

Elizabethton Parks and Recreation Department

Adult Dodgeball Meeting

January 21 , 2010 6:00pm

I. Location of Games

Rec. Center

II. League Information

A. Disciplinary Rules

B. Dates to Remember

Entry deadline 1/22/2010

C. League Fee: \$200.00

Entry fees must be paid and rosters turned in by the 22nd

III. League Rules

IV. Bad Weather

A. In the event of bad weather call our office at 547-6440 after 12:00pm

B. Visit the web site at: www.eprsports.com

V. Questions

Elizabethton Parks & Recreation

Dodgeball

Official Rules Summary

THE TEAM

Teams will be made up of 6-8 players. **Six (6)** players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury. You may only substitute female players with other female players.

THE PLAYING FIELD

All games will be played @ The Elizabethton Parks & Recreation Center. The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line and attack-lines 3 feet from, and parallel to the centerline.

THE EQUIPMENT

The official ball used in tournament and league play will be an 8.25" rubber-coated foam ball.

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

- Hitting an opposing player with a LIVE thrown ball below the shoulders.
- Catching a LIVE ball thrown by your opponent before it touches the ground.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc). A ball that deflects off a player is only live to that player. Once it touches another player it is no longer live.

Note that you can block a thrown ball with a ball held in your hands and not be out, even if the thrown ball bounces off of the held ball and hits some part of your body. However, if the holder of the thrown ball loses control of the held ball they will be deemed hit -- even if they catch the held ball before it hits the ground or another player.

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. Players may be thrown when out of the boundaries only when behind their end line.

Retrievers

Retrievers are individuals designated to retrieve balls that go out of play. Teams are responsible for providing retrievers. The number of retrievers required will be determined by the tournament director.

Or you may use players that are out as retrievers.

- Retrievers may not enter the court at any time.
- Retrievers may not wear jerseys of the same style as their team uniform.
- Retrievers are only allowed to field balls from their side of the court.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line, three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown. Should a team commit a false start, then one of the balls on the center line belonging to the false-starting team will be moved to the other team's side of the center line and can be picked up and played by the non-offending team.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each game. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. If both teams have the same number of players at the end of regulation time, then sudden death overtime occurs. The overtime lasts until a player has been eliminated from either team. The team with the eliminated player will be the losing team.

Matches

The winner of the match is the team that wins the majority of games in a match.

Best of 7 time permitting.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game. Female players can only be substituted by other female players.

5-SECOND VIOLATION

If the team with all 6 balls is leading or the game is tied, they must make a legitimate effort to get at least one ball across the attack line within 5 seconds. This can be accomplished by throwing the ball at an opponent or rolling the ball to the other team. Placing a ball just across the center line DOES NOT constitute a legitimate effort to get the team a ball. If a ball is not provided within 5 seconds, a "5 second violation" will be called. Note: Only a court official may call a "5 second violation." The penalties for a 5-second violation are as follows:

- **First Violation.** Play and the clock are stopped. The balls are then evenly distributed between the teams. Players retreat behind their own attack line and play resumes on the court official's signal.
- **Second Violation.** The clock is stopped. A free throw is awarded to the opposing team. A free throw is an unobstructed throw by one player on the opposing team at any opponent(s) on the offending team. The throwing player cannot be eliminated by a caught ball. Play ends once the thrown ball becomes dead. The balls are then distributed as in the first violation and play restarts as described in the first violation.
- **Third Violation.** The clock is stopped. Ejection of one player from the offending team determined by the opposing team (the ejected player can not be substituted for and must play a "man" down). The ejected player cannot play for the rest of the game. Balls are then redistributed evenly between the two team with any "odd" ball going to the opposing team. Play restarts as in the first violation.

THE COURT Official's DECISION IS FINAL. THERE ARE NO EXCEPTIONS.

Miscellaneous Stuff

All players must sign a liability waiver form. If the player is under 18 years of age then their parent or legal guardian must sign for them before participation in their first game (including warm-ups).

Code of Conduct

- **Understand, appreciate and abide by the rules of the game.**
- **Respect the integrity and judgment of game officials and tournament staff.**
- **Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.**
- **Be responsible for your actions and maintain self-control.**
- **Do not taunt or bait opponents and refrain from using foul or abusive language.**

ELIZABETHTON PARKS & RECREATION DEPARTMENT

LEAGUE ROSTER

TEAM _____ DATE _____

LEAGUE _____ COACH _____ PHONE _____

I, the undersigned, wish to participate in the Park and Recreation Sports Programs of the City of Elizabethton, Tennessee and do hereby release the City of Elizabethton, Tennessee, the Park and Recreation Department, its supervisors, agents, servants, and employees and all persons involved with the sports programs from any and all responsibility for any injury or other loss or damage which I may sustain, while participating in any sports program sponsored by the Parks and Recreation Department or any activity sponsored by the Parks and Recreation Department. I further agree that I will never, individually, institute any action at law or in equity against the City of Elizabethton, its agents, servants or employees, on account of any injury or other loss or damage sustained or that may be sustained by me and I hereby expressly agree to indemnify the City of Elizabethton, its agents, servants, and employees, against loss from any and all claims, demands, or actions that may hereafter be brought by anyone in my behalf arising out of my participation in the activities of the Park and Recreation Department of the City of Elizabethton, Tennessee.

<u>Player's Printed Name</u>	<u>Player's Signature</u>	<u>Phone</u>
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
6. _____	_____	_____
7. _____	_____	_____
8. _____	_____	_____
9. _____	_____	_____
10. _____	_____	_____
11. _____	_____	_____
12. _____	_____	_____