

# ***Blue Ash League Rules***



## ***Dodgeball***



## **Table of Contents**

- Article 1 - General Information
- Article 2 - League Registration
- Article 3 - Officiating Fees
- Article 4 - Eligibility
- Article 5 - Team Rosters
- Article 6 - Starting Times
- Article 7 - Protests
- Article 8 - Player Conduct
- Article 9 - Additional Game Rules

## **Article 1 – GENERAL INFORMATION**

- A. The manager, coach and/or captain of a team is responsible for the conduct of their players before, during and after the game until they leave the premises. Failure to comply with the rules will subject the offender, the manager, coach and/or captain, and possibly the team to disciplinary action.
- B. All games will be played at the Blue Ash Recreation Center. All rules and regulations pertaining to the Blue Ash Recreation Center will be observed and enforced.
- C. All managers, coaches and/or captains, players and other team personnel are presumed to know all of the rules and regulations of the league and Recreation Center. Failure to familiarize themselves with these rules and regulations will not be an excuse for failure to comply with them.
- D. Game results and standings will be updated and posted on a weekly basis. They can be viewed on the league website at [www.blueash.com](http://www.blueash.com)
- E. In the event of a tie between teams' win/loss records, the tiebreaker that will determine final standings will be the result of regular season match ups that were scheduled between the two teams. The tiebreaker will then be plus/minus scores (players left on the court after each game) between those two teams and finally plus/minus for the season.
- F. The Control Desk of the Recreation Center can be contacted by calling 513-745-8550.

## **Article 2 – LEAGUE REGISTRATION**

- A. The entry fee for all leagues will be determined prior to league registration. As completed rosters are handed in, they are marked with the date and time in which they were received.
- B. Resident teams are given top priority into the league. (6) resident players on the original roster will qualify a team for resident status.
- C. Business teams will receive second priority into the league. (6) Blue Ash business players on the original roster will qualify a team for business status.
- D. Non-resident/non-business teams will receive third priority into the league. These teams can be made up of individuals who are not residents or business people of Blue Ash.
- E. All rosters will be accepted first come, first serve within their respective priority category.

## **Article 3 – OFFICIATING FEES**

- A. A \$10 cash officiating fee will be paid on court before each game by each team to the officials.
- B. Teams failing to pay the officiating fee but having enough eligible players to play will be billed a \$20 (cash) late fee. The late officiating fee will be due before that teams next game or one week from the game in question. Whichever comes first. Teams not paying within the given time will forfeit all games within the period that the fee is due.
- C. Games will still be played if teams fail to provide the officiating fee.
- D. Late officiating fees must be delivered to the Blue Ash Recreation Center Attn: Brian Kruse
- E. Teams forfeiting a game due to lack of players will be billed \$20. The collection will follow the same terms as the late officiating fee.

## **Article 4 – ELIGIBILITY**

- A. All players must be at least 16 years of age to be eligible for this league.
- B. An individual can play on only ONE team in this league.
- C. Individuals under the age of 18, must fill out a release of liability waiver prior to participating in any league event. Captains will be made well aware of this rule and should enforce it for all their teammates.
- D. Under no circumstances may a player under 18 participate without their waiver on file with the league manager.

## **Article 5 – TEAM ROSTERS**

- A. A team roster shall consist of a minimum of six (6) players.
- B. This is an open league and teams can consist of men and women with no limitations on either gender.
- C. A team roster form shall serve as an obligatory contract between individual players and the team.
- D. The complete and accurate team roster must be turned in to the Recreation Office during league registration; however, legitimate changes or additions may be made with the approval of the League Director.
- E. A player must remain with the first team they sign up with at the beginning of the season throughout the entire season, unless the team disbands, or other extenuating circumstances hinder that player from playing for that team.
- F. Teams may add players throughout the regular season. No players may be added during the playoffs. All roster additions must be sent to the League Manager prior to the player participating for the team. **Exception: See rule 5G.** The roster addition must be postmarked with an email, voicemail, etc or approved with the League Manager before the game is played and must include the team name, team captain name, player's name, address, and phone number.
- G. A player **MUST** be on the roster to participate in a game. The League Director, scorekeeper, supervisor or referee will disqualify any player who is not on the official team roster at any time. In case of discrepancy in eligibility, positive proof of identification must be presented at that time. A team using an ineligible player, upon proof, shall automatically forfeit game(s) in which this individual has played. This precludes any replay rules.
- H. **ADDING PLAYERS RIGHT BEFORE THE GAME**
  - a. Clarification: In order to prevent forfeits, a team may add (1) one additional player to the team before the game in order to add a 6<sup>th</sup> player. (not 7 or more) The team must announce the addition to the official and also the other team. The opposing team has the right to deny the additional player and take the forfeit win. The forfeiting team will be responsible for all officiating fees if the game is forfeited (3-E.)
  - b. The additional player must not already play for any other team in the same league in question. They may however play in other leagues that we offer. (i.e, another night, division, etc.)
  - c. The player in question must provide their full name, address and phone number to the official.
  - d. If the team in question has players arrive after they have added the 6<sup>th</sup> player to the roster, that 6<sup>th</sup> player may continue to play for the remainder of the game.

