

CITY OF RENO DODGEBALL



RULES and REGULATIONS

August 2022
Attachment (1)



**CITY OF RENO
PARKS AND RECREATION DEPARTMENT
ADULT DODGEBALL PROGRAM**

A. GENERAL POLICIES AND PROCEDURES

1. LOCATION OF ADULT DODGEBALL GAMES

A. Plumas Park Gym
475 Plumas St.
Reno, NV 89509

B. Evelyn Mount Northeast Community Center
1301 Valley Rd.
Reno, NV 89512

2. NOTICE OF POTENTIAL DANGER OR RISK

All participants in Dodgeball leagues and programs must execute a liability release and are required to read and comply with the following rules governing participation in the program. All participants are advised that attendance and participation in dodgeball programs and leagues and use of City of Reno facilities involves certain inherent risks. These risks may include, but are not limited to, injury or death from exposure to physical exertion and harm from dodgeballs and/or other equipment used for this sport. Participation in dodgeball is physically challenging and potentially dangerous and the participants shall assume all risks of injury to their person and property that may be sustained in connection therewith.

3. FOOD AND BEVERAGES

The Parks and Recreation Department does not allow food and/or beverages into Plumas Gym or Evelyn Mount Community Center (no ice chests or glass containers). We do allow water in squeeze bottles. Consumption of food or beverages in the parking lot is also not allowed (no tailgate parties). Facility Assistants have the authority to confiscate containers, ice chests, and cans. Anyone participating or intending to participate in a game shall refrain from consuming alcohol during or prior to their scheduled game. Anyone not abiding by these rules shall be removed from the facility.

4. FACILITY ASSISTANTS

City of Reno staff is scheduled at all locations during all cornhole games. Facility Assistants are hired to oversee all operations during play (scheduling, gym maintenance, accidents, incidents, etc.). The Facility Assistant can be found in the gym. Please respect and cooperate with all precautions and decisions made by the Facility Assistant and other Parks and Recreation staff.

5. FIRST AID

A limited first aid supply is available at facility locations. Please contact the Facility Assistant to assist you. Paramedic, fire, and police services are within minutes of the facilities. Teams are ultimately responsible for their own first aid supplies.

6. LOST AND FOUND

The lost and found is located in the Athletics office. Please contact the Athletics office for information on lost and found items, (775) 334-2262. To retrieve an item, you must be able to describe it in detail. We

strongly suggest that you place your name and phone number on all equipment. We are not responsible for any items left behind. Items are kept for two weeks and then given to charity.

7. CHILD CARE

Guardians must supervise children at all times when at a City of Reno facility. Guardians are fully responsible for their children. If problems persist, you may be asked to leave the complex. Children are not to be on the fields during games. Children are not allowed in the dugout before, during, or after the game.

8. WARM-UPS

Warm-ups are allowed only in designated areas away from spectator areas. Players may warm up during game breaks only. No throwing or kicking balls against windows or other people. Players who repeatedly violate these rules may be subject to disciplinary action up to and including suspension from the game or league. This is for your safety as well as for the safety of others.

9. GAME TIMES

A copy of league schedules is provided to all team managers. It is the manager's responsibility to inform all players of game times and schedules.

10. STANDINGS

Please verify that standings are correct week by week. All standings will be updated each Monday recorded from the scorecards turned in after each game. If you have any corrections or questions regarding the standings, please notify the Facility Assistant or call the Athletics office @ 334-2262.

11. GAME CARDS

Please complete the game card prior to scheduled game time. Fill out the game card with your line-up using the player's first and last names. Initials are not proof of a player's eligibility.

- a. Each team manager or representative must legibly record their line-up on the game card prior to the game. Failure to do so will result in the game being forfeited. **Any team that has more than 3 forfeits will be removed from the league.**
- b. Managers must sign the game card FOLLOWING the completion of the match. It is the manager's responsibility to make sure that the recorded score is correct.
- c. Only rostered players may play. Players discovered playing under an assumed name will be suspended for one year. Managers that knowingly use an illegal player will also be suspended.
- d. It is the Manager's responsibility to make sure the roster on file is correct.

