

# 808 sports leagues

## Dodgeball Rules

Spring 2017

#play808

This season is sponsored by:



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## Honor System and Code of Sportsmanship

1. Dodgeball is a self-regulated game that relies on the Honor System. **If you are out, you are expected to raise your hand and go out without anybody else telling you to do so.** A referee may call a player out, or sit out a player for repeated violations of the honor system.
2. If one of your teammates is out (knowingly or not) and does not go out, it is your responsibility to tell them to do so.
3. Referees are provided to rule on unclear plays, settle disputes, keep the game moving and ensure player safety. While they will at times let you know if you are out, a lack of call by a Referee does not remove your obligation to abide by the Honor System.
4. Exhibit good sportsmanship, despite the nature of the game. Good sportsmanship includes not calling members of the other team “out”. The referee is the final word on outs, and yelling at someone across the court at the other team may be deemed unsportsmanlike.
5. Players must treat their fellow dodgeballers, Referees and spectators with respect and courtesy. Personal and malicious remarks directed at anybody in the dodgeball community, obscene or otherwise, at any time during game play, have no place in our game.
6. Team Captains must be the only players that address concerns to Referees and League Officials. They are expected to do so in a courteous and respectful manner, and to confine discussions to interpretations of the rules and not challenge Referees’ decisions regarding judgment.

## Enforcement

1. Rules will be enforced primarily by the Honor System.
2. Players hopefully will know whether or not a hit was legal or if they were legally eliminated.
3. The referee will yell outs and is there to rule on any situation in which teams cannot agree. ***The referee’s word is final.***

## Conduct

The following are considered Unsportsmanlike Conduct. Such actions will not be tolerated and may be cause for penalty, suspension, or expulsion from the league:

- Foul language (especially at refs)
- Intentionally aiming above the shoulders
- Unnecessary roughness
- Arguing with Referees or Officials
- Abuse of the Honor System
- Kicking the ball out of anger/frustration
- Arguing with the other team
- Trash Talking or Taunting

## SUSPENSIONS/EJECTIONS

1. Any player(s)/team(s) that are involved in a fight will may be prohibited in participating for the rest of the current season and future seasons.
2. Any player abusing the referee will automatically be ejected from the game without a warning

## Summary

1. Format is 6-on-6. Maximum 4 men, minimum 2 women on the court
2. Honor System Rules - If you are out, raise your hand and go out without anybody else telling you to do so
3. 4 players required to start game (3 Men, 1 Woman).
4. 6 special foam (no hurt) dodgeballs on the court
5. (2) 17-minute Halves with as many rounds as possible within the time frame
6. A player is out when hit by a live ball, throws a ball which is caught, foot touches the center line, or goes out-of-bounds
7. Players can re-enter the game after a teammate catches a live ball thrown by the opponent
8. Headshots are illegal
9. Gloves and Hard Helmets are illegal
10. "Pinching" the balls are illegal
11. Referees and appointed volunteer referees are only players allowed to make calls (players who are off the court/playing in a game are not allowed to make calls). 808 Sports Leagues referees always have final say.
12. Teams provide a "volunteer" referee before their scheduled game to assist the head referee provided by the league.
13. Absolutely NO Alcohol or animals on park property. Violation of this rule will result in suspension of the league
14. Good sportsmanship and attitude on and off the court. Violation of this may result in suspension of the league

## Administration

### Forfeits

1. Please don't forfeit. Your teammates and opponents count on you to have a full team and competitive game. Each team must have at least 4 (four) players including 1 (one) woman to start a game. Game time is forfeit time. Due to the extremely tight schedule, we strongly suggest arriving at the court 20-30 minutes before game time for stretching, changing, etc. since the games must start on time to complete the game.
2. No one may play without signing the waiver. If it is found that you are playing with someone who has not signed a waiver, your team will receive a forfeit

