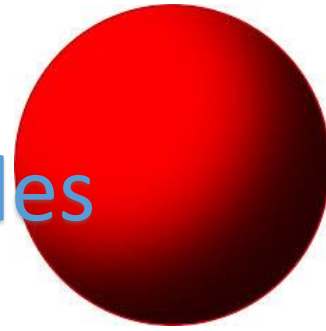


Dodgeball Rules



1. Pre-Game – Spirit Points, Equipment, Game Time, Defaults, Fields

Play that is competitive, overly aggressive, rough and/or unsportsmanlike such as pushing, shoving, elbowing, shouldering, tripping, hacking, slashing, sliding, tackling, ball blasting, chirping, name calling, threats and intimidation, is prohibited and will not be tolerated by RCSSC. RCSSC IS FIRST-AND-FOREMOST-FOR-FUN. ANY ROUGH OR PHYSICAL PLAY WILL RESULT IN IMMEDIATE EXPULSION FROM THE GAME, THE LEAGUE, THE CLUB AND/OR ALL OF THE ABOVE. All players should go out of their way to avoid contact with other players and/or eliminate actions or behaviours that could jeopardize player safety. If accidental contact occurs it is expected that players will apologize for that contact, ensure everyone is alright and stop the game to seek appropriate help as required. **THIS RULE SUPERSEDES ALL OTHERS!**

Spirit Points: An integral part of all the sports that the Rose City Sport & Social Club offers. It is based on the primary focus of the RCSSC, which is sportsmanship and to have FUN...NOT on competitive and aggressive sport.

Equipment/Set-Up: RCSSC Game Coordinators will provide Dodgeballs for each game. In addition, RCSSC's Game Coordinator will keep score when possible (ie. Only one game in the gym at a time). If the RCSSC Game's Coordinator is unable to keep score, we ask that each team select a player to assist in keeping score.

Game Time/Defaults:

- Please arrive 15 minutes early so that you can start your games on time.
- Games are 55 minutes in length.
- Teams are comprised of six (6) players with a minimum of two (2) women and two (2) men on the court at all times.
- A default will occur if any team cannot field a squad by 10 minutes after the official start time.
- A team can play with a minimum of 4 people, as long as two (2) of the players are women and two (2) are men. Captains may agree to waive the rules regarding gender minimum along with the Game Coordinator but this should be decided before the game starts. IF IT IS AGREED THAT THE GAME COUNTS, IT COUNTS!

2. In Game – General Rules, Eliminating Players, Scoring

General Rules:

1. The 6 players that start each game are the ONLY players that can play during that particular game (i.e. for that point). Substitute players must wait until the next game before playing. Teams can alter their roster for each game, as long as the gender requirements are met. Exception: Injured players can be substituted midway during a game if necessary (male for male, female for female only)
2. 4 dodgeballs will be used for each game.
3. To start the game, each team stands at their respective back wall with two dodgeballs each. The timekeeper (or a substitute player) will start the match by shouting, "Ready, Set, Dodgeball".
4. Once play has started, players must remain on their own side of half.
5. Players can lean over the half line to retrieve a ball, but the player cannot touch the middle line or any part of their opponents half of the court. If any part of a player touches the line or other half, that person is out. As well, if a ball is thrown by a player who steps on/over the line, the ball is considered dead and cannot eliminate an opponent and the thrower is out. Players can also not jump from their own side of half and land on their opponent's side in the attempt of getting an opponent out. Only the thrower is out in this scenario.

6. Players cannot remain static in areas that conceal or partially conceal their body. e.g. door entrance ways, climbers, etc. Also players cannot lie down, kneel or crouch before a ball is thrown. Players can dive out of the way of thrown balls and land on the floor (or kneel down), but they must get back up right away. This is to avoid as many head shots as possible.
7. A ball is considered "dead" as soon as it hits the floor, walls, ceiling or any other obstacles around the court (e.g. basketball hoops, etc). A player is not eliminated after being hit by a dead ball. All other balls are considered "live".
8. Eliminated/Substitute players should stand/sit in the corner at the back wall, and should do their best to not interfere with play. A bench area should be defined (using a bench turned on its side) and this area is out of bounds. Live players may only enter this area to retrieve balls.
9. If you have been hit, raise your hand while you are exiting the floor. That way your opponents will not intentionally strike you again!
10. Teams will switch sides of the court after each completed game.
11. Players cannot kick the ball.
12. Please do not squeeze all of the air out of the dodgeballs before throwing them. This causes the skin/cover of the dodgeballs to become loose and requires constant replacement.