12. MAINTENANCE

Please notify the Facility Assistant or call the Athletics office if there is a problem with equipment or facilities

13. ROSTERS

Maximum number of active players per roster is twelve (12). All team managers must have a roster completely filled out and turned into either the Athletics office or the Facility Assistant at or before your team's first game. All additions and deletions to the roster must be made in writing and signed by the manager after league play begins. Deadlines for adding players will be announced at the Manager's Meeting. There is a liability issue if we do not have a complete and correct roster on file. **If your roster is**

not turned in by the deadline, your team cannot continue to play until the roster is completed and on file in the Athletics office at the Evelyn Mount Northeast Community Center, 1301 Valley Road, Reno, NV 89512. The Athletics office phone # is (775) 334-2262.

14. SPORTS OFFICIALS (REFEREES)

If you have any problems with an referee, please contact the Facility Assistant and fill out a complaint or incident form and turn it into the Athletics office. If the Supervisor of Officials does not respond within 5 days, please contact the Athletics office. **DO NOT TAKE THE MATTER INTO YOUR OWN HANDS.**

15. SPECTATOR & PLAYER SAFETY

Only rostered players may be in the bench area. Spectators/children are not allowed on the playing court or bench area. Failure to comply with this rule could result in ejection from the complex.

16. BLOOD RULE

A player, coach, or official who is bleeding shall be prohibited from participating further in the game until appropriate treatment can be administered in a reasonable length of time. The individual will not have to leave the game. The length of time that is considered reasonable is left to the official's judgment.

B. GENERAL DODGEBALL RULES

1. PLAYERS AND TEAMS

Players must be 18 years or older to play. Teams shall consist of 6 players with up to 4 substitutes. Players must have identification available for roster checks. Coed teams may consist of either gender, however at least 2 players of each gender must participate at the start of each game (you must have at least 2 women and 2 men to start).

2. EQUIPMENT

Six regulation size balls should be used (8.5 inches). Dodgeballs are provided by the Parks and Recreation Department for each game. We do not supply any other equipment.

3. UNIFORMS

Uniforms are not required for the league, but matching uniforms are totally encouraged and what dodgeball is all about!

4. PLAYING AREA

The court is divided into two 30 by 30 ft areas, with a 4 ft by 30 ft neutral zone located at center court separating the two sides, an attack line located parallel and 10 feet from the center line, for a total court length of 60 feet from end line to end line, and a total width of 30 feet from sideline to sideline.

The Queue for each team is a 3 ft by 12 ft area, and should be located 2 ft to 3 ft from the sideline, leaving enough room for an official to move freely along the sideline.

Every effort should be made to obtain the correct dimensions. However court size may be adjusted to best suit the available space.

5. SCOREKEEPING

The Home team for each game will be responsible for the official scorebook. Each manager or representative must legibly record their line-up on the score card prior to the game. Remember, **first and last names must be recorded** on the back of the card. All substitutes should be listed on the card. If there

are any questions, regarding the score, they must be resolved by the umpire prior to the start of the next half inning, or the score stands as is. Managers, please keep on top of the scores each inning.

7. **GAME LENGTH**

The official will be the timekeeper. A regulation match is no longer than 50 minutes. Matches will consist of two 25 minute halves. The game clock will run continuously during each 25-minute half of game play. As long as time remains on the game clock in either half of play, a new set may be started, however, any set in progress when the time expires shall go into Sudden Death, whether it is at the end of either half. Teams switch sides of the court at the two-minute halftime. The match winner will be the team that has won the most sets. In the event of a tie amount of sets won, there will be a tie-breaker Sudden Death match.

To start Sudden Death, all balls are placed at mid-court, and players line up at the initial starting point. Upon the referee's whistle, Sudden Death commences and runs until one team is completely eliminated (there is no prescribed time limit for sudden death).

9. **PROTESTS**

Judgment calls will stand. Only rule interpretation calls may be protested. When a matter of protest arises during a game, the manager of the protesting team must immediately, before the next pitch, notify the umpire and opposing team that the game is being played under protest. This will be followed by submitting a written report of the protest within twenty-four (24) hours of the time of the game protest, to the Recreation Coordinator at the Athletics office at the Evelyn Mount Northeast Community Center, 1301 Valley Road, Reno, NV 89512. The phone number is (775) 334-2262.

