

CITY OF OAK RIDGE RECREATION AND PARKS DEPARTMENT DODGEBALL TOURNAMENT RULES 2011

1. ROSTER FORMS AND MEDICAL RELEASE:

Player rosters are limited to 10 active members per team.

- a. **Each team must have an adult aged 21 or older who is responsible for the team on the bench at all times.**
- b. Each participant, including non-playing managers/coaches, **MUST PERSONALLY** sign an Oak Ridge Recreation and Parks Roster and Medical Release Form before he/she participates. These forms also serve as a notice of potential injury and a hold harmless form. The hold harmless agreement releases the Recreation and Parks Department and any other person connected with the dodgeball tournament of any responsibility in case of an accident. **Any player under age 18 must have a parent's signature.**
- c. Junior Division players must be in grade 8 or below. Senior division players must be in grade 12 or below.
- d. **No player shall be eligible to play with more than one team.**

2. REGISTRATION AND FEES:

- a. To register for the Dodgeball Tournament, Roster and Medical Release forms must be submitted along with the team registration form and player fees.
- b. No refunds will be given once a team commitment has been made.

3. ELIGIBILITY:

Coaches of teams are responsible for the eligibility of their players and shall be held accountable by the Recreation and Parks Department to furnish proof of eligibility. To be eligible, players:

- a. Must be in grades 12 or below to play in the Senior Division.
- b. Must be in grades 8 or below to play in the Junior Division.
- c. Must be on the official team roster.
- d. Must be able to verify identity.
 1. ALL players utilized by a team are required to produce, upon request, verification of identity, which exhibits their picture or signature. **IF A PLAYER REFUSES TO SHOW HIS OR HER I.D., THE GAME CAN BE PROTESTED AND, IF UPHOLD, WILL BE DECLARED A FORFEIT.** Any player in question regarding his identity will be required to place his signature on the game sheet.
- e. Any team found to be playing with an ineligible player after game play has begun will forfeit that game. The offending player will be suspended for one week from all play in leagues and tournaments organized by the Oak Ridge Recreation and Parks Department.

4. UNIFORMS:

- a. Teams must wear matching uniforms or same color jerseys.
- b. All players must wear non-marking athletic shoes.
- c. All players must wear shirts and shorts or sweatpants. No jeans allowed.
- d. No jewelry, watches or hard hair holders will be allowed during games.
- e. When two teams are wearing the same colored jerseys, a coin toss will determine who wears City vests.
- f. Players will not be permitted to play if undergarments are blatantly exposed. **Absolutely no sagging will be allowed.**
- g. Clothing with inappropriate language/graphics will not be allowed. (See Department Dress Code)

5. RULES

See Attached "Dodgeball Tournament Rules"

6. UNSPORTSMANLIKE CONDUCT

- a. Players, managers, coaches, etc., who are guilty of unsportsmanlike conduct will incur the following:
 - 1. Ejection from the tournament
 - 2. Any participant ejected must leave the premises within 5 minutes. The premises include the general area: building and parking lot.
 - 3. Failure to leave will result in his/her team forfeiting the match.
 - 4. Cursing or any type of profanity will not be permitted at any time.
 - 5. Any verbal or physical abuse of an official or player is an automatic one-year suspension.

7. FORFEITS -

- a. Failure of an ejected player to leave the premises within 5 minutes (out of sight and sound) will result in his/her team forfeiting the match. The premises include the general area: building and parking lot.
- b. If a team of four eligible players with at least two females cannot be fielded at the scheduled starting time, the team ready to play shall win by forfeit.

8. PROTESTS:

- a. In all tournaments sponsored by the Recreation and Parks Department, the protest must be resolved prior to the start of the clock.
- b. The only type of protest which may be filed is a rule interpretation.
- c. The court monitor's judgment decision cannot be protested.
- d. The Recreation and Parks Department will handle all protests.

Dodgeball Tournament Rules

The basics of the game:

Six players per side, Best of 5 games, 4 minutes per game.

Tournament Style: Depends on # of entries (DBL Elimination preferred)

Teams

- Teams will be made up of 6-10 players. Each game consists of no more than six players competing on a side; other players will be available as substitutions. If necessary, a team may begin with fewer than six players, but at least four players are required to begin. A minimum of four players will compete on a side, and at least two females must begin the game for a team to compete.
- Substitutes may enter the game only during timeouts. Those subs **can** include players that have been eliminated.

Court

- 60 X 30 feet with a center line, two endlines, two attack lines, two sidelines and two restraining lines located 8 feet outside and parallel to each endline.
- Only active players, (those not out) are allowed to pass between the endline and restraining line. Players who have been knocked out are to stand behind the restraining line of their side.

Boundaries

- During play, all live players must remain within the boundary lines.
- Players may pass through their end line only to retrieve stray balls. Players who have been knocked out and are behind the restraining line may retrieve balls that have gone behind the restraining line. Those players can then roll or hand those balls to players on their team. No player may cross the center line at anytime to retrieve a ball.
- When retrieving a ball, the player must also immediately re-enter the playing area only through their end line.
- Note: A player not immediately re-entering the playing area may be declared out by the court monitor.
- A player may be handed a ball, provided the player receiving the ball remains completely within their team's field boundaries. Players may not be handed a ball if they are outside their field boundaries.
- A player shall not:
 - A. Have any part of their body contact the playing surface on or over the sideline.
 - B. Enter or re-enter the field through their sideline.
 - C. Leave the playing field to avoid being hit by a ball.
 - D. Have any part of their body cross the center line and contact ground on opponent's side of court.
- Penalty for above: Player is declared out.

