



2016/17 OFFICIAL DODGEBALL RULES

www.cusesports.com info@cusesports.com Phone: 315-457-7678

1. Court:—The official dimensions for a regulation court are as follows:

- [1] The court is divided into approximately two 30' X 30' areas, for a total court length of 60' from end line to end line, and a total width of 30' from sideline to sideline.
- [2] Approximately 2'-3' should be allotted for an out of bound area, allowing officials to move freely along the sidelines.
- [3] The Queue for each team is a 3' X 12' area, and should be located 2'-3' from the sideline, leaving enough room for an official to move free along the sideline. The Queue line is always on the left side of the court.
- [4] Every effort should be made to obtain the correct dimensions. However court size may be adjusted to best suit the available space.
- [5] Please clean up after yourself. ALCOHOL is NOT allowed in the facility. If you are found with Alcohol you will be ejected.

2. Equipment:

- [1] **Four(4) - 8.5 inch dodgeballs will be used along with 1—5 inch dodgeball.**
- [2] Ball layout goes as follows: 5 balls spaced evenly along the center court line.

3. Players:

- [1] Teams consist of six (6) players with up to four substitutes. Coed teams may consist of either gender; a minimum of 1 female must start on the court for all matches. If you do not have at least 1 female then you forfeit all games until you have 1 female.
- [2] Substitutions must be made prior to the start of the game. No substitutions can be made during a game, except in cases of injury.

4. Retrievers:

- [1] Retrievers are individuals designated to retrieve balls that go out of play. Teams are responsible for providing retrievers. A maximum of 4 retrievers are allowed for all matches. Any Additional team players/spectators are not allowed on the playing field.
- [2] Retrievers may not enter the court at any time. Retrievers must be declared to the officials prior to the start of each match.
- [3] Retrievers are only allowed to field balls from their side of the court.
- [4] Players that get out may be used as additional retrievers. **Players standing in the Queue line may put balls back in play only if the ball is near them and completely out of play. A player reaching into play to get a ball will be moved to the end of the line and the ball will be sent to the other side. A ball on a line is a live ball and considered in play.**

5. Matches:

A regulation match consists of **best of 7, 5** minute games. All games get played and count towards a running total for the season and will be used for tie breaker scenarios for playoff seeding.

5A. Match Types: A match is played until:

- [1] All opponents on one side have been eliminated. The first team to eliminate all its opponents is declared the winner.
- [2] **The 5 minute time limit expires. If time expires and all team members from 1 side are not eliminated the game is a tie.**
- [3] **Matches may end in a tie, except in playoffs - 2 minute overtimes will be played. Each side will put in 1 girl and 2 guys to start each overtime.**

6. Beginning Of Play:

- [1] Play begins with all players positioned with one hand/palm touching the back wall.
- [2] The Rush occurs at the beginning of each game or reset.
- [3] Upon the official's signal, both teams rush to center court and attempt to retrieve as many balls as possible.
- [4] A team may rush with as many or as few players as it wants, but at least one person from each team has to Rush. **If no one rushes then the captain is out.**
- [5] There is no limit to how many balls an individual player may retrieve.
- [6] Players may not slide or dive head first into the center line or they will be called out. Crossing over/ touching the center line will result in an "out."
- [7] Players may not physically grab, or touch any another player across the center line or prevent them from returning to their side of the court. **Both players that are fighting for control of a ball during a rush will both be called out. A player reaching over the line; grabbing at or swatting a ball will be called out.**
- [8] **If a player throws a ball before bringing it back after the rush will be called out.**



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7. Putting A Ball In Play:

- [1] The ball & players body must go completely behind the bring **back line**, [aka basketball foul line painted on the floor.] During the Rush, any ball retrieved from the center line must be returned behind the bring back line before it may be thrown at an opponent. A ball that hasn't crossed the bring back line is considered a dead ball, any hits or catches are voided plays.
- [2] There are several ways to put a ball into play following a Rush.
- [3] A player carries the ball across the bring back line. [aka basketball foul line painted on the floor].
- [4] A player passes the ball a teammate who is behind the back line.
- [5] A player rebounds the ball off the back wall of a closed court.
- [6] Intentionally kicking a ball; anytime during a match, you are out.
- [7] Rolling the ball to opponents does not count as a throw.

