

STONEWALL DODGEBALL

Chicago, IL

The Basics

Hit an opponent with a ball to get them out. If they catch it, you're out; and the other team gets a player back in. A team wins a game when no players remain on the opponent's team.

Matches

The team with the most games won in the match wins. Matches are 8 minutes for Round Robin, and we will send match times for Playoffs once that schedule is completed. **Teams will switch sides every game, unless both agree not to.** Referees should announce when two minutes are remaining. All matches will stop at 8 minutes and any unfinished games at the expiration of 8 minutes will be considered a "wash" (i.e. neither a win nor a loss). The score prior to the unfinished game will stand. Ties are allowed during Round Robin, but not during Playoffs.

Teams

Ten players may play from a team at a time. The rest are benched. Benched players don't come in on catches. Each player must play at least every other game. If this rule is violated, the game will be scored as a win for the opposing team, regardless of the outcome of the game. **Five players are the minimum required to play.** A team forfeits 10-0 if they do not meet the minimum, five (5) minutes after the game is scheduled to begin.

Captain Responsibilities

One captain from each team will be recognized by the league. It is the responsibility of the team captain to coordinate refs in accordance with the ref schedule distributed by the league. At the start of the match, captains will "rock-paper-scissors" for ball control or side preference. **The winner will make one election for either starting ball control or side preference, while the loser will elect the remaining option.** During the match, captains liaise between their team and the refs, ensure good sportsmanship and rule adherence. Only captains may discuss calls with the refs and call timeouts. At the end of each match, captains will certify the scores.

Note: Refs will acknowledge any player as the captains, so long as they wear the captain's band. This means that your captain representatives may be any player. Captain roles cannot change during a match. If you lose a captain's band, you must replace it yourself. If you don't want to replace it, then you limit your power to contest ref calls.

Starting the Game

Ten players will line up touching the back wall. When the ref blows the whistle, teams may run to get the balls on their right (the ones on your left are for the other team). False starts **or touching one or more balls designated for the other team** results in losing a ball to the other side for the current game. You can step over the centerline on the initial rush but doing so any time after that means you're out. **If one team fails to pick up one or more of their designated balls at the initial rush, those balls become live for either side to pick up.**

Live Balls Versus Dead Balls

A ball is live when it's thrown from behind the attack line. Live balls can hit players or be caught, resulting in outs. A ball becomes dead when it does any of the following:

- touches the floor, wall, ceiling, net, or any other part of the building
- touches another ball not being held by a live player
- touches a player who is already out or a non-player
- is caught
- comes back across the center line
- is intentionally kicked or slapped

A live player isn't technically out the moment they are hit; they are out moments later when the ball that hit them becomes dead. In the event of a trap (when a ball hits a player and a gym surface, such as the floor, at the same time), both players are safe.

The Attack Line

The "attack line" runs parallel to the center line and all throws must be made with both feet on or behind it. Throws made with any part of one's foot crossing the attack line are invalid: the throwing player is out; the ball can't get anyone on the other team out; and catches **will** count. This rule applies to follow-throughs.



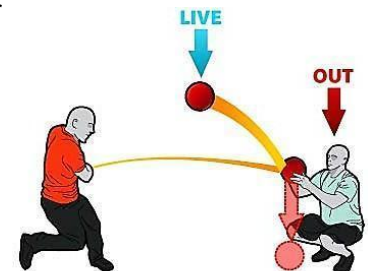
Boundaries & Exiting the Court

Players are out if their body/clothes touch the floor beyond the center line (unless it's during the initial rush) or across the sidelines. Players may step out of bounds *only* to shag a ball that is out of bounds. When shagging, players must exit and re-enter at the back of the court. Exiting from anywhere else on the court will result in the player being called out. Active players may also reach across the center line to pick up a ball on the opponent's side as long as they do not touch any part of the floor.

Deflections

This is when a ball bounces off a player or a ball a player is holding. The following rules apply to deflected balls:

- Deflecting a ball into yourself means you're out (including deflecting into your own head).
- Deflecting a ball into someone else does not get them out. A thrown ball can get at most one person out.
- A ball that is deflected is still a live ball that can be caught until it touches any inanimate object (i.e. the net), an out player, a non-player (i.e. a ref), another ball that is not being held by a player, crosses the center line, or is caught.
- Deflecting a ball that is then caught is treated as a regular catch such that anyone hit by the ball prior to the catch is safe, the thrower is out, and the catching team gets a player back in.
- If you deflect an incoming ball with a ball you're holding, you must maintain control of all the ball(s) you were holding immediately following the deflection. If you lose control of the ball you're holding (i.e. you drop it), you're out. The same goes for catches if you're holding a ball(s) at the time of the catch. You may drop the ball that you are holding *before* catching the incoming ball in order to make the play.