## **Article 6 – STARTING TIMES, PENALTY TIMES, AND FORFEITURES**

- A. It is the responsibility of each team to be on time and ready to play at the scheduled game time
- B. A team must have five (5) eligible players to start the game.
- C. Grace Period The game clock will start at game time. After fifteen minutes, if a team does not have five (5) players, the game will be forfeited. If a team that is waiting on players has the sixth player show within the 15-minute grace period, the game will begin with the remaining time left on the clock. The clock will not stop at any time for an arriving player to get ready to play.
- D. Two (2) forfeits from any one team will automatically dismiss that team from the league with no refund. Forfeits will be scored as 0 wins to 5 losses with a point differential of -10

## Article 8 – PLAYER CONDUCT

- A. Participants (including players, managers, coaches, captains, and substitutes) will conduct themselves at all times according to the rules of the game.
- B. Unsportsmanlike behavior includes, but not limited to, actions towards other players, referees and or Recreation Center employees such as derogatory comments, inappropriate language, inappropriate behavior, fighting, threatening violence, feigned attack against a person and the like. Any on-duty employee of the Recreation Center has the authority to take action towards individuals who are behaving in this manner, regardless if it's before, during or after a game.
- C. Participants who are ejected from a contest due to unsportsmanlike behavior will face further action by the Blue Ash Recreation Department as follows:
  1. The first ejection – Minimum one-game suspension
  2. The second ejection – Minimum two-game suspension.
  3. The third ejection – Automatically disqualifies the player from further competition for the remainder of the playing season. This includes playoffs and local tournaments, if any. A participant receiving this suspension may not be replaced on the roster during the season he/she was suspended.
  4. All unsportsmanlike conduct is subject to review by the Recreation Department. Actions may also be subject to law enforcement agencies if applicable. These actions only give a general description of player/team discipline. Each altercation/ejection case will be reviewed by the league manager individually.

## Article 9 – ADDITIONAL GAME RULES

Rules of the game will be governed by the National Amateur Dodgeball Association (NADA) unless otherwise noted.

### Team

- A) Teams will be made up of 6. A maximum of 6 players will compete on a side; others will be available as substitutes. A team must have 5 to start a game or continue play. See rule 5 and 6 for details.
- B) Substitutes may enter the game only during time-outs, or in the case of injury. In case of injury, the substitute entering the game cannot have been a player that started that game and has been ruled out.

### Boundaries

- A) During play, all players must remain within boundary lines.
- B) Players may pass through their **end-line** only to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground. When retrieving a ball, the player must also immediately re-enter the playing field only through their **end-line**. Players ruled out or substitutes may retrieve stray balls. If either of them are available, do not exit, have them retrieve the balls. *Note: A player not immediately re-entering the playing area may be declared OUT.*
- C) A player may receive a ball provided the player receiving the ball remains completely within their team's field boundaries, and in the back 1/3 of their half. Players may not be handed a ball while standing out of bounds. Each team may only gather balls from their extended half to put them back in play.
- D) A player shall not:
  - a. Have any part of their body contact the playing surface on or over a side-line.
  - b. Exit or re-enter the field through the side-line

- c. Leave the playing field (side-line or end-line) to avoid being hit by, or attempt to catch a ball.
- d. Have any part of their body cross over the center-line and contact the ground on their opponents' side of the court. *Note: During the "opening rush" these rules can be broken as long as no definite advantage is gained by the action.*
- e. Reach out of bounds to pick up a ball.

## The Game

- A) Matches will begin with a coin flip.
- B) The team winning the coin flip will have choice of sides to begin the match. Teams will alternate sides following each game.
- C) A match shall consist of as many games as can be played in 50 minutes, with each game to last no longer than 8 minutes. No games shall be started if the match clock shows less than 5 minutes in the match.
- D) A warm up time of 5 minutes is permitted provided matches are on schedule. The first game of the match shall be deemed a warm-up game, shall not count towards the standings, and last no more than 5 minutes. The 50 minute match clock starts at the beginning of the warm-up game.
- E) A ball is still considered live if it hits an obstacle (netting, wall, b-ball goal) and has yet to be blocked by a defender or hits the ground. Once a ball is legally blocked by a defender or strikes the ground, it is dead.
- F) The object of the game is to eliminate all opposing players by getting them OUT.
- G) An OUT is scored by:
  - a. Hitting an opposing player with a LIVE thrown ball.
  - b. Catching a LIVE ball thrown by your opponent. If the ball is caught by another player or hits any netting or boards and is caught, the thrower is out.
  - c. Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball. (Usually occurs when a ball is being used to block a thrown ball.)
  - d. Stepping on/over the centerline while throwing a ball (see Rush Rule)
  - e. An opposing player stepping out of bounds or over the center line to avoid getting hit.
  - f. A thrown ball that strikes, or is caught by, an opposing player without/before contacting the ground, another player, or ball.
  - g. 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 or deflects off the ball and hits that player (that player who tried to block and was hit by deflection is out; if a blocked ball hits another player, that player is not out, or if that ball is caught by another player, the thrower is not out because a successfully blocked ball is a dead ball.
  - f) Players may not kick or use their feet in any way.

