

Leander Adult Dodgeball

Operating Policies and Procedures



TEAM

Rosters will be made up of a maximum of 10 players. Six players will compete for each team. Additional team members will be available as substitutes. Substitutes may enter only at the start of a new game or in the case of an injury. Teams must be co-ed with at least two female players starting the game for each team.

A female player can play in place of a male player but not a male player in place of a female.

EQUIPMENT

The official balls used are 7"-8" rhino/gator skin soft/foam balls. Dodgeballs will be provided by the league.

GAME PLAY

Each match consists of nine games. Each game will have a five-minute time limit. The first team to legally eliminate all opposing players will be declared the winner of that game. If neither team has been completely eliminated at the end of the five minutes, the team with the greater number of players remaining will be declared the winner. If both teams have the same number of players at the end of regulation, the next team to eliminate an opposing player wins. The team that wins the most games win the match.

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 LIVE thrown ball.
2. Catching a LIVE ball thrown by your opponent before it touches the ground. When a defending team catches a LIVE ball, a team member may return to the game from the order in which they were eliminated.
3. Headshots: Headshots occur when a defenseless player is hit directly in the head by a high thrown ball while not in the act of trying to dodge, deflect or catch a ball. Any thrower committing a headshot will be deemed "out."

Exception: If the contacted player's position or movement, including, but not limited to, dodging, crouching, rolling, kneeling, and sitting, were the obvious cause of head contact, the throw will be declared legal and the contacted player ruled out.

4. Blocking: Players can defend themselves by blocking a ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out." Any blocked ball rebounding

off another ball is considered live. Any player hit by the rebounding ball is deemed “out.”

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, official or other item outside of the playing field (wall, ceiling, etc.).

A player who is called out must drop any held balls and exit the inbounds area toward the nearest boundary line. If that player refuses to leave the inbounds area or otherwise interferes with the game, he or she may be directed to sit out the next game.

BOUNDARIES

The dimensions of the court will be the size of a regulation volleyball court.

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls and must return through their end-line.

If a player fails to remain in boundaries while throwing or dodging a ball, they will be deemed out. If a player steps over center court line during a match, they will be deemed out.

OPENING RUSH

Game begins by placing six dodgeballs along the center court line – three on one side of the center hash and three on the other. Players then take a position behind their end line. Following a signal by the court monitor, teams may approach the center court line to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

5-SECOND VIOLATION

No team can control all six balls on their side of the court for more than five seconds. The court monitor will initiate a count to prevent stalling and delays. All players in possession of a ball at the start of the count must release the ball across the center court line prior to the end of the count.

A player in possession of two or more balls at the start of the count is only required to release one ball across the center court line.

Only the court monitor can initiate the five-second count.

STANDINGS

Teams are ranked in order based on the following criteria:

1. Win-Loss Record
2. Head-to-Head
3. Total Games Won

RULE ENFORCEMENT

During regular season matches, rules will be enforced primarily by the "honor system". Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.

NOTE: All teams must designate a captain to communicate with the court monitor. Only the designated captain may communicate with the court monitor. Violation of this policy may result in ejection for remainder of the game or evening, or further disciplinary action.

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 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.