

**SCHERTZ &
PARKS &
REC
SOCIAL LEAGUE**

RULES & GUIDELINES

DODGEBALL

TEAM ROSTERS:

- All players must sign the Team Roster and Waiver Form. It is the responsibility of all team captains to ensure players are in compliance with this policy. After the third week, rosters will be frozen. Roster changes that require additional T-Shirts will be subject to availability. All roster changes must be communicated to and approved by the Parks and Recreation office.

WAIVERS:

- To be eligible to participate in the league, each player must sign the team waiver form. Captains are required to turn in completed waiver forms to a Coordinator prior to their first game. Players not present for their team's first game must still submit a signed waiver form prior to participating. Individuals must also sign a waiver at the time of enrollment.

PLAYER RESTRICTIONS:

- All Social League participants must be 21 years of age or older prior to their first scheduled game. Players may only be on one roster for any given sport on a given night, regardless of if multiple divisions are offered. Violation of this rule may result in game forfeiture by both teams. The Social League reserves the right to request a photo ID from any player at any time for any reason. Roster checks will be performed by a Gameday Coordinator at the request of the challenging team. Only individual players may be challenged. Entire teams may not be challenged. The challenging team must provide legitimate reasons for submitting a roster check request. Challenging teams must report their intention to initiate a roster check to an Official as soon as possible to ensure the preservation of playing time. Except in the case of a late-arriving player, teams forfeit the right to challenge a player's eligibility at a point noted in the "Roster" section of each sport's respective rules document.

SPORTSMANSHIP:

- We are all adults, and the Schertz Social League expects all participants and spectators to act like it. Unsportsmanlike behavior may result in disqualification from the game and/or playing area. Unsportsmanlike behavior may also result in suspension from participation in current and/or future sports and events. Disqualified persons are required to leave the playing area immediately. Suspended players are prohibited from attending any Social League sport or event during their suspension. Violation of these policies may result in team forfeit and/or further suspension.

OVERLY COMPETITIVE PLAYERS:

- All Social League sports are intended to be recreational. Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of any official or gameday coordinator.

- **UNIFORMS:**

- T-Shirts are your team's uniforms. All players must wear the appropriate color uniform with the current Social League front logo to participate. Any player not wearing the uniform will be sidelined for that game. The T-Shirt must be worn on the outside of any clothing worn during play with all logos and designs intact and clearly visible.

UNIFORM ALTERATIONS:

- Players are permitted to modify their uniforms in any way provided they do not cover up or obscure any of the logos printed on the shirts and the resulting garment does not pose a threat to player safety.

FORFEITS:

- If a team is short the minimum number of players to play a regulation game, the game will be ruled a forfeit. In the case of an injured player, at the sole discretion of an Official, a game may be continued if a team does not have the minimum number of players for a regulation game provided the team has a chance to win. If you know in advance that you will not have enough players. You must notify a Gameday Coordinator 24 hours in advance.

GAME RESCHEDULING:

- In the event of inclement weather or any other event that causes games to be postponed, the Social League will make every effort to reschedule. In the event of multiple cancellations, the Social League reserves the option to shorten the regular season. Neither refunds nor pro-rated refunds will be given if the season is shortened due to inclement weather.

DODGEBALL RULES

PLAYING AREA:

Dodgeball games are played using basketball court lines. This includes sidelines, endlines, and a center line.

During play, all players must remain within the boundary lines. A player will be called out if any part of his or her body crosses the center line or a sideline. A player is permitted to step one foot on or over his or her endline without being called out.

Sidelined players must remain out of the endline out-of-bounds areas unless there is a stray ball. Only one sidelined player at a time may enter the endline out-of-bounds area to retrieve a stray ball.

Any sidelined player may retrieve a stray ball in the sideline out-of-bounds areas on their side of the division line only.

Sidelined players must immediately return stray balls to their team's in-bounds playing area once retrieved or the ball will be forfeited to the other team.

With permission by an official, a player on a team with no substitutions may cross

a boundary line to retrieve a stray ball.

The ball becomes dead when it hits a wall, curtain, basketball hoop, or an official.

OFFICIALS:

Dodgeball is intended to be primarily self-officiated, however the Social League will provide a Referee for each court to help resolve disputes, initiate 5-second counts, etc. Arguing with Referees will not be tolerated.

If you get hit, leave the court. Don't be 'that guy'!

EQUIPMENT:

The Social League will supply two seven-inch and two eight-inch Gator Skin dodgeballs for each court.

Athletic shoes with non-marking soles are required while on the court.

PLAYING ROSTER:

The maximum numbers of players on the court is eight. The minimum number of players is six. The maximum number of males is five. The minimum number of females is two.

Players that arrive late must wait until the next game begins to enter.

Substitutions can only be made between games or to replace an injured player. If a male is injured, the last player out may substitute. If a female is injured, the last female player out may substitute.

If a team is short the minimum number of players by game time, the first game will be considered a forfeit and an exhibition played. The team will continue to forfeit games until they have the minimum number of players or until the start of the fourth game (declaring their opponent the winner).