## **FORFEIT NOTIFICATION**

3. If you know in advance that your team is going to forfeit a game, you **MUST** contact us by 12 pm on the day of the game at [info@808sportsleagues.com](mailto:info@808sportsleagues.com). It is not considered notification unless you receive a reply.
4. If your decision is not made until after 12 pm, you should still try to reach 808 Sports Leagues, and we will make efforts to contact the other team. If we can reach them in time to keep them from showing up, no extra penalty. If you do not do this, your team will be eliminated from the rest of the schedule.
5. There is no additional penalty if you show up short-handed (and need to add other 808 Sports Leagues players to field a full team) and have to forfeit the game, since you did make an effort to get a team to play.
6. Once 808 Sports Leagues is notified you are forfeiting, it is official (you cannot change your mind), and the other team will be notified

## **Miscellaneous**

1. There is no food or drinks allowed on the courts, except water.
2. Please follow all posted facility rules.
3. Please keep all bags, belongings, etc., out from in between the courts.

## **Volunteer Referee Duty**

1. Teams must provide one volunteer referee before their game at least once per season, according to the latest schedule posted on the website. The volunteer referee will assist the head referee in enforcing the rules.
2. Penalties will be assessed for Volunteer Referee No-Shows
  - No show by the start of the first Half: -1 point at the start of their next game
  - No show by the start of the second Half: -3 points at the start of their next game
  - No show 2<sup>nd</sup> game occurrence – forfeit of game

## **Clock/Time**

1. Each half will be 17 minutes of unlimited rounds. A round ends when all the people on one team have been eliminated and no one is left on the court. Teams must be on time and signed in to start a game – **DO NOT BE LATE**
2. The official game clock **DOES NOT** stop during the half, even to reset the balls.
3. Rounds will not be restarted with less than 30 seconds left.
4. Rounds begin and end with the ref whistle/call.
5. There will be a 5 minute break between Halves

## **Number of Participants**

1. Rosters may hold up to 16 players. Only 16 players may be used for each game; however players can be substituted between games in a Half.
2. Format is 6-on-6. Maximum 4 men, minimum 2 women on the court
3. Players required to start game (3 Men, 1 Woman)
  1. If only 5 players are present:

- 3-1.1 If the team has 3 men, 2 women – All players will be allowed on the court at the same time.
- 3-1.2 If the team has 4 men, 1 woman - Only 4 players (3 men, 1 woman) will be allowed on the court at the same time. The remaining Male must start as “Out”, and the number of males on the court must never exceed 3.
4. If a team has less than 4 players a forfeit will be awarded
5. Teams must start at game time if the minimum number of players are present
6. Each player on the team must play at least one round within a Half. Failure to do so will result in a loss of a round at the end of the Half. The only time a player may be taken from the roster is due to injury
7. No additional players may be added to the roster after the 1st week. If you are short-handed during the season you may pick up another 808 Sports Leagues player(s) not on your roster for the game. See below “Picking up Players” for details.

### **PICKING UP PLAYERS**

1. Since occasionally, teams may be short players and 808 Sports Leagues wants everyone to be able play every game possible, we permit teams to pick up non-roster, 808 Sports Leagues players for your game. However, there are penalties and limitations.
2. You should be able to have the minimum requirement of players with only roster players. 808 Sports Leagues will allow teams to pick-up a maximum of 2 players. If you pick up players, your roster can never exceed 6 people.
  - a. Picked up player(s) must start the round “out” and wait for re-entry (a catch) to join the game
  - b. If a roster player arrives at the court after the game has started, the non-roster player must be replaced by the roster player and the non-roster player may not re-enter the game
3. A forfeit will be given to any team who picks up players and does not inform the referee
4. During playoffs, only roster players may play

### **The Court/Equipment**

1. **Court** shall be marked with a centerline, attack lines, a center mark, sidelines, and end lines. The attack lines will be parallel to and ten feet away from the centerline.
2. Games will be played with six eight-inch rubber-coated foam balls
3. Most non-marking athletic shoes are acceptable, NOT ALLOWED: turf shoes, dress shoes, cleats, sandals, slippers, bare feet, boots, high heels, and metal spikes.
4. Gloves and Hard Helmets are illegal

