

BASIC DODGEBALL RULES 2018

The Rocky River Recreation Dodgeball League plays Prisoner Format:

1. Players must line up behind base line for opening rush.
2. Ball must go behind white line on initial rush before hitting an opposing player.
3. Each team may advance to opponent's white line during game.
4. A caught ball results in an out.
5. Being hit results in an out.
6. Deliberate headshots result in the thrower being out.
7. Unintentional headshots (caused by dodging, etc.) result in hit player being out.
8. Pushing a player over the line will result in the pusher & teammate being called out and eliminated from further matches at the discretion of the referee.
9. Once out, players must remain in order and can re-enter the playing field when a ball is caught by a teammate.
10. All players must remain inside the basketball court maroon lines during play. They may only exit to retrieve a ball.
11. If a player wishes to attempt a shot at the opposing basketball hoop, they may. If successful, player's team regenerates. If unsuccessful, no penalty unless the ball is caught by the opposing team, in which case the shooter is out.
12. Each match will consist of three ten minute games.

Arguing with the referee: Player will receive one warning. After that, player's team will be disqualified and given a forfeit for the ten minute game and the player will be disqualified from further matches.

Interference with Game Progress: Players may re-enter the game when a teammate catches a ball. Entry must be made in the order players are knocked out (i.e. the first player to exit the field of play will be the first to re-enter). All players in the holding cell must not interfere with game or referee. They may NOT retrieve balls or crowd the side lines. Any infraction of this rule will result in forfeiture of the ten minute game.

Outs: To make an out, a player must hit another player with the ball. This can be done by throwing or tagging. The ball does NOT have to be released to make contact and result in an out. Opponents who catch the ball without any interference (bouncing, ricocheting, etc.) will remain in the game while the thrower is out AND a teammate may re-enter the playing field in proper order (see above). AT NO TIME may a player kick the ball. This will result in the player being called out.

Teams: All teams must consist of no more than ten rostered players. THERE ARE NO SUBSTITUTES. No team may substitute an unregistered player for any reason. Furthermore, we play all rostered players in each game. If one team shows with seven players and their opponent shows with ten, the game will be played in a 7v10 format. All rostered players MUST wear team t-shirt for current season or they will not play NO EXCEPTIONS.

ALL REFEREE DECISIONS ARE FINAL. PROTESTS WILL NOT BE ACCEPTED.

Scoring: Matches consist of 3 10-minute games. If a team gets all players on the other team out, that team wins the 10 minute game. When time runs out, the team with the higher number of players remaining on the court wins. If the benches rush the court before the buzzer, that team will receive a forfeit for that game. Team win=2 points, Tie=1 point for each team, maximum number of points per match (a match is all 3 games total)=6. A forfeit=2 points for the other team.