Referees

All ref calls are final. Don't argue with them. There will be three referees for each match – one (1) head referee and two supporting referees. Teams will be assigned referee duty, and it will be the responsibility of the team's captain to ensure three (3) referees are provided for their assigned matches. **The head ref must be certified by attending a ref clinic at the beginning of the season. Teams that fail to provide adequate refs when assigned will be penalized one game per ref, for their first match of the day.**

For calls that require discussion, in general, referees should reach consensus on calls, with the head ref making the final call if needed; a Dodgeball Leadership Team Member will always be on-site to help resolve escalated issues. Refs can call you out, but they shouldn't have to. Any player who knows they should be out but does not step out may be issued a yellow card. Referees will focus on opposite sides and will share responsibility for announcing ball control violations for their respective side.

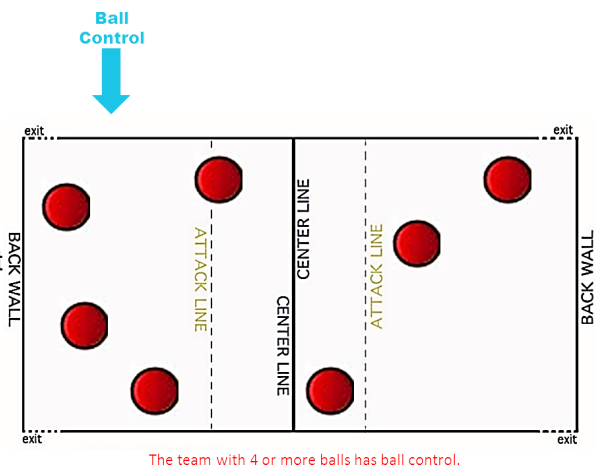
Referees can stop play by blowing their whistle and walking onto the court, at which time all live balls are immediately declared dead until the ref resumes play with their whistles. Referees will announce when there are fewer than two (2) minutes left in the match.

Penalty cards: Go out on your own when you're out. It's your honor. Refs can issue penalties:

- **Yellow card:** issued for not abiding by the rules, not following ref instructions, arguing, yelling, and cheating. Players issued a yellow card are out and must sit the next game out as well. They cannot be replaced (the team must play with fewer players). If this occurs, team will not suffer the team violation for not rotating players in (see team violation under "Teams").
- **Red card:** issued for two (2) yellow cards, grossly poor conduct, threats, discriminatory language, violence, or rude/insulting online communications. Crossing the center line in an aggressive manner is grounds for a red card. Players are out for the entire match, cannot be replaced, may be asked to leave the gym for the remainder of the day, and are subject to suspension or expulsion from the league.

Ball Control/Countdown

We play with seven (7) balls. Your team has ball control when you have four or more (4+) balls. When play stalls, a ball control countdown begins. The countdown will continue until your team no longer has possession of the majority of the balls. The spirit of this rule is for teams to make a good-faith effort to keep the game in motion. Players may not place balls over the center line at any time; this will be treated as stalling. If this occurs, the ball is returned to the team with ball control and they must make an active attempt to relinquish the ball. **Players may also not kick balls for any reason, including attempting to relinquish ball control. If a player intentionally kicks a ball, they will be out.**



Once Refs declare "ball control," your team has ten (10) seconds to give up ball control. Refs start counting outload after 5 seconds, counting down from 5 to 0. Failing to give up ball control at 0 means your team must give all the balls to the opposing team; the Ref will stop play and facilitate the transfer of balls.

Note: If additional balls come onto the side with ball control, they do not count for the timer: they're new balls so

they aren't a part of the original timer.

Ball Control for singles (last person standing) - when a team is down to 1 player and that player has ball control, the timer resets to 10 seconds each time the player throws until they lose ball control. If officials deem the player is deliberately stalling, they may announce "Stalling! Last countdown!" and the timer will no longer reset with each throw until the player loses ball control

Headshots

Shots *directly* to the head do not result in an out. You are not allowed to deliberately block the ball with your head. If you are hit directly in the head and then you, or a teammate, catches the ball, the catch counts (you deserve it). **If you deflect a ball into your own head, you're out (that's not a *direct* headshot).**

Exception: If you're on the ground (defined as three (3) points of contact with the floor, i.e. two feet and a knee), headshots on you do count. Sitting or lying on the ground will also count as three (3) points of contact.

Out Line

When you're out, line up on the side of the court, closest to the curtain. Players come in on catches in the same order they arrived in the line. Players on their way to the outline cannot come in on catches – **they must be out-of-bounds to be able to come back in.** In other words, if no players are out and a player is out while a teammate simultaneously catches a ball, the player is still out. Line order is determined by when the player arrives at the line rather than the order in which they got out. **If the incorrect player goes in for a catch and participates in gameplay, the player will be automatically out, and no other player can replace them.** Returning players are active upon having one (1) foot in bounds.