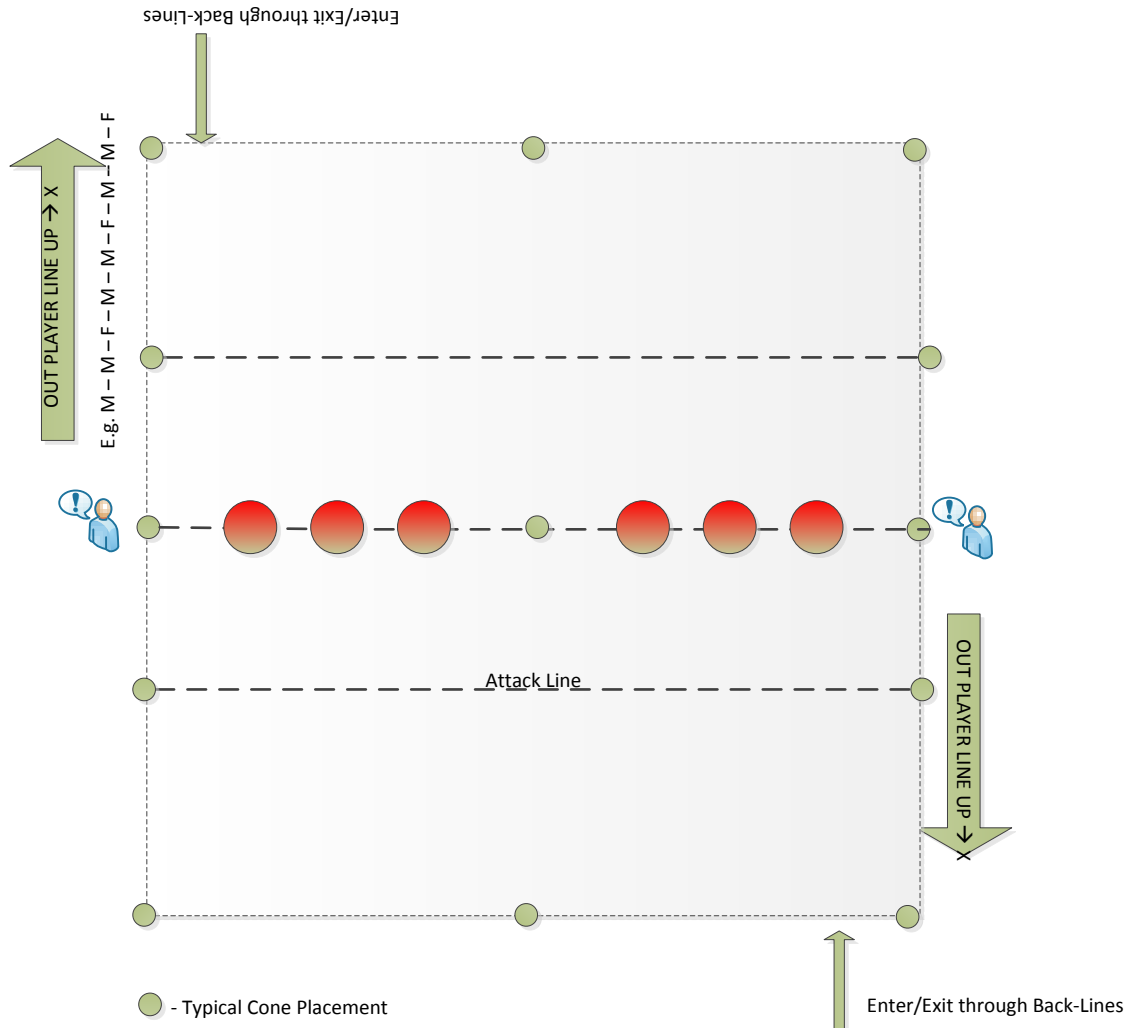


Figure 1: The Court

## The Game

### Start of Game/Opening Rush

1. Starting side determined by rock/paper/scissors by captains. Team will NOT switch sides during the Half.
2. 808 Players who are not wearing their 808 Dodgeball shirts will start the game as OUT.
3. Prior to beginning a round, 6 dodgeballs are placed along the Centerline, with 3 on each side of the center mark
4. Players then take a position behind their end line.
5. Following a signal by the referee's whistle/call, teams may approach the center-line to retrieve the 3 balls to their **right**. Do not cross the centerline to retrieve balls. If a ball is left behind by a team, it is still their ball and cannot be grabbed by the opposition. If a ball is knocked forward, it can then be cleared and made live by either team.

