



## **Village Sports League – Official Dodgeball Rules**

### **General Rules**

**Field of Play:** Basketball Court

**Game Style:** REC, Coed, 7v7, 4 minimum to start game, subs allowed, 1 Villager Per Team. Teams must have at least Team Alternate sides each game.

**Fair/Foul Territories:** During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. Players must also return through their end-line. A player who is hit while out of bounds retrieving a ball is NOT OUT, if a player who is out of bound and NOT retrieving a ball is hit is OUT.

**Game Ball:** Foam ball, 7.5 Inch

### **CODE OF CONDUCT:**

1. The league is recreational; the goal is fun not competition.
2. All players are responsible for understanding and abiding by the rules of the game.
3. Participants are responsible for respecting the integrity of the participants and the league.
4. Sporting behavior is required, be respectful of your opponent and congratulate them in an appropriate courteous manner at the end of each match whether in victory or defeat.
5. All players are responsible for their behavior and are accountable for their actions.
6. Taunting and unsporting behavior is not appropriate or acceptable and will not be tolerated.
7. Court Official can place bans.

**Game Officials:** VSL will have a Court Monitor, but it is up to teams to call any fouls. The court monitor will be making sure things go smoothly and on time. Players will keep track of games won on provided whiteboard.

**THE GAME:** The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball.
2. Catching a LIVE ball thrown by your opponent before it touches the ground. Players can get team mates out of "PRISON" by:
3. Catching a LIVE ball thrown by your opponent releases 1 team mate from prison. Each LIVE ball catch releases 1 player and the thrower is OUT. Prison release is in the order in which the

players were sent to prison (first in prison is the first out of prison, second in is second out and so on).

**4. If a ball is blocked, that ball is considered live and can be caught or get another player out.**

**Game Duration:** The first team to legally eliminate all opposing players will be declared the winner of the game. A 20-minute time limit has been established for each match, teams are to play as many games as possible in the 20-minute time limit. The team that wins the most games within the 20-minute match is declared the winner of the match. If the final game is interrupted by the 20-minute limit and the winner of the game determines the overall winner of the match, the team with the greater number of players will be declared the winner of the game and therefore the overall match. Teams must immediately return balls to the center line and start the next game to ensure the maximum number of games in the 20-minute match.

**THE OPENING RUSH** Game begins by placing the dodgeballs along each teams attack line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the court monitor, teams may approach the centerline to retrieve the balls. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken/thrown behind the attack-line before it can be thrown at the opposing team. After the opening rush the attack line no longer is in effect, the center line is the boundary legally thrown.

**End of Game:** Team with most games won within 20 mins

**Ties:** If the score is tied at the end of regulation during the regular season, then the game will officially end in a tie. Playoff games will have one tie breaker game.

**Mercy Rule:** The game officially ends, and a team wins if they are ahead by: 6 Games. Also teams can forfeit if needed.

**Substitutions:** In the event a team does not have the adequate amount of players, they are allowed to use substitute players. But that is the only way subs are allowed. The substitute must complete a liability waiver with the VSL coordinator. Substitutes are allowed to play in a playoff or championship game only if they have played and signed into a regular season game. Substitute eligibility should be confirmed with the VSL coordinator prior to a playoff or championship game. Substitutes may only participate in a game in the event a team does not have the minimum number of players to start the game. If paid players arrive after the start of game time, they take priority to a substitute. Each substitute is permitted to play in 3 regular season games only. If a substitute player is eligible and needed to play in a playoff game, they are only eligible to play with one team.

**Headshots:** Headshots happen but please do not purposefully aim for the head.

## **VIOLATIONS**

**1. Delay of Game – holding on to ball for more than seven seconds. In order to reduce delay of game, a violation will be called if a team in the lead controls all balls on their side of the court for more than 7 seconds. Teams will monitor each other. Preventative warnings can be given by court monitor, if a delay of game violation is called it will result in one player being OUT, if the delay continues the team will forfeit the game.**

2. Stalling of Match – not immediately returning balls to the start line at the end of a game in order to start the next game. Specifically to prevent teams from retaining win advantage for the end of the 15-minute match. A warning should be given before a violation is called. Violations of stalling of match will result in a LOSS of the game by the violators.

3. Off-side – crossing the centerline during regulation to retrieve a ball. The 1st violation during a match is a warning then an off-side violation is an OUT for the violator. Off-sides includes out of bounds. 4. Encroachment – Crossing the centerline during a throw. Encroachment is an OUT for the violator.

**Code of Conduct:** VSL offers recreational sports leagues and will not tolerate unsportsmanlike conduct. Players displaying unsportsmanlike conduct with an official or player will first receive a verbal warning. If said player displays inappropriate behavior again, they will be suspended from the next scheduled game of the season. Depending on the severity of the conflict, season suspension may be enforced by the VSL coordinator. All warnings will be communicated by the official and via email by the VSL coordinator. Please note that officials serve the right to eject players from the game or place suspensions.