

City of Westminster

Adult Dodgeball Tournament Rules

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League Schedules & Standings

www.teamsideline.com/westminster

Westminster Sports Center: 303-658-2393

Thank you for choosing the City of Westminster dodgeball tournament! In this packet you will find general rules, code of conduct and team captain responsibilities. Our goal is to offer a high quality dodgeball tournament in a family, recreational environment.

The Westminster dodgeball tournament will follow the City of Westminster code of conduct for adult sports and the 2022 Westminster house rules found in this packet.

TEAM CAPTAIN RESPONSIBILITIES

Captains will receive rules and code of conduct at the team captains meeting prior to the start of the tournament. Tournament rules are also available on the Westminster Sports website: www.teamsideline.com/westminster

All team captains are responsible for:

- Making all team members aware of the league rules and code of conduct.
- The conduct of their team and spectators.
- Keeping the players bench clear of all persons except players and those who are directly associated with the team.

All participants and spectators must abide by City of Westminster ordinance, and City of Westminster league rules and regulations at all times.

All players participating in this program assume liability for the inherent risks involved in this physical activity. Team captains are responsible for ensuring each player has signed a liability waiver before playing in a game.

CODE OF CONDUCT

All players will abide by the supervisor's decision. The supervisors have the authority to give out warnings, eject players/coaches/spectators and call the game at any time due to inappropriate behavior.

Elastic Power - Any and all situations not specifically covered in the rule book shall be acted upon by the Sports Supervisor and all such action taken shall be permanent.

For further details on the code of conduct please see the Code of Conduct document for unsportsmanlike conduct, penalties and alcohol information.

I. PLAYING AREA & BOUNDARIES

1. The game will be played cross-court using orange cones as the mid court marking. End line and sideline boundaries will be established by the tournament director and discussed at the captains meeting.
2. During play, all players must remain within the boundary lines. All parts of the body must be touching the floor either within or on the boundary line. **1 foot in & 1 out on all sides except the center line is acceptable.** Players still in play may lean over the center line to grab a ball as long as his/her foot does not cross the line (shoe touching the line is ok).

3. Players may leave the boundary lines on their own side of the court to retrieve a **stray** ball. A **stray** ball is one that is lying on the floor and has not been picked up. Retriever must return through their own boundary.
4. If retrieving a ball, a player must exit and immediately return to the playing area as quickly as possible. **NOTE:** A player who doesn't return immediately to the playing area may be declared **OUT**.
5. Players retrieving balls outside of the boundaries are still at risk of being eliminated
6. Players who are out should help get balls back in play by rolling them into the playing area. Out players may not retrieve balls around court, they must stay in the designated out area.

A player shall not:

1. Leave the playing area to avoid being hit by, or attempting to catch a ball. Feet and other body parts may be on the line but not completely outside the boundary or center line.
2. If this violation occurs, the player will be declared **OUT**.

II. EQUIPMENT

1. The official ball used will be an 8" rubber coated foam ball (Rhino Skin Ball).
2. Six balls will be used in a standard game.
3. Participants must wear gym shoes, and proper gym attire (shirts, shorts/pants)

III. TEAMS

1. Teams shall be Co-ed, 3 men and 3 women playing at a time (more women than men allowed)
2. Teams may be made up of up to 8 players, provided all players are on the team roster.
3. Teams play with 6 players on the court to begin the game (3 men and 3 women). They may not exceed 6 players at any time or they will be penalized and be dropped down to 4 players.

IV. THE GAME

1. First team listed on the schedule will pick the side of the court that they want to begin play on. Teams will alternate sides following each game.
2. The object of the game is to eliminate all opposing players by getting them out through legal throws recording a clean out.
 - An out is scored by:
 1. Hitting an opposing player with a **CLEAN** thrown ball below the shoulders. (**CLEAN – A thrown ball that strikes, or is caught by an opposing player before contacting the ground, the wall, the ceiling, another player or another ball**).
 2. Stepping out of bounds to avoid being hit.
 3. Holding the ball longer than **10** seconds before throwing. **10** seconds starts once player has brought an out of bounds ball in bounds. (SEE RULE 6)
 4. Catching a **CLEAN** ball thrown by an opponent. When a catch occurs, any previously eliminated player may re-enter the game. **The player that threw the ball is OUT.**

NOTES:

- If a player hits an opponent above the shoulders, the thrower is **OUT**. The player that was hit above the shoulders is **NOT OUT**.
- **Blocking**- A player may block a thrown ball with a ball being held (not more than 10 seconds), provided the held ball is not dropped as a result of the contact with the thrown ball. If the held ball is dropped then that player is **OUT**.
- Catching a ball after a deflection off one or more players. Those players are saved and are **NOT OUT**. **The thrower is NOT OUT**.
- A ball deflecting off a held ball and hitting the holder is no longer a **CLEAN** ball, therefore, that player holding the ball is **NOT OUT**.
- Re-Entry - When a player catches a **CLEAN** ball, thrown by the other team, any one player from the receiving team that was previously out may re-enter the game. The player that threw the ball is **OUT**. If there is no player available to come in, play continues but the thrower must still go out.