The minimum number of players to play an officiated exhibition game, and avoid the forfeit, is four. Exhibition games are played out with no intention of keeping score. This allows time for late players to arrive and prevents the team that did show up from having a completely forfeited game.

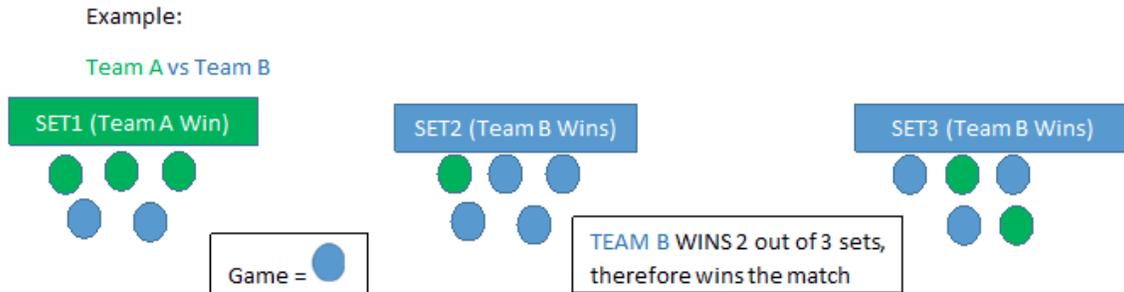
Teams lose the ability to challenge a player's eligibility after the third game, except in the case of a late-arriving player.

MATCH CLOCK:

All matches have a 40:00 minute time limit. If time expires during a game the team with the most remaining players will be awarded the win for that game.

FORMAT:

Matches are played as the best of three sets. Each set is played as the best of five games. Win the set by winning three games. Win the match by winning two sets. Teams will switch sides after each set. Each team plays one match per night against one opponent.



Prior to the first game, both captains will meet with the Referee to determine side with a game of rock, paper, scissors. The winning captain will choose side to begin the first game.

Prior to the start of each game, two eight-inch dodgeballs will be placed on the center line. Each team will start with one seven-inch ball.

Players must take a position and remain behind their endline until the official's signal to begin play.

Once the official's signal has been given, the game has begun. Players may approach the center line to retrieve the eight-inch balls. They are also fair game to be hit by their opponent.

FALSE START:

If a player crosses his/her endline prior to the official's signal, a false start will be called. The offended team will be awarded possession of one eight-inch ball from the center line.

Subsequent false starts will result in further changes to initial ball possession or a forfeited player at the discretion of the official.

STALLING VIOLATION:

Officials, at their discretion, will initiate a five-second count to prevent stalling and other delays in action. All players in possession of a ball at the start of the count must release the ball across the center line prior to the end of the count.

A player in possession of two or more balls at the start of the count is only required to release one ball across the center line.

Dropping a ball does not satisfy the requirements of the five-second count.

Only an official can initiate a five-second count.

PLAYERS OUT:

A player who is called out must drop any held balls and exit the inbounds area toward the nearest boundary line. That player should also raise their hand over their head as they exit the inbounds area to avoid being targeted by the opposing team. If that player refuses to leave the inbounds area or otherwise interferes with the game, he or she may be directed to sit out the next game.

The only situation in which a player called out may re-enter the game is to replace an injured player.

A player is OUT if:

- He or She is hit with a ball thrown by an opposing player that proceeds to hit the ground.

- He or She is hit with a ball thrown by an opposing player that deflects off of a teammate and then proceeds to hit the ground.

Note: The ball must be released in order for a hit to count. A player contacted with a ball held by an opponent will not be ruled out.

- His or her thrown ball is caught by an opponent.

- His or her thrown ball deflects off of an opponent and is subsequently caught inbounds by a teammate of the opponent.

- He or She drops a held ball as a result of contact with a ball thrown by an opponent. This does not include dropping a held ball to catch a thrown ball.

Note: The ball becomes dead when it contacts a held ball that is not dropped.

- Without the permission of an official, any part of his or her body contacts the ground on or across the center line or a sideline or crosses completely over the endline.

- His or her thrown ball hits an opponent in the head with high velocity.

Exception: If the contacted player's position or movement, including, but not limited to, dodging, crouching, rolling, kneeling, and sitting, were the obvious cause of head contact, the throw will be declared legal and the contacted player ruled out.

- He or She intentionally kicks the ball after being warned by an official.

- He or She throws an excessively squeezed or compacted ball, or continues to excessively squeeze or compact the ball after being warned by an official.

- He or She retains possession of a held ball past the official's five-second count.

Sidelined players must remain to either side of the inbounds area unless otherwise allowed by an official.

Sidelined players are not allowed to retain possession of any balls. Once a stray ball is retrieved, it must be immediately rolled back into the inbounds area.

STANDINGS:

Teams earn three points for a win, one point for a tie, and zero points for a loss.

Teams are ranked in order based on the following criteria:

- Total Standings Points
- Head to Head
- Total Points Allowed
- Total Point Differential