



Social Sports of Bethesda

CO-ED DODGEBALL RULES – SUMMER 2008

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LEAGUE FORMAT

SEASON

This will be a two week abbreviated season.

Week 1 - Round robin format (each team to play approx 3 games).

Week 2 - Single elimination play-off tournament.

The outcome of the first week will determine seeding for the second week. All teams in the league will make the play-offs the second week.

GAME TIME AND LOCATION

Court location: Georgetown Preparatory School - 10900 Rockville Pike, North Bethesda, 20852.

Games are Monday evenings on August 18th and 25th. Games are scheduled between 6:00 and 9:00pm.

Games last approximately 40 minutes.

TEAM SIZE

Six players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts, in the case of injury and if a LIVE ball thrown by the opposing team is caught (see section on 'The Game' below for more details).

Six versus six format (typically 4 men & 2 women players on the court). Teams must start or continue play if they have at least four players. There can be no more than four men on the court per team at one time and there is no maximum number of female players up to the 6 person limit on the court at any time. There must also be *at least* 1 woman on the court at the start of each game. For example, if only 1 woman shows up, only there is still a 4 male limit allowed to play each game.

PLAYER RESTRICTIONS

No jewelry allowed. Non-marking shoes required. All players not in the game and all gear must be clear of the sidelines.

To be considered eligible, players must:

- Be at least 21 years old by the start of the season.
- Have a current, signed waiver.
- Be on the team roster.
- Play for only one SSB team.
- Be wearing their current SSB tee shirt.
- Not have participated in professional dodgeball, for at least 2 years.

Using ineligible players will result in forfeit of all affected games.

TEAM RESPONSIBILITIES AND SPORTSMANLIKE CONDUCT

Team captains (or appointed captains) are responsible for their team's actions. Only the team captain may interact with a referee regarding a call during the game. Teams please clean up after your games and keep the facility clean.



This is a social league and unsportsmanlike behavior will not be tolerated. Players are obligated to act appropriately at the courts during game days. The referees will call unsportsmanlike conduct for:

- Any excessive throw deemed unsportsmanlike by the referee's.
- Taunting the other team in any manner.
- Abusive or insulting language to the other team, the ref, or anyone else.
- Aggressively challenging the ref.
- Any other inappropriate behavior.

If a player is unsportsmanlike, the player will be called out. The whole team will be given one warning followed by player ejections from the game. Severe cases of unsportsmanlike conduct (e.g., fighting) will result in the offending player(s) being disqualified for the remainder of the season. Refunds will not be given.

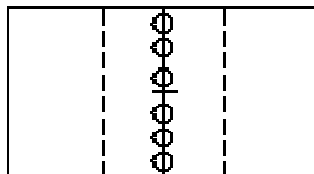
FORFEITS

Notice of forfeit must be given to SSB 24-hour before game night to avoid a forfeit fine. SSB will notify the other team of the forfeit. If a team does not have the minimum amount of players (see Team Size) at game time, the opposing team will receive a win for the first game. Teams will combine players so the first game can be started on time. If the team does not have enough players by the beginning of the second game, a forfeit fine will be assessed. Teams can continue to play as a scrimmage if they want to, but the opposing team will receive the win.

Forfeit penalty = \$50 fine. All fines must be paid before your next scheduled game to keep your team eligible to play.

THE COURT

The court is a 60 ft long by 30 ft wide rectangle, divided into 2 equal sections by a center-line. An attack-line is 15 ft from the centerline.



THE EQUIPMENT

The official ball used in league play will be an 8.25" rubber-coated foam ball. SSB provides the game ball.

RULES OF THE GAME

GAME CLOCK

The rec center clock will be the official game clock. All teams must be set and ready to play at the scheduled game time. The clock will not wait for teams that are not ready. See 'Team Size' and 'Forfeit' rules for more info. Matches will last 40 minutes.

THE GAME

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

1. Hitting an opposing player with a LIVE ball below the shoulders. This includes knocking a ball out of a players hands that was being used to block an opponent's throw.



2. Catching a LIVE ball thrown by your opponent before it touches the ground.
3. If a LIVE ball thrown by your opponent is caught, your team may pull in a teammate that was ruled "OUT" earlier in the game or may put in a substitute player not in the original line up. There can never be more than six players on the court per team and there can never be more than 3 male players per team on the court at one time. There is no limit on the number of women players allowed on the court at one time

The Definition of "LIVE" ball: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, the referee or other item outside of the playing field (wall, ceiling, etc)

BOUNDARIES OF THE COURT

During game play, all players must remain within the boundary lines of the court or they will be called "OUT." Players may leave the court only through their end-line and only to retrieve stray balls. Players must also return through their end-line.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – 3 balls are on one side of the center hash and 3 balls on the other side. Players take a position behind their end line. Following a signal by the official, the teams rush the centerline to retrieve the balls. The ref signal is the official game start. Teams may only retrieve the 3 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.

TIMING, GAMES, AND WINNING A MATCH

The first team to legally eliminate all opposing players in a game will be declared the winner of that game. A 10-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 10 minutes, the team with the greater number of players remaining will be declared the winner. Each match will consist of best 3 out of 5 games. There will be no overtime or tiebreakers during regular season play.

Tie Breaker Rule Only During Playoffs: In the event that both teams have the same number of players remaining at the end of the game time, there will be 1 overtime period with a length of 1 minute. No players are replaced for any overtimes. If after the first overtime there is still a tie, there will be a sudden death period. During sudden death play, the first team to eliminate an opposing team's player shall be declared the winner.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one 30 second timeout per game. At this time a team may substitute players into the game.

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all 6 balls on their side of the court for more than 5 seconds. If a "5-second violation" is called there will be a brief game pause by the referee and the team with all the balls will give up two balls to the opposing team. This also applies to tied teams.

RULE ENFORCEMENT

During regular-season matches, 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. All games will also be supervised by a referee. The referee's responsibility is to rule on any situation in which teams cannot agree. THE REF'S DECISIONS ARE FINAL – NO EXCEPTIONS.