside the white line to be considered “in bounds.” **THE LINE IS “IN.”**
 - ii) If a live player becomes out of bounds whether on accident, to retrieve a ball, or unintentionally while trying to make a play on a ball, they are penalized with a Boundary Penalty, meaning they must go to their backline and re-enter the court in order to keep playing as a “live” player.
 - iii) Questionable plays are ruled in favor of the player who went out of bounds.

Boundary Penalties:

- c) If a player steps fully outside the SIDElines or BACKline, they are penalized and must re-enter through their team’s backline.

NOTE: If you catch a ball near the backline, you must keep at least one foot in bounds for the catch to eliminate the thrower.
- d) If a player steps over the grey CENTERline, they are penalized and must re-enter through their team’s backline.
 - i) A player CANNOT cross the center grey line except using their arm if they are reaching for a ball, in which case no part of their body may touch the other team’s court. Their feet must stay on sides.
 - ii) If a player steps over the centerline when throwing, the thrown ball is considered dead and the player is penalized and must re-enter through their team’s backline.
 - iii) **Airborne Attacks** (aka suicide) are not allowed. An airborne attack is where an attacking player crosses the centerline in the air to hit an opponent and lands in the opponent’s playing zone. The ball is considered dead and the player is penalized and must re-enter through their team’s backline.
- e) If a player receives a boundary penalty, they are not “live” and cannot make plays on a thrown ball. They may dodge a ball or catch a ball but they cannot eliminate another player, or assist their team, until they are “live” again. A player in a penalty phase can still be eliminated if the other team hits them with a ball.
 - i) If a live player is out-of-bounds (because they are in the middle of boundary penalty or they are shagging balls), and they catch a ball thrown at them, this only saves them from being out. It does not get the thrower out.

Gathering/Retrieving/"Shagging" Balls

- f) Players may leave the boundaries only to shag stray balls. However, if they step fully out of bounds, they receive the Boundary Penalty noted above.
- g) When a player leaves the court to shag a ball they must re-enter through their backline before becoming 'live' again and eligible to eliminate opponents.
- h) Players may step one foot outside the sidelines or backlines to retrieve balls without getting a Boundary Penalty (one foot must remain in bounds).
 - (1) A player may reach over the centerline to retrieve a ball, but no part of their body may touch the other team's court.
- i) Out-of-bounds is not a 'SAFE ZONE'. Players may be eliminated while out of bounds retrieving a ball.
- j) Rostered teammates may assist their live teammates by shagging balls that are outside their court boundaries.
- k) **NO MAN'S LAND:** The area between a team's backline and the back wall is kind of a "no man's land." It is considered out of bounds, yet because plays may spill over into this area, the area must remain clear of non-"live" players as much as possible.
 - i) If a non-live player wants to cross over to the other sideline to assist with shagging balls, they should raise their hand above their head while crossing through this area until they reach the other side.

LEAGUE DETAILS:

ROSTERS can include up to a maximum of 12 players. Players must be 18 years of age or older and may be rostered on only one team in each league. We may accept players as young as 16 years old but only if pre-approved by the League Managers and with written and signed parental permission. During the regular season schedule (not playoffs), teams are allowed to pick up players from other teams, if needed in order to avoid a forfeit. A player must play at least one night of regular season and be on one team roster to be eligible to play in playoffs. Rosters must be filled out neatly and completely, including all addresses and signatures of all players. Rosters must be turned in or emailed to Leanne.

FORFEITS will occur when a team is not able to begin a game with at least four players. A team with less than four players present from their roster will be allowed a five-minute grace period. After five minutes, the team will lose the 1st game. After ten minutes, the match is forfeited.

MATCH PLAY: A match is the 55-minute game period which consists of up to 15 games. Each team will play one match per night, unless they are scheduled for a double header. A match will consist of fifteen games being played regardless of if one team wins or loses all 15 games. There will be a 55-minute time limit per match. Any game(s) not completed within that time will be considered a tie.

TIMEOUTS: Each team can take three 30-second-minute time-outs *per match*. The timeouts do not stop the clock for the 55-minute match time limit. All timeouts must come from the floor. Each timeout resets the balls evenly between the two teams and restarting will be verbally called by the referee or the team captains.

TRACKING SCORES: Teams playing on the court closest to the main gym doors can keep track of the score by using the white board. A white board marker will be provided in the mesh bag of dodgeballs. **Please return this to the bag at the end of the night.** For the teams playing on the far court, there will be a clipboard with pen and paper to keep track of the score. **CONFIRM THE SCORE AFTER EACH GAME TO AVOID ARGUMENTS LATER ON.**

REPORTING SCORES: Text or email scores to Leanne at the end of your match.

STANDINGS will be updated weekly and posted online at: www.monticellocommunitycenter.com/leagues

The regular season standings will be based on a games won/lost record and if a tie occurs at the end of the season, head-to-head records will be used as a tiebreaker. Teams earn 2 points per game won, 1 point per game tied, and 0 points per game loss.