

## City of Greeley Dodgeball Rules

1. Any unnecessary roughness during the game will not be tolerated and may lead to the player's expulsion. We are here to have fun and not hurt each other. The City of Greeley has a NO TOLERANCE policy! Any arguing, foul language, threats or unsportsmanlike conduct can result in an ejection. This includes any participants, children, spectators, officials, bystanders or City of Greeley employees anywhere on City of Greeley property.

2. Any fighting will result in an automatic suspension for the entire season.

Any unsportsmanlike conduct will result in a penalty and the player will be out for the remainder of the game. If a player receives two unsportsmanlike penalties in a match, he/she will be out for that match and must pay a \$40 fee to play in the next weeks match. If the player chooses not to pay the fee, he/she may not play again for 1 week. If a player receives 4 unsportsmanlike conduct penalties in a season, that player will be suspended for the remainder of the season. Any team that receives more than 8 unsportsmanlike penalties in a season will be suspended for the duration of the season.

3. Teams will be made of six (6) players on the court at a time. The maximum number of males allowed on a co-ed team is three (3). Recreational and competitive divisions do not follow co-ed regulations. If any of your team members are not present then you will play short. You can start with four players and end with four. You can not start a game with any number below four is considered a forfeit after seven (7) minutes.

4. The games will take place on the court. Lines will be present to indicate the playing area and prison area. You are not allowed to go out of bounds except to get a ball. It is illegal to dive or dodge out of bounds to miss a ball. If you do this and are hit with a ball out of bounds; you are out.

5. Each game will not exceed five (5) minutes, with 25 minutes to each match. At the end of regulation, the team with the most players remaining receives the win for that game. If at the end of a regulation game it ends in a tie then a one minute sudden death takes affect. Eliminated players do not reenter during sudden death. If the match is tied up at the end of 25 minutes then a 2 minute sudden death will be played (3 on 3) first team knocked out loses, if still tied the game ends in a tie. Teams will play as many games as possible within the 25 min Match limit. Whoever has won the most games in the 25 min time period wins the Match.

6. Prior to the beginning of a game, an equal number of dodgeballs are placed along the center line on each side of the center hash mark. A standard game consists of 6 balls, 3 on each side of the hash mark.

7. Players then take a position behind their end line. Players must be touching the back wall in their designated playing area with a hand before game can begin.

8. Following a signal by the official(s), teams may approach the center lines to retrieve the balls. Teams may only retrieve balls placed to the right of the hash mark. If balls remain on the center line after a team has retrieved and moved their balls beyond the attack line, those balls may be retrieved by either team.

9. Each and every ball retrieved at the opening rush must first be taken beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent. If the ball is thrown back/behind to other players from mid-court when retrieving the balls that ball still must be thrown behind the "red" attack line. Violation of this rule results in an elimination of the player who threw it.

10. Head shots are NOT allowed. A player hit in the head is not out but the person who threw it is, but can return on a caught ball later in play. You can NOT intentionally duck into a ball for a head shot to be called. This will result in an out by the player who intentionally wanted to get hit in the head with the ball. (This is a judgment call and cannot be protested.)

11. You are eliminated or can eliminate other by:

- \*Hitting them with the ball (minus head shots)

- \*Catching a ball thrown by an opposing player on the fly. If you catch a ball that deflected off another player then the person they hit is out, and nothing else happens (no one comes back in).

- \*Dropping a held ball after trying to block an incoming ball with it.

- \*Crossing the center line or going out of playing area (to avoid being hit)

  - Once you are out you must sit on designated chairs parallel to your playing area located against the wall on the north and south sides of gym. Not abiding by this rule can result in an ejection.

12. You can use your own held ball to deflect the incoming balls however if you drop the held ball you are out.

13. You can only retrieve balls on your side of the court but may leave your side to retrieve a loose ball that has gone elsewhere. It must be parallel to your playing area. Cannot cross the center line.

14. Any ball hitting the ground prior hitting a player is considered a dead ball.

15. Eliminated players may re-enter the game when:

- \*A new game starts

- \*If a throw from the opposing team is caught by a fellow teammate.

  - Players can re-enter in the game in any order their team wants.

16. All players will be expected to follow the "honor system." Players will be expected to rule whether they were hit or not and eliminate themselves.

17. All matches will be supervised by a field monitor(s). The field monitor's responsibility will be to rule on any situation or rule associated with Dodgeball. The field monitor or officials rulings are final – NO Exceptions!

18. A team trailing during regulation time must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.

19. You can only hold onto a ball without throwing it for 20 seconds. After 20 seconds you must throw the ball, hand it to a teammate or drop the ball to the ground.

20. It is illegal for the leading team to control all the balls for more than 20 seconds. If the leading team controls all of the balls they must make a legitimate effort to get at least one ball over the attack line and into the opponent's backcourt. If this is not done within 20 seconds, a 50 second violation will be called. A team may avoid a 20 second violation by throwing or rolling a ball into the opponent's backcourt.

Penalties:

\*First violation – stoppage of play and the balls will be divided evenly between the teams. Play will continue with “ball in hand.”

\*Second violation – free throw for the opposing team. A penalty in which one player is allowed an obstructed throw at their opponents without the risk of elimination. A caught free throw does not result in an out for the thrower.

\*Third violation – ejection of one player from the offending team.

21. You are allowed up to 20 people on your roster. Rosters must be filled out and given to the site supervisor (official) before the first game. Managers are responsible for knowing all rules and having their team and fans abide by them. You have only until the fourth week of play to add players to your roster. After the fourth week the roster is considered frozen.

**Rosters will be checked frequently throughout the season for any rule infractions concerning roster regulations. Please follow these regulations carefully to avoid serious consequences to players and teams. During a roster check, players will be required to provide refs / gym supervisors with a picture id and their name must be on the roster to participate. Any players not found on the official roster for the designated season or unable to provide refs / gym supervisors with a picture id will not be allowed to participate and teams risk a fine/game penalty.**

22. Players are NOT allowed to play for more than one team per night!

23. The City of Greeley offers a single elimination/consolation bracket tournament at the end of regular season play. A first round bye in the tournament counts as one of the two game guaranteed tournament games. Tournament top finishers will receive an award.

24. To play in City of Greeley sponsored Dodgeball leagues you must be 16 years of age. Anyone can be asked to present your ID. If you can not supply an ID to an official then you will not be allowed to participate.

25. At the end of regular season play and a tie occurs it will be broken by:

\*Head to head

\*Number of wins throughout season.

26. There is NO ALCOHOL allowed! If you appear to be intoxicated by the judgment of the officials you will not be allowed to participate.