8. Time Outs / Stoppage Of Play:

- [1] There are no team time outs.
- [2] Only officials may stop play for any but not limited to the following reasons:
- [3] Injury
- [4] Any Call clarification or reversal. *If the match has to stop because a player keeps arguing a call then that player will be called out.*
- [5] If the horn sounds signaling the end of the match and a ball is in the air, the result of that throw counts.

9. Outs:

Your hand is considered part of the ball.

- [1] A player shall be deemed "out" when a live ball hits any part of the player's body, clothing, or uniform. Except the hand while holding the ball.
- [2] If a player is hit by a live ball rebounding off another player.
- [3] A defending player catches a live ball they have thrown.
- [4] Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in").
- [5] If a player does not immediately exit the court after getting hit then the captain is out, if the captain is out then another male player must go out.
- [6] If a player reaches over or touches the center line or side line, for any reason they are out. A ball on the line may be picked up.
- [7] A player must be standing in the Queue line to be eligible to return upon a caught ball.
- [8] A player hit by a thrown ball is allowed to catch that ball **before** it is touched by another player or touches the floor, ceiling or walls. The player hit remains in the game, the thrower is out.

Dodgeball games are fast paced and spirited. Players are expected to exhibit good sportsmanship at all times. A player should call themselves out if they feel that the officials missed it.

Players that behave badly will be called out even if they were not hit with the ball and are out for the rest of that game. Multiple removals for poor sportsmanship can result in ejection for the rest of the night. Please see the full sportsmanship policy (page 4) for further details and punishments.

10. Blocking:

- [1] Players can defend themselves by blocking the ball in flight with another ball but must retain control of the ball they are blocking with. **A player dropping or losing possession of the blocking ball is deemed "out." - Ball must touch the floor to be considered losing possession.**
- [2] Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out."
- [3] If a player catches a teammates blocked ball then the thrower is out.

11. Stalling:

- [1] The act of intentionally delaying the game. A player may only hold the ball for 7 seconds.
- [2] **If a referee determines by a 7 second count** that a player or team is stalling, the player(s) will be called out.
- [3] If both teams are stalling a reset (RUSH) should occur.

12. Throwing:

- [1] **Male players can NOT throw the small orange ball at female players. Male players will be called out. Female players can throw it at female or male players. If the small ball hits a female player unintentionally or off another player then she is out.**
- [2] An acceptable throw is one that crosses the center line and lands in the vicinity of a player. If a player does not make an acceptable throw they will lose all the balls on there side.



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13. Out Of Bounds Rule:

- [1] If any part of the player's body touches the side line or center line; player shall be deemed "out".
- [2] A player may not reach over the sidelines or center line to retrieve a ball, if they do they are out. A ball resting on the line can be retrieved by a player.

14. Headshots:

- [1] A headshot occurs when a player is hit directly in the head/face by a high thrown ball. A player ducking, sliding, diving or anything else besides a standing position is not considered a head shot.
- [2] Any thrower committing a headshot will be out and can not return until the next match. 2 head/face shots and the thrower is out for all matches.

15. Uniforms:

- [1] The SSA does not allow players to wear gloves during play.
- [2] **Matching shirts are not required.** There are locker rooms at Salina Town Hall for your use.

16. Rosters:

- [1] The All players playing in any game must be on the teams online roster form. Any player found not on the roster can not play the remainder of the game.

17. Scores:

- [1] Teams must submit there score online to www.syracusesportsassociation.com or call 315-457-7678 with in 24 hours of completion of the game.