BONUS BASKETS

- Games are played on cross court on a basketball court, During gameplay If a team member makes a basket on the opposing players side, ALL players that are out are able to re-enter the game of the throwers side.
- The ball cannot be tipped in accidentally by the opposing player. Players may make an attempt to block balls being thrown at the rim but a blocked ball that then hits the floor is the same as being hit with a ball and the blocker will be out.
- A ball thrown short of the basket that is caught will result in the thrower being out, same as a ball that is caught that is being thrown at your opponent, exception being if the ball deflects off any part of the basket, net, backboard, or support structures prior to being caught
- The ball may hit any other object (ceiling, cross-bar, backboard, etc...) and be counted.
- Catching the ball off the goal while the opposing team is attempting to make a basket will not result in the thrower being out.

Beginning the Game

1. Prior to the match, the balls are placed on the center line.
2. Players line up touching the end line with at least 1 foot.
3. On the start signal (whistle), each team runs to the center and picks as many balls as possible. Once a team gets a ball they must run back and touch their end line before they can begin throwing at the other team.

The first team to legally eliminate all opposing players will be declared the winner of that game.

Declaring a Winner

1. Matches will consist of three sets of games between the two teams.
2. A time limit of 10 minutes has been established for each game. If neither team has been eliminated at the end of the time limit, the team with the greater number of players left will be declared the winner.
3. If each team is equal in numbers at the end of the time limit, a sudden death overtime of 2 minutes will be played until one team gains a player advantage over the other. Only the players that were in when the time limit expired will compete in the sudden death period. The overtime ends as soon as a player is eliminated.
4. If still tied after 2 minutes then a player may be added to each team and another sudden death overtime of 2 minutes will be played and so on until the tie is broken.

V. Time Outs/Substitutions

1. Each team is allowed one 60 second time out per game (Referee will blow signal and play must continue until whistle is blown). A Time-Out may not be called when balls are in the air.
2. During a time out no players may be substituted into a game. Players that start a game must finish that game unless injury occurs.
3. If a time out is called due to an injury, that sub can only come in for the injured player. The team is not charged with a time out if the injury appears legitimate. If injury occurs, males sub for males, females for females.

VI. Stalling Violations

1. A team trailing in numbers of players requires a ball to be at their disposal for the opportunity to eliminate opposing players. If the team leading controls all of the balls, they must make a legitimate effort to get at least one ball to the trailing team as quickly as possible.
2. **Only the official can make a 10 second violation call.** If the official sees a player holding a ball he/she will begin a 10 second count out loud. If the ball is not thrown within 10 seconds, then that player is **OUT**.

VII. TIE BREAKER

- All games count toward tournament standings.
- All decisions made by the Westminster Sports Staff are final and not subject to protest or tournament fee refunds.
- Tie Breaker statistics to determine the standings and seeding are as follows:
 1. Lowest number of forfeits
 2. Winning percentage
 3. Head-to-head
 4. Coin toss

VIII. GENERAL RULES

1. We are not permitted to have alcohol on site, **NO ALCOHOL ALLOWED!!!!**
2. Reporting the official score will be the winning team's responsibility.
3. Consult the Tournament Director for calls not mentioned herein.
4. **Tournament will be round robin with a single elimination playoff. This tournament bracket subject to change pending the number of teams that are registered.**
5. Home team is listed first and has first choice of which side of the court they want. The higher seeded team will have choice of side of the court they will start on during the playoff rounds.
6. There is no refund on tournament fees once a team is registered.
7. Forfeiting games is not allowed; teams must play all of their scheduled games. Any forfeiture may result in the team being disqualified from the tournament.
8. All players will conduct themselves in a sportsmanlike fashion. Any verbal abuse including taunting, berating, or other type of disrespectful conduct towards opponents and/or league officials will not be tolerated. Any violation may result in an ejection for the game and/or tournament.

9. All teams and players will respect and adhere to the rules of the Westminster Dodgeball Tournament and common decency. Any violations may result in an ejection from the game and/or tournament.
10. Formal protests must be lodged to the Tournament Director and only prior to the next pitch. Judgment calls cannot be protested. All decisions made by the Director will be final.
11. The Tournament Director is in complete charge of the tournament.
12. Rules may be subject to change.
13. Players must be 18 years or older
14. Have Fun!