Shagging

Out players may return out-of-bounds balls ("shagging") if the players stay on their side of the court. The balls must be promptly returned to play. Out players may not reach into the court or over into the other team's outline area for any reason. If you're out, do not touch balls that are in play, even if you're still exiting the court. Any ball that is shagged violating these rules will be awarded to the opposing team. Live players who legally exit the court may also shag balls but must do so in a prompt manner. If an active player stalls while shagging, they will receive a warning.

Distractions

Players may use distraction techniques such as stomping as a means of distracting the opposing team's players, within reason. If these actions are considered aggressive or overly disrupting, the refs may issue a warning and/or a yellow card if not stopped.

Timeouts

Teams are allowed one (1) timeout per match per team, 30 seconds long. The timeout begins when the ref blows the whistle after the captain calls the timeout; all out players besides captain(s) should stay on the outline. All live balls are immediately dead when the ref begins the timeout, and all players should leave idle balls where they lie. A timeout does not stop the official match time; refs should pause the match time during a timeout. Timeouts cannot be called after a ref has issued the two-minute end-of-match warning or during a game that has been announced is the last game. Only captains, who are properly displaying their captains' band, can call timeouts.

Tie Breakers

Ties are allowed during regular season/round robin matches. Rules for play-off matches will be announced at a

later date.

Slaughter Rule

If the point differential of any match reaches ten (5) points, the match is declared a victory for the leading team and the score is recorded as-is. The match is over. The refs will mix the teams up and restart play in open-gym style (scores don't count anymore).

Sportsmanship and Conduct

Players will treat all other players and officials with dignity and respect both on and off the court. Any verbal or physical actions by an individual or team, including those based on discrimination related to race, skin pigmentation, religion, gender identity, sexual orientation, or national origin, will not be tolerated. If it is determined by the league such instances have occurred, the player and/or team will be issued a red card and may be suspended/expelled from the league or not asked to return.

Miscellaneous Rules

- Only players registered to play in the Stonewall Dodgeball Spring 2022 Mini Tournament are allowed to play. If a player who is not registered is discovered to be playing with the team, Leadership reserves the right to disqualify the captain, the entire team, or both for the remainder of this tournament.
- Injured players may remove themselves from play for up to two minutes and then return to play if the same game is in session. They cannot be replaced by an out or benched player.
- Gloves and taped fingers are allowed.
- Pinching the ball (so rubber touches rubber inside the ball) is not allowed. **Players pinching the ball will receive a warning from a ref and then will be called out for any subsequent violations.**

Protests/Grievances

If you contest a call made by the ref during the game, the captain and the ref should find a person on leadership and explain the situation in the moment. If the match is being protested or any other major issues arise, these should be addressed via email to the Commissioner and/or Head Ref. Please be sure to include the following: Circumstances, Rules, Discussion, and Request(s).

Rare Scenarios and Clarifications

This section explains some rare and tricky situations that you may be interested in if you're the type to get involved in the details.

1. When you're hit, you're still in until the ball that hits you becomes dead. So, actions you take while you're still a live player count. For example, if you're hit and you catch another ball before the ball that hits you touches the ground, the catch will count, you get a player in and the player who threw the ball is out. You are out the moment the other ball hits the ground or otherwise becomes dead (hitting the wall, etc.).
2. Clothing counts. Getting hit in the shorts is an out. Hats count as clothing, but if a player wearing a tight hat like a beanie is hit in the head, it'll count as a headshot. But if a player wearing a larger hat, such as a ball cap or a hat with fake hair attached is hit on a part of the hat other than the part directly covering their head, they're out. **If a hat is knocked off a player, the player is out.**
3. If you block an incoming ball with your own ball and drop your ball, you're out. If someone else on your team catches the ball or you, yourself, catch the ball you dropped, you're saved. If someone else catches the incoming ball that you deflected, the catch counts, but you're not saved since you still dropped your ball. If you make a catch while holding a ball and drop that ball, you're out and the catch counts (the catch counted the moment you caught it, then you became out when the ball you dropped hit

the floor). If the ball you dropped hits the floor or otherwise becomes dead before you catch the ball, the catch does not count.

4. A trap is when a ball hits a player and a gym surface (e.g. the floor) at the same time. When traps happen, everyone is safe. Same thing for trap catches – nobody is out and the catch does not count.
5. If two in-players are the only players left in the game, they throw at the same time, and both get hit, the side that wins is the one for which the ball becomes dead last. **If both players are simultaneously declared out, the refs will reset gameplay with three (3) balls – one in the middle and one with each remaining player. All other rules remain in effect, including ball control which will be called for the player with two (2) balls on their side.**
6. Players who join a match late cannot join an active game. They must wait until the current game completes.
7. A player who has been issued a yellow card is out and must sit out the next game as well; however, a player who receives a second yellow card in a match is automatically issued a red card and may take no further part in the match.