18. Unsportsmanlike Conduct:

- [1] If a player is called out for unsportsmanlike conduct or taunting they are out for the entire game. If the are called twice they are out for all matches.
- [2] If a player is ejected from the match, he or she will be suspended for 2 weeks and must pay a 50.00 fine.

EMERGENCY:911

SSA Office: 315-457-7678

SSA Fax: 315-457-0439

Submit Score www.cusesports or 315-457-7678



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The Syracuse Sports Association Zero Tolerance For Poor Sportsmanship

The Syracuse Sports Association was started in the hopes of developing a social organization that at its core has a fundamental belief in sportsmanship, fair play and community building. It is the belief of the SSA that all three of these important elements begin with individual members and extend to entire teams. Furthermore, it is the responsibility of every player, fan and supporter of the SSA to ensure that they do their individual part to promote the core beliefs of the SSA. While the appropriate level of competitive play is expected in the appropriate leagues, it shall be understood that at no time should the Spirit of the game or any player, fan or supporter be made to suffer at its expense. Everyone is charged with the responsibility of developing a bond of mutual respect among all players, adherence to agreed-upon rules of play/conduct, promoting the SSA and for fostering a love for recreational sports. Actions such as taunting in an extreme manner, name calling, excessive profanity, dangerous aggression, intentional fouling, or other 'win at all costs' behavior are hereby strictly forbidden and are considered contrary to both the Spirit of the game and to the Mission of the SSA and must be avoided by all players.

Failure to do so will have severe consequences.

The Syracuse Sports Association has instituted a **Zero Tolerance Policy** for poor sportsmanship, extremely aggressive behavior, trash talking that does not fit within the SSA code of conduct and for any behavior that is "contrary to the Spirit of the Game." Furthermore, excessive profanity, especially stemming from disagreements or during taunting will not be permitted and will be considered an example of poor sportsmanship and will be subject to penalties.

ENTIRE TEAMS WILL BE PENALIZED FOR THE BEHAVIOR OF INDIVIDUAL MEMBERS.

Teams are expected to police the behavior of their members for the entire duration of the season at hand regardless of whether or not they are currently playing. Any extreme behavior occurring in the stands, after games or at any later date any where SSA members are assembled will be subject to the same penalties. Understand that if any member of a team or person known to be associated directly with that team is ejected from the game or park for any violation or if a person is a constant source of controversy, **THE ENTIRE TEAM MAY BE SUBJECT TO PENALTY. Any player ejected from a game for any reason will be fined 50.00 before they can play in another game.** Captains are expected to be the first line of prevention and expected to police their members. If you cannot control a person on or off the field, you are expected to remove them from the SSA for the benefit of your team, fellow players and for the good of the league. If not, your entire team will suffer penalties. No exceptions.

IT IS UNDERSTOOD THAT THIS IS EVERYONE'S ONLY WARNING!!!

SSA Directors will investigate all infractions fairly and aggressively and everyone is reminded of the following fact: as commissioners of this league, we will have final say on all matters. We also reserve the right to consult with anyone we see fit. If warranted, any of the following penalties may be additionally imposed for unsportsmanlike conduct or any behavior that is "contrary to the Spirit of SSA Leagues:

- (a) The offending individual may be banned from all future SSA events and will not be allowed in SSA facilities.
- (b) The offending player's team may be further penalized with a 1 week suspension meaning any games scheduled for the following week will be forfeited and the team and its members will not be permitted in SSA facilities for that week.
- (c) The offending team may be dropped from the remainder of the schedule or season. **No refunds** will ever be issued.
- (d) The offending team and any players associated with that team may not again be allowed to participate in the SSA, penalties are not limited to only those listed.

Any violations occurring during playoffs, tournaments or charitable events will be considered the most extreme and teams will be immediately forfeited from the remaining games. Additionally, if that team participates in the next season, they will forfeit their first game 7-0. No team will be allowed to participate in the SSA with 3 or more members from a previously banned team. It is the responsibility of captains to ensure their team is aware of SSA's Zero Tolerance policy.