**Penalty:** A player who crosses the centerline to reach for a ball is OUT

6. At the start of the round, players rushing for the balls can only grab 1 ball per person. An individual cannot rush forward and grab all three balls and toss back/roll back to their teammates.

**Penalty:** Balls tossed/rolled back are forfeited to the opposing team

7. Players must retreat behind the attack line before the balls can be thrown at the opposing team. Once both teams have retreated behind the attack line, players may advance to the centerline before throwing a ball for the remainder of the round.

**Penalty:** The Thrower who does not retreat behind the attack line on the initial rush before throwing their ball is Out

## Player Elimination

### Term Definitions

- **Live Ball** –A thrown ball that has yet to strike the ground, a wall, ceiling, a player, an official, fan, or another ball.
- **First Touch** - ball becomes dead as soon as it touches any object. For example, if a thrown ball is blocked by a player with a ball they are holding, that ball is dead and will not cause another player that it contacts to be out after this first touch. A ball striking a player for an out is also considered a dead ball, and will not cause another player to be out should it strike them before hitting the ground.

### The THROWER is OUT when:

1. A defender catches a live ball.
  - a. One player also returns to the defender's side
  - b. If the defender's team already has 6 players on the court, no one can enter or re-enter. A team can never have more than 6 people on the court at one time
2. Stepping on the center line
3. Hits a defender in the head

**Note:** If a player ducks and this is **clearly** the cause for the player being hit above the shoulders, the player is out and the throw is legal. (The ball needs to be consistently thrown low. Even if you are not hitting other players in the head, the referee will give high ball warnings, subsequent violations may cause you to be ruled out, out for the game,

### The DEFENDER is OUT when:

1. Hit by a live ball (below the neck)
  - a. Any player hit by a dead ball is still in
  - b. Clothing is considered part of the player's body
2. An attempt to catch a live ball is dropped
  - a. A ball CAN bounce off a player and it still playable IF:



- 2-a.1 If the same player is able to catch it before it hits the ground or any other object/player, the Thrower is OUT.
  - 2-a.1.1 If the same Player is UNABLE to catch the ball that bounces off him/her and it drops, the Defender is OUT
- 3. Blocking ball is dropped as a result of contact from a live ball - the player who drops the ball is out
- 4. Leaving the playing area to avoid being hit. See out of bounds rule below.
- 5. Stepping on the center line

### Players REMAIN IN when:

- 1. Hit by a ball thrown by the opposition when the thrower was out of bounds/stepped on center line
- 2. Hit in the head by a thrown ball
  - a. Head shots resulting clearly from the defender dodging or ducking result in the defender being out (i.e. you can't get the other team out by "blocking" with your head)
- 3. Hit by a ball as a result from the thrower squeezing/crushing/pinching the ball (See Equipment Abuse section)

### Out of bounds

- 1. Players must keep one foot inbounds to retrieve OOB balls that are in reach from the court boundary lines. If they exit the court completely to retrieve a ball, they will be called out.
  - 2. Players cannot run completely off the court to collect wayward balls, this is the responsibility of the team's shagger.
    - a. The only time this is allowed is if a team is playing with 6 or less players and **all players are on the court (NO SHAGGER)**. One member of the team may exit the court to grab balls that are out of bounds, BUT they will be called "OUT" if they are struck by a live ball.
    - b. Team members who are out of bounds to collect balls MUST return promptly to the court once they've collected the balls on their side of the court.
- Penalty** : Balls collected will be rolled over to the opposing team and that team member is OUT.

### Player Re-entry

A player may re-enter the round if and only if that player's team catches a live ball. A player who is waiting to re-enter is now a substitute and must follow substitution rules.