#### H) The ball is dead when...

- i. A thrown ball contacts the ground.
- ii. A thrown ball is successfully blocked.
  1. A successful block is defined by blocking a thrown ball with a held ball to the point that the ball does not ricochet and hit the blocking player and the held ball is not knocked loose by the thrown ball.
    - a. If a player successfully blocks a thrown ball and another player then catches it, the thrower is not out because the ball was successfully blocked and thus considered dead.
    - b. If a player successfully blocks a thrown ball and the ball ricochets and hits another player, the ball was successfully blocked (dead) so the player that was hit is not out because the ball was successfully blocked.

#### Headshots

- a. A player should never intentionally throw a ball at another players head
- b. A player that throws the ball and hits another player in the head is not necessarily out
- c. A player that gets hit in the head is out
- d. It is up to the court monitor to call players out or eject them if it is expected that they are intentionally throwing the ball at another players head
- e. These leagues are intended to be safe and family friendly. The instant that a player jeopardizes this atmosphere with unsportmanlike a conduct, they will banned from the leagues if necessary
- f. If you throw a ball and it hits a player in the head, it is common etiquette to acknowledge that it was accidental to the other player with a gesture or comment.

#### Time-Outs & Substitutions

- b) Each team will be allowed one (1) 60-second time-out per match. The 50-minute match clock does not stop during team time outs.
- c) All players are in jeopardy until the official recognizes AND signals the beginning of a time-out or end of regulation time. **Exception:** All live balls in flight at time of an official's signal or clock buzzer remain LIVE, and may eliminate an opponent, until they become dead.
- d) During time-outs, teams may substitute players. Substitutes are any players who did not start or have been declared OUT.

#### Beginning The Game

- A. Prior to the beginning of the game, an equal number of dodge balls are placed along the centerline. A standard game consists of 6 balls, 3 on each side of the center-line. Players then take a position behind their end-line.
- B. Following a signal by the official, teams may approach the center-line and retrieve the balls. Teams may only retrieve balls to the right side of the center-line. After your set of balls have been retrieved from the centerline and brought back to the attack line, any remaining ball at center line may be retrieved.
- C. Opening Rush Rule Each/every ball retrieved at the opening rush must first be taken back to the attack line and into the team's backcourt before it may be legally thrown at an opponent.
- D. Teams may not push off any anchored object to get an advantage at the opening rush.

## Declaring a Winner

- E. The first team to legally eliminate all opposing players will be deemed the winner.
- F. If neither team has been eliminated at the end of regulation, the team with the most players remaining will be declared the winner.
- G. If both teams have an equal number of players remaining at the end of regulation, an overtime period will take place immediately

## Overtime

- A. In all overtime periods, the first team to legally eliminate any one opponent will be declared the winner.
- B. Overtime will be 1-minute sudden death format
- C. Each team will play with 3 players. Those players may be any rostered players, not necessarily those left in regulation.
- D. Each player will begin with one foot on their attack line and will be in possession of one ball each.

## Stalling & 5-Second Violation

The following procedure will be used to prevent "stalling."

- A. A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.
- B. It is illegal for the leading team to control all the balls for more than (5) seconds. If the leading team controls all the balls - i.e. all balls are located on their side of the center-line - they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. This does not include throwing a ball over and through an opponent's end line, or at an opponent; the ball should be legitimately rolled into the opposing teams backcourt.
- C. Penalty for 5 second violation(s):
  - a. First violation: Stoppage of play and balls will be divided evenly between the teams. Play will continue with "balls in hand".
  - b. Second violation: FREE THROW for the opposing team - a penalty in which one player is allowed an obstructed throw at their opponent(s) without the risk of elimination. This is possible because a caught "free throw" does not result in an "out" for the thrower.
  - c. Third violation: Ejection of one player from the offending team.

## Court Monitors and their Duties

- A. Rules will be primarily enforced by the "honor system". Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated.
- B. The court monitors responsibility will be to rule on any situation in which teams do not agree. A team may appeal to the court monitor if they feel a player has violated any rule. The court monitors decision is final.

- C. Technical fouls are for those who display unsportsmanlike conduct. Any player receiving two (2) technical fouls in a match will be ejected and suspended a minimum of one match. Severe infractions or multiple technical fouls may result in suspensions from more than one match.
- D. Technical fouls and Unsportsmanlike Conduct! Unsportsmanlike conduct violations are subject to technical fouls. Unsportsmanlike conduct may include, but is not limited to:
  - a. Foul language
  - b. Unnecessary roughness
  - c. Arguing with officials
  - d. Abuse of the honor system
- E. The court monitor shall be paid \$10 by each team prior to the start of each match.

### Scoring and Tie-Breakers

- A) In the event a match ends in a tie, the team with the highest +/- for the match will be declared the winner. A +/- score will be assigned to each game based on the number of team members left standing at the end of each game. Thus, no match will end in a draw.
- B) *Example: If team A eliminates team B and still has 3 players left standing they will receive a +3 and team B receives a -3.*

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