

City of Lewiston Parks & Recreation

Dodgeball League Rules

PHILOSOPHY:

The Lewiston Parks & Recreation Department provides this activity for those who enjoy dodgeball and are interested in participating on an organized level. **This is a recreation program and good sportsmanship is expected from those who participate.**

MISSION

The mission of the Lewiston Parks & Recreation Adult Dodgeball League is to ensure a fun and safe environment to players, managers, court supervisors and spectators. Those who fail to abide by these standards may be asked to leave the premises. We want to provide a family fun atmosphere to all our participants and spectators, please help us strive towards our mission.

SPORTSMANSHIP:

Being competitive on the court is applauded & encouraged in all of our leagues! It is also important to understand that there is a fine line between being competitive & being unsportsmanlike. All players and court supervisors should treat one another with respect on the court & after the game. Everyone has to go to work tomorrow, so please keep safety & sportsmanship in mind out there!

1. Dodgeball is a self-regulated game that relies on the Honor System. If a fault occurs, you are expected to call it as such.
2. Gym Supervisors are there to rule on unclear plays, settle disputes, keep the game moving and ensure player safety.
3. Players must treat their fellow dodgeball players, gym supervisors, and spectators with respect and courtesy. Personal and malicious remarks directed at anybody in the dodgeball community, obscene or otherwise, at any time, have no place in the League.
4. Team captains must be the only players that address concerns to gym supervisors and league officials. They are expected to do so in a courteous and respectful manner, and to confine their discussions to interpretations of the rules and not challenge decisions regarding judgment.
5. Players are expected to comply with the intent and spirit of the rules. Deliberately attempting to violate the rules is unacceptable.

REGISTRATION:

1. Each team must have a manager who is responsible for:
 - a. Collection and payment of all fees.
 - b. Submitting a team roster.
 - c. Informing players of rules and games scheduled.
 - d. Attending any manager's meetings
 - e. Using only eligible players.
2. Roster changes will be accepted at the Parks & Recreation office between 8:00 a.m. and 5:00 p.m., Monday through Friday. Players may not be added to the roster one week prior to the end of the regular season, with the exception of replacing injured players out for the season. Replacing injured

players does require prior approval from the Recreation Coordinator and the signature of the new player.

3. Players must register at the Parks and Recreation office prior to participating. It is the player's responsibility to provide proof of registration to the court supervisor at the field. **There will be NO exceptions.**

THE GAME:

Dodgeball is made up of two teams of six players each. Teams are open and can consist of any amount of any gender. A best of 5 sets will be used for all matches

1. The season will consist of 8 regular season games. The season will conclude with a 1-night single elimination tournament.
2. 6 ball 8.25" foam ball placed on centerline in two groups of 3 near either sideline extending no more than 5ft into the centerline (no balls placed at center court)
3. The court will measure 30ft wide and 60 ft long. The 60 ft long court will be divided by a centerline, players that step over the centerline at any time other than during the opening rush will be considered out. Each side will have a 3 meter line away from the centerline. The area between the centerline and the 3m line will be considered the "no throw zone"

TEAMS AND PLAYERS:

1. All players must be at least 16 years of age prior to participating in any match and must be registered and in good standing with Lewiston Parks and Recreation (herein: the "League").
2. Rosters must include no fewer than 7 players but may have as many players on the roster as a team chooses with no other restrictions.
3. Each team may have 6 players on the court at one time.
4. As long as 4 members of the team are present during the regular season, a team may use substitute players who are registered and in good standing with the league to field a full team.
5. During the tournament, teams may **ONLY** use players on their roster.

GAME PERSONNEL AND THEIR DUTIES:

1. Gym Supervisor Responsibilities
 - a. Gym Supervisor's primary responsibilities are to start and maintain game flow, ensure the safety of all participants and spectators, and enforce the Sportsmanship Code.
 - b. Gym Supervisors have the authority to eject anyone before, during and immediately after any match if they feel it is warranted.
 - c. The gym supervisor may assist on rule clarification but it is up to the participants to call their own fault, catches, and player eliminations.
 - d. All decisions made by gym supervisors are final

GAME PROCEDURES:

1. Sets will begin with teams lining up on their respective endlines. The gym supervisor will begin the set by expressing 3, 2, 1, dodgeball. Teams may then begin the opening rush to collect dodgeballs.
2. Players may not cross over the centerline at any time other than the opening rush