Protests involving starting illegal players must be made before the top of the third inning, except if an illegal player enters after this time. In this case, the protest needs to be made immediately upon the player entering the game and before the next pitch is made. All managers should be aware that the umpires will report any illegal players to the Athletics office. If a player is found to be illegal by the Recreation Coordinator, the game will be forfeited, and the illegal player and manager will be subject to a penalty. All final decisions will be verified by Recreation documents on file.

*****All protests must be accompanied by a \$20.00 fee payable by cash, check, or money order, payable to the City of Reno. All protest fees will be returned if the protest is upheld; if the protest is denied the fees will be forfeited. Highly technical protests and those which have no effect on subsequent play of the final results of the game will not be accepted.*****

10. **FORFEIT**

Teams must have a minimum of four (4) players to start a dodgeball game. Teams cannot have more male than female players on the court to begin a game. A forfeit will be assessed when a team fails to have the required number of players no more than 10 minutes past the scheduled start time.

- a) 5 minutes late = loss of first set
- b) 10 minutes late = loss of match
- c) In the event a forfeit needs to be called, the referee must report immediately to the Athletics office for confirmation. Any teams or individuals, who have an issue regarding the forfeit, please bring it to our attention then.

11. **GAME FORFEITURE**

As a courtesy to opposing teams, we ask that any team that knows they will not have enough players to play a game call the Athletics office so that the opposing team can be notified.

Any team forfeiting two (2) games will be placed on probation for the remainder of the season. Once on probation for excessive forfeiture, a team that forfeits a third game will be subject to removal from the league and relinquishment of all fees.

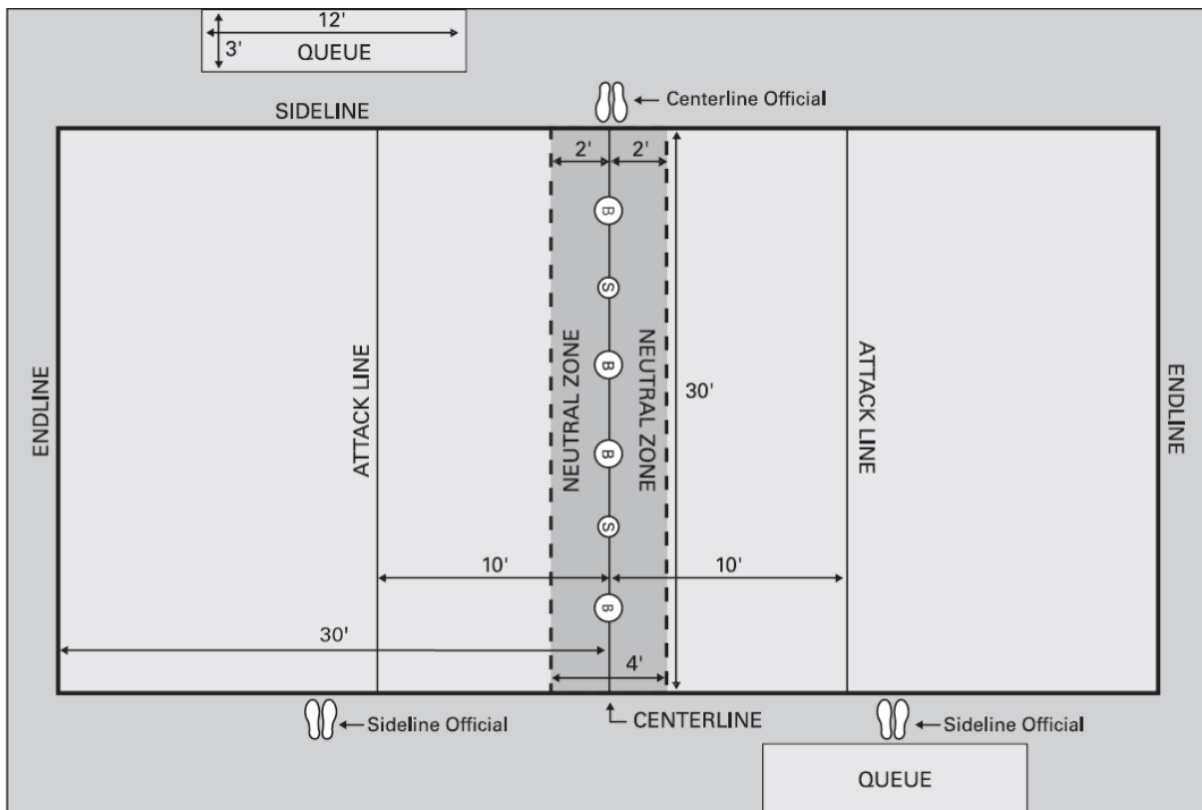
C. DODGEBALL PLAYING RULES

1. GENERAL

The City of Reno Parks and Recreation Department dodgeball leagues will be governed by current NDJL rules and regulations unless superseded by this document.

