



CHARLESTON SPORTS & SOCIAL CLUB

Official Dodgeball Rules Spring 2010 Season

TEAMS:

- All players must be 21 years of age or older.
- Teams will be have at least 12 players, you can have more than 12 but keep in mind that you only need 10 on the court. We want everyone to play. You want to have more than 10 so in case people don't show up – you don't have to forfeit or be short
- Each team must have a minimum of 2 women and 4 men at the start of each game with no more than 10 on each side at any time
- No more than 20 players (6 men & 4 women per team) on the court during the game
- There are no limits to the number of women on the field, however, there cannot be more than 6 men on the field at anytime
- Substitutions can only be made at the end of each game
- All players must wear the CSSC tee shirt in order to participate
- Rosters will be set the 3rd week of the season. Only players signing the CSSC Waiver/ Roster will be allowed to participate

COURT:

- The playing court is divided into two (2) equal sections
- Players may not enter the opposing teams section for any reason
- If a player steps over any of the lines outlining the team's half of the court, he or she is eliminated

CLOCK:

- All dodgeball matches will have a 50 minute time limit, a 5 minute limit has been set for each regulation game play. All play will stop 50 minutes from the time your gamebegins. The ref will keep the official clock.

GAME TIME:

- All games must start on time, no exceptions

FORFEITS:

- If a team does not have the minimum number of players by game time, they must still start the game. If the minimum number of players do not show up 10 minutes after the game time, a forfeit will be called

FORFEIT FINES:

- If a team does not have the minimum number of players within 15 minutes of the start of the match, a \$50 forfeit fine will be assessed. Teams that receive a forfeit fine must be used at the bar the following week or lose it. (No carry over). If a team e-mails or calls the CSSC by 5pm Tuesday, there will not be a fine assessed. This allows the other coach to inform his team of the forfeit. All fines must be paid before your next scheduled game. Teams not paying the above fines the following week will have 2 points taken off their win total. After the 2nd week the fine doubles, 3rd week the team can be removed from the league.

THE EQUIPMENT:

- The official balls used in tournament and league play will be an 8" playground ball.
- The CSSC will provide balls for game play.

GAMES/MATCHES:

- Scoring System (2) two points for a win, (1) one for a tie, and (0) for a loss. After the match has expired the team with the most total points, wins the match.
- The team that eliminates all players from the other team will be declare winner. If the 5 minute regulation game time has expired, the team with the most players left on the field will be declared the winner. If there are an equal amount of players on each side the teams will be awarded a tie.
- If the 50- minute match time expires on the final game, the team with the most players on the field will be declared the winner of that game.
- Ties will stand in regular season play, overtime will only be slated for the end of season tournament.

THE GAME:

- The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
 - Hitting an opposing player with a thrown ball below the neck before it touches the ground.

- There is no crushing the dodgeballs before throwing them. This ruins the balls. The ref will give one warning to each team and the next time, the player will be called out.
- Catching a ball thrown by your opponent before it touches the ground, wall, or any other object that is not human.
- A player will be declared out if their thrown ball hits another player above the shoulders, as long as the player who is hit above the shoulders is upright.
- If a ball hits several players on one team, only the player it hit first is out.
- A player causes an opponent to drop a held ball as a result of contact by a thrown ball.

START:

- Game begins by placing 8 dodgeballs on the center line.
- Following a signal by the official, teams will rush the center line to retrieve the balls. Your team's balls are always on the left side of the court.
- All balls must be taken to the back field prior to attacking the other team.

RULE ENFORCEMENT:

- Rules will be primarily self-governed. If you're out - go out. If you are out and the ref catches you not leaving, you will be asked to sit out at least one match.
- The court official's responsibility will be to rule on any rule or hit that is not clear and in which teams cannot agree. **THE COURT REFEREE'S DECISION IS FINAL - NO EXCEPTIONS!!**
- Any arguments with the court official will lead to an out player or removal from the court.

BOUNDARIES:

- During play, all players must remain within the boundary lines.
- Players who cross the boundary lines will be eliminated to the out line.
- Players who intentionally throw a ball that goes outside the playing surface boundaries will be out due to an illegal throw.

SLOW PLAY:

- Teams will get official warnings for slow play.
- Slow play will be called out if a team is holding the balls not attempting to eliminate the opposing players. If a team holds the balls for over 15 seconds they will be warned of slow play.
- At 20 seconds the official will call an official slow play violation and eliminate a player from the violating team and add a player from the opposing team.

PLAYER SAVE:

- A save is called if a teammate or a ball that a teammate is holding is struck by the ball and the thrown ball is in turn caught by a teammate before it touches the ground. (The person throwing the ball is out)