### Substitution

- 1. Players who do not start must stand in line on the sideline
- 2. Players who were in the round and called out will proceed to the end of the line in the order in which they were eliminated.
- 3. Players will return to the round in the order in which they are standing in line. End of the line begins next to the referee at mid-court. Players enter near the back court line

4. No more than 2 males may enter the round consecutively UNLESS all available Females are currently on the court (Females may “jump” the line only to fulfill this requirement). *Players on the sideline should be in order to prevent having more than 2 males entering consecutively.*
5. There may NEVER be more than 6 total players and/or 4 Men on the court at one time
  - a. Exception - Teams with 5 or less players which comprise of 4 men, 1 woman can only have up to 3 men on the court at one time.
6. Substitutes are out of play and may not interfere with play on the court, such as preventing a ball from going to the Opposing team’s side of the court
  - a. The Substitution line acts as a “Wall” to prevent balls from going into other active dodgeball games going on at the same time.
  - b. Balls that are stopped by the substitution line from rolling off the court must be left on the side of the court for either the Shagger to retrieve OR an active member can reach for them without assistance.
  - c. Substitutes cannot hand or kick OOB balls to active players  
**Penalty:** Any balls handed or kicked to an active teammate on the court will be forfeited to the opposing team.
7. Each player on the team must play at least one round within a Half. Failure to do so will result in a loss of a round at the end of the Half. The only time a player may be taken from the roster is due to injury

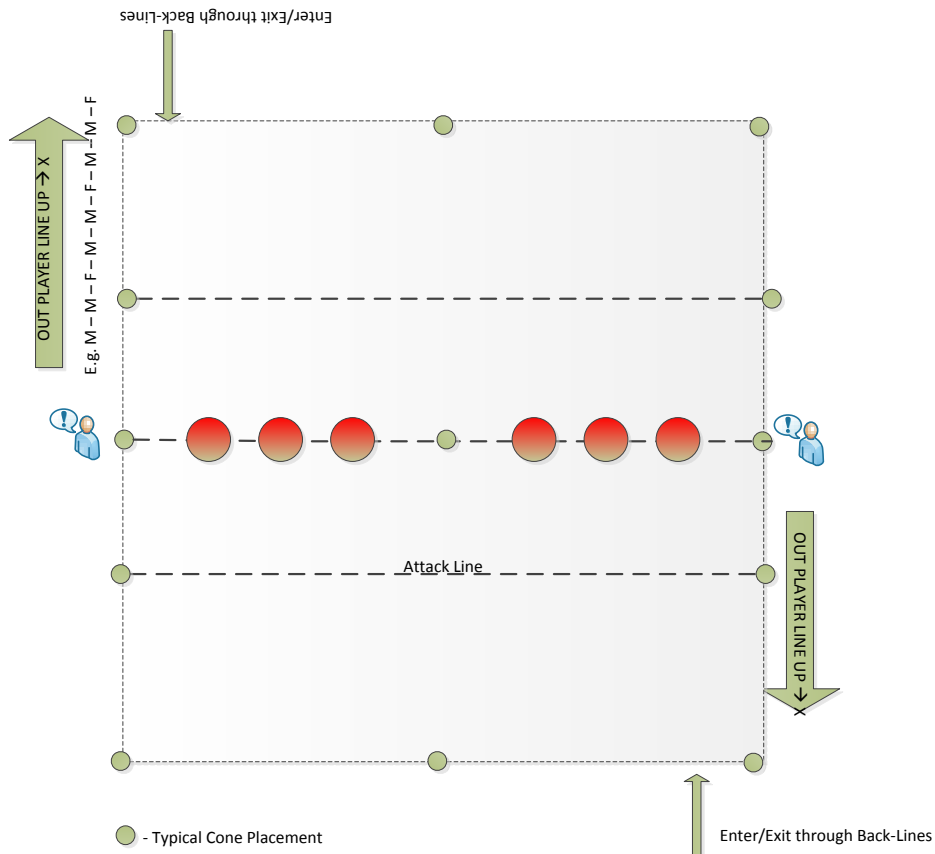


Figure 2: The Court

## Keeping Balls in Play

1. Holding all of the balls or stalling is not a legal strategy. All balls must be in the playing rotation at all times. If players seem to stop throwing, the ref will countdown from 3 to 1, by "1" everyone has to throw the balls *they're holding*. **Players cannot drop the balls** in their hands once the countdown begins.
  - a. If a ball has not been thrown, it will be deemed a "dead ball" and cannot be used to create an out.
  - b. Once a ball is declared dead, it must be rolled with enough force to cross the center line to the opposition.  
**Penalty:** If the ball does not pass the center line, the roller is Out.