- a. Stepping over the line results in the player being out
3. Players may not step on or over the side boundaries or end lines to dodge a throw or catch a ball. This will result in the player being called out.
 - a. A player may leave the playing area to retrieve a ball that has gone out of the playing area. If this is the case the player must go directly over to the ball and return directly into play, if not the player will be ruled out.
4. Area within the 3m lines is considered no throw zones. If a player makes a throw within the no throw zone their throw is considered dead once it leaves their hand unless caught by an opponent, if this is the case they are considered out
 - a. If one hits a player but is stepping on the 3m line the player will not be out
5. Players attempt to eliminate opponents by hitting them with thrown balls or catching their throw
 - a. Clothing is a part of a player's bodies, if the ball hits a piece of an opposing players clothing that player is out
 - b. Kicking a ball towards an opposing player in attempts to hit them is illegal and will be considered out
6. If a player gets hit by a live ball the player is out
 - a. If a player gets hit by a live ball but the ball is then caught by one of their teammates before touching the ground, then the throwing player is out and the original teammate hit with the ball is still in the game.
 - b. Head shots are considered out though intentional headshots are not encouraged.
7. Players may block incoming balls with balls they hold in their hand
 - a. If incoming ball knocks out the ball that defender is holding, then the defending player is out
 - b. If the incoming ball hits any part of the body including the defending player's arms, hands or fingertips the player is out. Defending player must deflect the ball completely with the held ball.
 - c. A blocked ball is still considered live and may be caught by a player until it hits the floor or wall
 - i. The player who blocked the ball may not drop the ball they blocked the incoming ball with in order to make the catch. If this happens the catch will not count.
8. Eliminated players line up on the side line in the order they get out
 - a. If one of their players catches a live ball from the opposing team, then the player who got out first is the first in.
 - b. Once eliminated a player must indicate that they are out by raising their hand and head over to the designated elimination area.
9. A ball is considered dead once it hits the ground, wall or ceiling
 - a. A ball cannot be caught for an elimination if it first hits the ground, wall or ceiling
10. If there is one player left from each team, showdown goes into effect after 10 secs
 - a. The procedure for showdown is:
 - i. A 10 seconds countdown, ending with "showdown" to pause the game. This can be called by any player from any team or the gym supervisor if they are available.
 - ii. The centerline boundary is dissolved, while the sidelines remain active boundaries.
 - iii. Players begin with 2 balls in their hands at their respective walls.
 - iv. The other 2 balls go at the ends of the centerline.

- v. When ready, the showdown begins with a “3, 2, 1, showdown” from the referee.
- vi. Tagging the opponent in a showdown will not count; balls must be released in order to hit someone out
- vii. If a victor can't be determined, then a showdown rematch will occur.

STANDINGS/PLAYOFFS:

All teams will have 8 regular season games. The league will conclude with a single elimination tournament. The regular season will seed teams for the postseason. If a tie occurs, then record of head to head matchup and least number of sets lost will determine seeding. If a tie still occurs, then a coin flip will be done. If a team has a forfeit, then they are out of the tie breaker.

RESCHEDULES/FORFEITS

1. All teams may request 1 reschedule of game or games (if playing a doubleheader on that day)
2. Any team asking for a reschedule must ask at least one (1) business day in advance, this must be done within business hours (8-5) if a reschedule is asked for at 5pm or later the day before the game the game will be counted as a forfeit.
 - a. One reschedule day will be proposed to both teams. If both teams cannot agree upon a date, then the team asking for a reschedule will take the loss
3. Game time is forfeit time
 - a. If your team forfeits a match during the season, the following rules apply:
 - i. **First Offense:** game recorded as loss and warning issued.
 - ii. **Second Offense:** games recorded as loss and parks and recreation staff will be contacting the manager.
 - iii. **Third Offense:** Removal from the league and playoffs.
 - b. Any forfeits will not be rescheduled

ALCOHOL/SMOKING:

1. Alcohol is not permitted inside the facility, on the grounds, or any place where prohibited by area rules. Players caught with alcohol will be REMOVED FROM THE LEAGUE WITHOUT REFUND.
2. If gym supervisors have reason to believe a player is too intoxicated to play, that player will be ejected.
3. League Management reserves the right to suspend or expel any player from the league for any reason without refund.
4. All players must sign the roster/liability waiver prior to playing any matches

Any rule or situation not contained herein becomes the sole discretion of the Recreation Coordinator. All games will be governed by the Recreation Coordinator. The Recreation Coordinator will have final judgement on all problems, issues and penalties.

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