Neutral Zone Rule

The neutral zone is a 4' by 30' area centered around the centerline. Players in the neutral zone are considered "safe" while in the zone. A player may safely step into the neutral zone but not across the



centerline. Any player crossing over the neutral zone past the centerline is deemed "out."

The Rush

- The Rush occurs at the beginning of each game or reset.
- Upon the official's signal, both teams rush to center court and attempt to retrieve as many balls as possible.
- A team may rush with as many or as few players as it wants, but at least one person from each team has to Rush.
- There is no limit to how many balls an individual player may retrieve.
- Players may not slide or dive head first into the neutral zone or they will be called out.
- Crossing over the neutral zone will result in an "out."

- Players may not physically grab and pull another player across the neutral zone or prevent them from returning to their side of the court.

Putting a Ball in Play

There are several ways to put a ball into play following a Rush. The player and the ball must go completely behind the attack line. During the Rush, any ball retrieved from the neutral zone must be returned behind the attack line before it may be thrown at an opponent. A ball that hasn't crossed the attack line is considered a dead ball, any hits or catches are voided plays.

- A player carries the ball across the attack line.
- A player passes the ball to a teammate who is behind or carries it across the attack line.
- A player rebounds the ball off the back wall of a closed court.

Time Outs

There are no team time outs

Substitutions

Substitutions may only take place in between sets. Once a set has started, the same group who started the set, will finish it. At the completion of the set, substitutes may be announced and made. No substitutions can be made during a game, except in cases of injury.

Outs

- A player shall be deemed "out" when a live ball hits any part of the player's body, clothing, or uniform.
- If a player is hit by a live ball rebounding off another player or ball lying on the court.
- A defending player catches a live ball they have thrown
- Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in").

Blocking

- Players can defend themselves by blocking the 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."
- Players can only hold the ball for 10 seconds. After 10 seconds, the ball is dead and must be turned over. It is the responsibility of players to know their ball's countdown status.

Stalling

- The act of intentionally delaying the game.
- If a referee determines that a player or team is stalling, the referee will warn the player or team. If the stalling continues, at the referee's discretion, the player or team will lose possession of all balls on their side.
- If both teams are stalling a reset should occur.
- If all 6 balls are on one side of the court, that team has 10 seconds to throw/roll a ball onto the other side of the court with the intention of getting the ball to the opposing team's wall. A ball cannot be placed over the centerline.

Out of Bounds Rule

- If any part of the player's body touches the end lines or far neutral zone line, the player shall be deemed "out".
- Momentum may carry a player out of bounds while making a catch. Providing control of the ball was established prior to going out of bounds.

Headshots

- A headshot occurs when a player is hit above the shoulders by a high thrown ball.
- Any thrower committing a headshot will be deemed "out."
- If, by the referee's judgement, a player is using their head as a shield or intentionally being hit in the head, then that player will be called out.

MANAGER RESPONSIBILITIES AND PLAYER CONDUCT

The Kickball league will be governed by the "Player Code of Conduct" which follows. **The Parks, Recreation and Community Services Department has the right to modify any Code of Conduct rule and/or penalty when deemed appropriate.**

1. **NO PLAYER SHALL:**

Be guilty of physical attack as an aggressor upon any player, official, staff, or spectator. Officials are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Suspension of one (1) year from the point of detection.
MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

2. **NO PLAYER SHALL:**

At any time threaten an official/staff. Officials are required to immediately suspend the player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Two (2) game suspension and probation for the season.
MAXIMUM PENALTY: Life suspension and/or assault charges filed.

3. **NO PLAYER SHALL:**

Refuse to abide by an umpire's decisions. Umpires are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Probation for remainder of season.
MAXIMUM PENALTY: Two (2) game suspension and probation for the season.