## Fouls/Violations

### Equipment Abuse

1. Individuals are not allowed to squeeze/crush the ball in their hand(s) before they throw the ball. This technique will result in numerous balls being ruined.  
**Penalty:**
  - a. Any out resulting from this technique will not be counted and the player will be warned by the referee
  - b. On the second offense the thrower will be automatically called out

### On/Off-the-Court Involvement

1. Players who have been called out must immediately raise their hand and exit thru the back of the court.
2. Players on the sidelines are not allowed to hand or kick balls that were knocked out of bounds to active players on the court.
3. Players cannot reach across the center line to collect balls from the other team's side of the court.  
**Penalty:** The player is out and the ball(s) will be forfeited to the opposition team.
4. Teams are allowed 1 player to "shag" balls that are knocked out of bounds.
  - a. The shagger is the last person out from the current round. Teams cannot designate a single person as shagger for the entire round.
  - b. The shagger may not hand balls to active players but instead must place the balls on the ground at the back boundary line of the court.  
**Penalty:** Balls will be forfeited to the opposition team.
  - c. Shaggers can only collect balls from their side of the court. Your team's shagger should not be crossing over to the other team's side to collect balls (the center court line is the divider line).  
**Penalty:** Collected balls forfeited to opposing team
5. Players who are off the court/playing in a game are not allowed to make calls (unless they are the team that is the providing volunteer referees) or distract the referee in any way from the action on the court. There will be no arguing with the referee over judgment calls.  
**Penalty:** A warning will be issued, and on the second offense, that player may be automatically called out or suspended from the round and/or Half at the referee's discretion.

## Head Shots

1. Repeated head shot throwers (more than 2 accidental in one Half) will be called for dangerous play  
**Penalty:**
  - a. Player will be ejected from current Half.
  - b. Continuous dangerous play (3 accidental head shots in a night/1 blatant) will result in player being ejected for the night and possibly suspended for the next week

## Final Say

The league commissioner and head referees may make changes to these rules at any time to resolve situations that are not directly addressed, for the health and safety of players and/or for the good of league.

## Scoring

1. The first team to eliminate all opposing players will be declared the winner.
2. The referee will keep tally of how many rounds are won by each team. At the end of both seventeen (17) -minute Half periods, the team that has won the most rounds will be awarded a point.
  - a. In the event of a tie, a sudden death game with no restarts will occur
3. At the conclusion of the regular season, the teams with the most points will advance to the playoffs. The top 50% of the teams will qualify for the playoffs.

## Sportsmanship

808 Sports League is a social, charity - focused organization for adult professionals. All participants are required to exhibit good sportsmanship at all times. Unsportsmanlike conduct of any type will not be tolerated.

Unsportsmanlike conduct includes, but is not limited to the following:

1. Bringing alcohol or any illegal/controlled substance to the court  
PENALTY: Warning, followed by forfeit of the game with a - 10 point differential if not removed from the court in a timely fashion, or if a repeat offense. The referee, at his or her discretion, may stop play until the alcohol or controlled substances are removed from the court.
2. Violence of any kind, including threats of violence  
PENALTY: Ejection of player threatening violence from the game
3. Verbal or physical disrespect/abuse of volunteer referees, head referees, players or spectators.  
Verbal abuse includes excessive profanity.  
PENALTY: Warning, followed by ejection of player from the game.
4. Bringing pets of any kind to the court  
PENALTY: Warning, followed by forfeit of the game with a -10 point differential if not removed from the court in a timely fashion, or if a repeat offense. The referee may, at his or her discretion, stop play until pets are removed.

