

2012 WINTER DODGEBALL LEAGUE RULES

1. **Rosters must be completed and turned in before your first match. No roster changes after Friday, January 27.**
2. Minimum number of players you can play with – ONE (**Coed/Men's**)
* - ***In coed, you may not play with more males than females during a match.***
3. Participants must wear shoes, shirts and shorts/pants. Please no black soled shoes – they mark-up the floor.

Game Format – Teams will play a “best of five” game format with a scoring system (+/-) being used for each game. The first team to win three games will be declared the winner of the match.

Substitutions – May only enter the game during timeouts, or in the case of injury.

Timeouts/Time Limit - Each team will be allowed (1) 30 second time-out per game. Each match will have a five minute time limit. At the end of the (5) minutes the team with the most players will win the match. If they have the same number of players then “overtime” will take place.

Overtime – The overtime session will consist of a “shootout” between teams. A coin flip will take place with the winner deciding to be on offense or defense. Each team will have three players on each side with each of the players having a foot in contact with the “attack line” before overtime begins. The shootout will begin with the team on offense getting two balls. After receiving a signal from the court monitor the team on offense will have (5) seconds to throw **one ball**. If a player on defense is hit or no one is hit then the team that was on offense will go to defense. If during the game one team legally eliminates their opponent that team will be declared the winner. **Exception: If at anytime during the overtime a team legally catches a ball from the opponent, the team that catches the ball is declared the winner.** If no winner is declared after the first overtime shootout then each team will add another player (4) and the shootout procedure will be repeated. The maximum number of players on the floor during the overtime procedure is six.

Deflections off of another player - If a player throws a ball and it deflects off an opposing player and then is caught by their teammate, the player who the ball deflected off of would be **OUT** and play would continue on. If a player throws a ball at an opposing player who is in possession of a ball and the ball deflects off of the ball and hits another teammate, it does not count as an out. If the teammate catches the ball off of the deflection the player who threw it is not out.

If a player is hit with a ball “above the shoulders” by an opponent the player is not out and play will continue. **Exception: If any player “ducks or dives” to avoid being hit by a ball and it strikes them above the shoulders then they are out.**

No player may leave the field of play to catch a ball. A player may retrieve a stray ball by passing through their end line. They must then re-enter through their end line after retrieving it. If a player exits or steps on the sideline to retrieve a ball they will be out.

Rules will be enforced primarily by the “honor system”. During each game there will be a court monitor who will rule on any situation in which teams cannot agree. The court monitor's decision is **FINAL**.

Stalling/Five second violation – The team who is leading the game may not have possession of all six balls. If they are in possession of all six after (5) seconds then a violation will be called.

First Offense – Will result in the balls being divided evenly among both teams.

Second Offense – Will result in a “free throw” for the opposing team in which they will have the opportunity of eliminating an opponent without being penalized even if it is caught.

Third Offense – Ejection of one (1) player from offending team.

Players/Team Conduct - Any player receiving (2) technical fouls in a game will be ejected from the game and suspended from playing in any matches for **one** week of league play.

Tiebreakers – This will only be used if teams are tied:

1. Head to Head **match**
2. **Games** win/loss record
3. Total +/- rating
4. One playoff game