4. **NO PLAYER SHALL:**

Be guilty of objectionable demonstration of dissent at an official's decisions. Only one representative shall be allowed to have any verbal contact with the officials.

MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game and up to a two (2) game suspension.

5. **NO PLAYER SHALL:**

Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Umpires are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Probation for remainder of season.

MAXIMUM PENALTY: Two (2) game suspension and probation for the season.

6. **NO PLAYER SHALL:**

Be guilty of an abusive verbal attack as an aggressor upon any player, official, staff, or spectator. Officials are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season.

7. **NO PLAYER SHALL:**

Be guilty of using severe vulgarities directed at any player, official, staff, or spectator.

MINIMUM PENALTY: Team warning by the official.

MAXIMUM PENALTY: Removal from the game and up to a two (2) game suspension.

8. **NO PLAYER SHALL:**

Be guilty of drinking alcohol on or in the vicinity of the playing field while participating in a game, this includes the dugout and bleacher area.

MINIMUM PENALTY: Team warning by the official.

MAXIMUM PENALTY: Removal from the game and up to a two (2) game suspension.

9. **NO PLAYER SHALL:**

Be guilty of appearing intoxicated on the field of play. Officials are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Two (2) game suspension and probation for the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

10. **NO PLAYER SHALL:**

Be guilty of smoking on the playing field while participating in a game.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game and up to a two (2) game suspension.

11. Any player placed on probation and reported again for a violation of the Code of Conduct will be given a minimum penalty of suspension for the remainder of the probation period.

12. Any player ejected from a game must leave the complex immediately. Failure to do so will result in forfeiture of the game and automatic suspension for two (2) games for the player.

13. Throwing of equipment other than the ball, regardless of intention, is prohibited. Penalty will be ejection. Throwing of equipment intentionally or maliciously will have the additional penalty of a two (2) game suspension.

14. Team managers are responsible for their players and spectators. Failure to control team members or fans may result in both forfeiture of the game and suspension from the program.

15. Participants may be held liable for damages caused by negligence or malice.

16. Suspended players are suspended from all leagues in which they participate. For example, if suspended during a men's game the player may not play in another men's or co-ed game until the suspension is met. During suspension such player is not allowed in the complex, even as a spectator.
17. DRINKING ALCOHOLIC BEVERAGES DURING THE GAME WILL NOT BE TOLERATED. IF A PLAYER IS DRINKING ALCOHOLIC BEVERAGES DURING THE GAME, THE COACH WILL RECEIVE A WARNING. THE NEXT TIME A PLAYER ON THAT TEAM IS SEEN DRINKING AN ALCOHOLIC BEVERAGE, THAT PLAYER WILL BE EJECTED AND THE GAME MAY RESULT IN A FORFEIT.
18. All participants are governed by the aforementioned rules which cover conduct before, during, and after the game.

Effective October 1, 2005

N.R.S. 199.300 - No person shall directly or indirectly, address any threat or intimidation to a public officer, public employee, juror, referee, arbitrator, appraiser, assessor or any person authorized by law to hear or determine any controversy or matter, with the intent to induce him, contrary to his duty to do, make, omit, delay any act, decision or determination. If the threat or intimidation communicates the intent, either immediately or in the future: (a) To cause bodily injury to any person; (b) To cause physical damage to the property of any person other than the person addressing the threat or intimidation; (c) To subject any person other than the person addressing the threat or intimidation to physical confinement or restraint; or (d) To do any other act which is not otherwise authorized by law and is intent to harm substantially any person other than the person addressing the threat or intimidation with respect to his health, safety, business, financial condition or personal relationships. This does not prohibit a person from making any statement in good faith of an intention to report any misconduct or malfeasance by a public officer or employee.

A person who violates N.R.S. 199.300 is guilty of a category C or category B felony if physical force or the immediate threat of physical force is used, or a gross misdemeanor if no physical force is used.

REMINDER

This is a recreational program. Players are not professionals, and while we encourage competition, the win-loss aspect is not a matter of life and death.

Stay under control.

The referees and other officials/staff are not professionals either, and errors may be made. All efforts are made to limit and correct errors but they are not all correctable.

To reach the City of Reno Athletics office to speak with the Recreation Coordinator, please call 775-657-4657
Thank you for participating in our leagues.