League members are required to inform their non-league guests of all sportsmanship rules. Non-league guests are required to abide by these guidelines. League members failing to control their non-league guests will be treated as if they were in violation of the sportsmanship rules themselves.

The head referee is solely responsible for determining the existence and severity of all unsportsmanlike conduct, including violations of the specific examples mentioned.

Warnings for unsportsmanlike conduct are given as a courtesy, but are not required for extreme violations. All unsportsmanlike conduct is reported to the league commissioner and may result in additional suspension, disqualification from playoff participation, removal from the league for the rest of the current season, or permanent removal from all 808 Sports Leagues leagues and events. Violence and possession of controlled substances will be reported to the police.

The decision of the head referee in assessing and penalizing unsportsmanlike conduct during the game is final. The decision of the league commissioner in assessing additional unsportsmanlike conduct penalties after the game is final.

## Sportsmanship Scores

A Sportsmanship score (SP) is given to every team after every game, and is factored into the overall league standings. Teams (and their fans) begin with a 4.0 and are deducted for policy infractions, poor attitudes, low attendance, or absence as described below. The head referee is solely responsible for assigning Sportsmanship Points and may adjust the criteria below if needed.

- 5.0 -Model Conduct
  - Team goes above and beyond in bringing the social spirit to the court.
  - Outstanding sportsmanship and camaraderie with teammates, opponents, and staff.
- 4.5 –Good Conduct
  - Always cooperative with staff and polite to teammates and opponents.
  - Rule interpretation and call discussions always polite.
  - Captain has full control of players & fans.
- 4.0 – Passable Conduct, Warnings Given
  - Team complains and/or shows minor dissent.
  - Minor taunting, running up the score, excessive celebration, or other actions which diminish overall fun.
  - Some minor warnings for rule violations given.
  - Firm “last warnings” given for any rules in the Sportsmanship section of the rules or mentioning “unsportsmanlike conduct penalties,” including excessive or intentional physical contact.
- 3.5 – Warnings Given, No Penalties
  - Team complains frequently, is unpleasant, or does not comply with referee requests
  - Teams alerting the league by 12pm the day of a forfeit.
- •3.0 –One Violation
  - Team verbally argues or is disrespectful, but captain helps control team.
  - Firm “last warnings” were given for rules in the Sportsmanship section of the rules or mentioning “unsportsmanlike conduct penalties,” and were still broken after the warning.
  - Teams who did not alert the league of a forfeit by 12pm.
- 2.0 –Two Violations or One Ejection
  - Team breaks two rules in the Sportsmanship section of the rules or mentioning “unsportsmanlike conduct penalties,” after last warnings, or breaks one rule two times after the last warning.
  - Team has one player ejected from the game.
- 1.0 – Three or More Violations, More than One Ejection
  - Team breaks three or more rules in the Sportsmanship section of the rules or mentioning “unsportsmanlike conduct penalties,” after last warnings, or breaks one rule two times after the last warning.
  - Captain has no control of team and/or is unwilling to assist
- 0.0 – Game Forfeited
  - Physical confrontation, multiple ejections, or poor behavior resulting in discontinuation of game.

## Tie Breakers for Playoffs/Seedings

1. Total number of points
2. Sportsmanship Points
3. Head-to-head competition
4. Record against other teams in or tied for playoffs (winning percentage – i.e., 0-1 is same as 0-2, but 1-3 is better than 0-1)
5. If team forfeited, loses tie breaker if other tiebreaker rules don't resolve seeding

## Playoffs

Playoff teams will play 2 (17) minute Halves. In the event of a tie, a sudden death game with no restarts will occur

## BEER/TRASH/CLEAN-UP

1. Beer is not allowed on park property. Please wait until after the games to join us at our Happy Hour bars for the drinking to begin.
2. Keep the park clean and use the trash cans provided. Throw away food, wrappers, or bottles. **If we do not clean-up, we risk losing our permits.**
3. Pets are not allowed on park property. Please leave your pet at home. We risk losing our permits if an animal is brought onto the property, therefore any team who does so (whether player or spectator) will be asked to leave.

Penalty: May result in games being forfeited for that team.