Throwing the Balls and Eliminating Players:

1. To eliminate an opposing player, a "live" ball must hit the player from the SHOULDERS downwards.
2. **HEAD SHOTS:** Players cannot purposely use their head to block a ball. If a ball hits a player in the head while they are kneeling, bent over at the waist, squatting or lying on the ground they are eliminated and the thrower remains in the game. If a player is standing or nearly up right ("ready position" with slight bend in the knee) and is hit in the head, the player hit remains in the game and the thrower is removed from the game.
3. If a "live" ball hits a player then rebounds and hits another player on the court (who unsuccessfully catches it), both players are out.
4. If a player catches a "live" ball that is thrown at him/her, the thrower is OUT. IN ADDITION, the team that caught the ball can return a previously eliminated player to the court.
 - The player that returns to the game MUST be the first player who was ruled "out" during that particular game (and the order of returning players should be maintained...i.e. the third player to be eliminated will be the third player to return to the court). Reminder: substitute players must wait until the next game. In short – **"The order in which you exit the game is the order you re-enter the game"**
5. Players can only be in possession of ONE ball at any given time. If a player catches a 2nd ball, then the thrower is NOT out and the catcher must immediately drop the 2nd ball. As well the team whose player caught the 2nd ball is NOT allowed to bring a player back onto the court. The player who held the two balls is NOT eliminated. If a player is holding one ball and picks up a second ball off the ground, they must immediately drop one of the balls. They are NOT eliminated. If they throw the ball while holding the second ball they picked up, the thrown ball is considered "dead".
6. Players should not be in possession of a ball longer than 10 seconds (good sportsmanship). This rule applies as soon as a player touches a ball (excluding stopping the ball with foot) therefore if they put it back down on the ground, bounce it etc, they still need to throw it within 10 seconds. Teams should also not be "stockpiling" the balls on their own side of the court if it causes player's to be in possession of a ball for longer than 10 seconds. If all 4 balls are one side of the court, the remaining player needs to throw at least one ball within 10 seconds. Please abide by this rule as it will speed up the pace of play.
7. Order of Throw: When a game is a "stand-still" or teams are delaying their throws or players cannot agree who is to throw next. This is the order of who is to throw:
 1. Team with most balls on their half.
 2. Team with more people on their half (if both teams have 2 balls)
 3. Whichever team threw last, the other team is to throw. (if both teams have 2 balls and same amount of players)
8. A player that is holding a ball can use it to deflect/block another ball that is thrown at them by an opponent. However, if the ball being held is dropped due to the second ball, the person who dropped the ball is OUT. A deflected ball is still considered "live" until it hits the ground or wall. i.e. if it hits another player before hitting the ground, the hit player is out.
9. A live ball that rebounds off of a player (ie. from an unsuccessful catch, hits off their body, is deflected by another ball, etc) may be caught by any other in-bounds player prior to the ball becoming dead (hitting ground or wall). As usual, the thrower is OUT, and the catching team can return a player. Also the player the ball hit first, is NOT out.
10. If a thrown ball hits an opponent and comes back across the centre line, the ball is considered to be dead and only the person who is hit is out.
11. SELF-OFFICIATED -- It is the responsibility of all players to make a fair and honest call as to whether or not they were hit. If a player/team accuses another player of being out, it is up to the player in question to decide whether they were hit or not. Please remember, "it's just dodgeball" and sportsmanship is considered integral to the game. Ultra-competitive players are not welcome.

12. Clothing is considered part of your body if hit by a ball – hitting clothing makes that player OUT.
13. Every time that only 2 players remain on the court (1 from each team), the timekeeper should announce that the two players have "one-minute" to eliminate each other. After the one minute has expired, if the game has not yet ended, each team will return one player to the court. (again, each team must abide by their order of returning players).

Scoring/Winning

- Matches will consist of as many games that can be played in the 55-minute time period (except playoffs which are 50 mins in case of a tie).
- Each game won will count for one point.
- If a game is still being played when time expires, the team with the most live players on the court at the time will win the game.
- Ties are allowed during the regular season. If a match is tied at the end of a playoff game, a 3-minute overtime session will break the tie. (the current game should be continued for 3 minutes).

3. Post-Game – Score Reporting, Spirit Points, Departure

Score Reporting: Captains from each team are responsible for reporting or confirming game scores within 48 hours of the completion of the game. Scores can be reported or confirmed via our website at www.RCSSC.ca.

Spirit Points: Captains are also responsible for submitting a "Spirit" score for the opposing team each week. This is done when the score is reported or confirmed on the RCSSC website. Spirit points allow you to score your opponent based on your experience playing against them. You can score them based on how fun they were to play against, did they show good sportsmanship, did they follow and know the rules, did they arrive on time etc. All teams should shoot for PERFECT Spirit Points!

Departure: Each week after your game, it is important to leave the court in a timely manner. Teams could be playing after you and will need to get their game started on time. It is also possible that the facility could be closing upon the completion of your game and all staff and RCSSC members will need to depart the building at that time.