

Winter Adult Dodgeball By-Laws-Updated 1/10/17

THE TEAM --- 6 players will compete on a side; others will be available as substitutes. If one team has 7 or 8, and the other team has 7 or 8, both can agree to go 7 on 7 or 8 on 8. If there are fewer than six players on one team, it can be six on that number, so, 6 on 5, 6 on 4, etc. All participants must sign up and pay the appropriate fee before playing.

THE EQUIPMENT --- The official ball used in tournament and league play will be 8½" rubber-coated balls.

1. **THE RULES**

- A. Players take a position behind their endline. After a signal by the official, teams approach the centerlines to retrieve the balls.
 - B. Balls must be taken back across the end lines before they can be thrown at an opposing player. If the ball is not taken behind the endline before it is thrown the throw will not count.
 - C. Players then attempt to eliminate members of the opposing team by tagging them with the ball. If a player is hit with any "live" ball that has not yet touched the floor, wall/bleachers, ceiling/backboard, that player is "out". If two or more players are hit with a "live" ball, they are all out.
 - D. If a defender catches a "live" thrown ball the thrower is out and one player then returns to the defenders side in order of first out, first in. If the ball first hits a player on the catcher's team, the player that was hit is out, the thrower is out, and a player on the defender's side gets to come into the game. If there are no other players out on the defenders side, the defender that was hit stays in.
 - E. If a defender attempts to catch a live ball, but drops it, the defender is out.
 - F. The defender may block a live ball with another ball. That ball is still a live ball. If a blocking ball is dropped as a result of contact from a live ball, then the player who drops the ball is out.
 - G. A player may block a live ball, then throw the blocking ball down and catch a live ball.
 - H. A player shall not leave the playing field to avoid being hit or in an attempt to catch a ball.
 - I. **Headshots from a high thrown ball result in the thrower being called out. The player hit is still in the game. Disputes will be decided by the official.**
 - J. Once you are out you are to stand next to the official in the order in which you're out. If a player catches a ball and you are in, you must go back around and re-enter from the endline.
 - K. No Kicking, a kicked ball is dead.
 - L. Any ball that hits a player who is 'out', the floor, wall/bleachers, ceiling/backboard, or any other surface other than a player who is in or another ball is 'dead.'
 - M. Any player who is hit before the ball is dead is out. Ex. If a live ball hits two players and then hits the floor, both players are out.
 - N. Play continues until one team is eliminated.
2. **TWENTY SECOND RULE** --- When both teams are down to one player, both teams have 20 seconds to get each other out. If that doesn't happen, all players get to re-enter the game. Each side must make at least one attempt at throwing at the other. If no one throws, or one side doesn't make an attempt, the time will be extended until each side does make an actual throw.
3. **TIME-OUTS & SUBSTITUTIONS** --- Each team will be allowed one 60 second timeout per game. At this time, teams may substitute players into the game, as long as it is not the very last player on that team. Additional players may also rotate into the game. Ex: If you are playing a team with 6 players and you have 8, 2 players start 'out' next to the referee. When your team drops below 6 players, a player may come in after a catch is made. There can never be more than 6, or however many the other team has, no matter how many catches are made.
4. **RULE ENFORCEMENT** --- 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. There will be a supervisor on hand for any contested calls. The supervisor's responsibility will be to rule on any situation in which teams cannot agree. **THE SUPERVISOR'S DECISION IS FINAL --- NO EXCEPTIONS.**
5. **BOUNDARIES** --- During play, all players must remain within the boundary lines. Players may leave the boundaries only to retrieve stray balls. If you catch a ball in-bounds then the thrower is out. If your momentum takes you out it is ok and you are still considered in. **NO out-of-bounds on the bleacher side. Only end lines, center line, and side opposite bleachers.**
6. **MATCH PLAY** --- Matches will be decided using a best-of-seven format in which the first team to win 4 games will be declared the winner.
 - a. Games 1, 2, 4, 5, and 7 – **Regular rules**
 - b. Games 3 and 6 – **Dead Man Walking:** One player is designated with a penny. If that player is hit, the game is over. The player wearing the penny may not go out of bounds at any time. The only exception is if he/she is the last player and he/she is going to get a ball that is out of bounds. If the player steps out of bounds while there are still players on his/her team, he/she is out and the game is over.
7. **STALLING** --- It is illegal for any team to control all the balls for more than 10 seconds. Therefore, the controlling team must make a legitimate effort to get at least one ball across the attack line and in the opponent's court. *This ball must be rolled or thrown beyond the white volleyball line on the opponents' side of the court.* If a person is standing with a ball for 10 seconds without throwing the ball and it's counted out by the official that player will be considered "out" **even if the player did not hear the official count to 10.**
8. **SUICIDES** --- You can take a ball, jump across the center line, and throw at someone. If you hit them then the person you hit is out and so are you. If you miss then you are out. If it's a one on one situation and you hit the person then your team wins, but if you miss then the other team wins. **BALL MUST BE THROWN WHILE IN THE AIR, AND YOU MUST JUMP BEFORE THE CENTER LINE!**
9. **Language Policy** --- Due to past issues with excessive swearing/foul language, there will now be consequences for incidents involving such language. The first offense shall result in a warning, and the second offense will result in the player being called out and they must remain on the bench for the remainder of the game. If they continue to use foul language then they will be out for the whole night. Improper language is not acceptable and all calls will be made by the referee(s) and are not to be disputed.
10. **PROTESTS** --- **THERE ARE NONE!!!** Officials do the best job that they can. Whining or protesting could result in a stoppage in play and the person that is whining will be taken out of the game. Once the game is completed, they will be allowed to re-enter, and if they whine and carry on again, they will be out for the whole night. Pressing the issue could result in a suspension. **KICKING BALLS INTO THE RAFTERS COULD RESULT IN AN AUTOMATIC SUSPENSION FOR THE INDIVIDUAL PLAYER AND THE MANAGER!** This is for fun, please, remember that.
11. **GAME TIME IS FORFEIT TIME** --- A team may begin a game with no less than 3 players. If additional players arrive after the start of the game, the team may use a time-out to add them into the game or rotate them in if their team catches a "live" ball.
12. **UNSPORTSMANLIKE CONDUCT will not be tolerated. Any player who acts in an unsportsmanlike manner may be removed from the game by the program supervisor. Further disciplinary action may be taken if needed.**

13. **MIDDLE SCHOOL GYM POLICIES** --- It is expected that all are to abide by the Middle School gym policies, which prohibits food, drinks and tobacco products in the gym. This department and the Marshall Public Schools are in no way responsible for lost or stolen valuables. Middle School balconies, hallways & mats are OFF LIMITS!