- Exception: During the opening rush many players cross the centerline. Officials should refrain from calling players at this unless a definite advantage is gained by the action.

NOTE: Spectators will be discouraged from touching stray balls. Should a stray ball go into the spectator section, all balls must be rolled to the end zone. Balls may only enter the court from the end line.

Equipment

- Official dodgeballs are the only balls to be used, which are provided by the City of Oak Ridge Recreation and Parks Department.

The Game

- Matches begin with a coin flip to determine which side a team plays on for the first game. Teams alternate sides after each game. The match will comprise of a best-of-5 games.
- The object of the game is to eliminate all opposing players before the 4-minute game ends. (Knocking out a player is called an out).
- An out is scored by:
 - A. Hitting an opposing player with a live ball below the shoulders. Note: If a player ducks, and this is clearly the cause for the player being hit above the shoulders, the player is out and the throw is legal.
 - B. Catching a live ball thrown by your opponent.
 - C. Causing an opponent to drop a live ball as a result of contact by another thrown live ball (usually occurs when a ball is being used to block a thrown ball).
 - D. An opposing player steps out of bounds.
- Live – definition – a thrown ball that strikes or is caught by an opposing player before contacting the ground, another player or ball.
- A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball.
- Note: A ball deflecting off a held ball and striking the holder is no longer a live ball and does not eliminate the player with the held ball.

Legal Catches – Thrower is out. No players re-enter the game after a catch.

- A player must demonstrate control of a ball with at least one foot inbounds.

If a player catches a ball while airborne, but was inbounds when the ball was thrown, then the thrower and then the catcher are out of the game in that order.

If the ball reflects off the catcher while they are on the ground, and the player catches the ball while in the air, they must maintain control of the ball and land with at least one foot in bounds for the thrower to be out. Only the catcher will be out if the ball is caught out-of-bounds after a deflection while airborne.

Timing, Timeouts and Substitutions

- Games are four minutes
- Each team is allowed one-30 second timeout /game.

- Only the court monitor's whistle starts and stops the clock.
- All players are in jeopardy until the Court Monitor recognizes and signals the beginning of a timeout or the end of a game. Exception: All live balls in flight at the time of an official's signal remain live and may eliminate a player until they become dead (being caught or hitting the ground).
- If in the Court Monitor's judgment an injury has occurred requiring medical attention, play will stop immediately. All balls will be dead on the whistle and play will stop. Safety will take priority over game play. Placement of players in question will be at the discretion of the Court Monitor(s) before the game is resumed.
- During timeouts, teams can substitute players. Subs may be players that did not start the game or players who wish to re-enter after having been declared out.

Beginning the Game

- Prior to beginning a game, an equal number of dodgeballs are placed along the center line on each side of the center hash mark. (Six balls, 3 on each side of the center hash mark)
- Players then take a position behind their end line.
- Following a whistle by the official, teams may approach to get the balls to the right of the center hash mark. If balls remain on the centerline after a team has retrieved and moved their balls beyond the attack line, those balls may be retrieved by either team.

Opening Rush Rule

- Each and every ball retrieved at the opening rush must first be taken beyond the attack line in into the team's backcourt before it can be legally thrown at an opponent.

Example: Following the opening whistle, a player rushes and is the first to secure a ball from the centerline. That player must carry or pass the ball into their backcourt before it may be legally thrown at an opponent.

Declaring a Winner

- The first team to legally eliminate all opposing players will be declared the winner.
- If each team has players remaining at the end of regulation, the team with the greater number of remaining players will be declared the winner.
- If both teams have an equal number of players remaining, there will be a 2 minute overtime after a 1 minute break. Overtimes will continue until one team has fewer players than the other team when time expires.

Stalling and 5 second violation

- It is illegal for the leading team to control all the balls for more than 5 seconds. If the leading team controls all of the balls they must make a legitimate effort to roll at least one ball across the attack line to your opponent. If this is not done within 5 seconds, a 5 second violation will be called. Only the court monitor can call a 5 second violation.
Penalty: One player on opposing team will be given a "Free Throw"
- During the "Free Throw", the single player will be given an opportunity to throw at one of the penalized team members without any consequences of being thrown out or being hit. A caught ball will not result in the thrower being thrown out. All other game rules apply.

Court Monitors

- Each court is supervised by one **court monitor**.
- Rules will be enforced primarily by the **honor system**. Players will be expected to leave the court if they were legally eliminated.
- The court monitor's responsibility will be to rule on any situation in which teams cannot agree. A team may appeal to the court monitor if they feel a player has not owned up to a rule violation. **THE COURT MONITOR'S DECISION IS FINAL!!! NO QUESTIONS OR WHINING.**
- Court monitors may warn players and call technical fouls on those who display unsportsmanlike conduct. Any players receiving 2 technical fouls in a 5 game match will be ejected from the match. Severe infractions may result in total expulsion from the tournament.
- A court monitor is not required to warn a player before calling a technical foul.

Unsportsmanlike Conduct:

Includes:

- Foul Language
- Hits above the shoulder
- Unnecessary roughness
- Arguing with the court monitor, staff, participants or fans
- Abuse of the honor system

Code of Conduct

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

Sample of a Double Elimination Tournament

