
Dodge Dive Donate Dodgeball League

Official Rule Book

Version 2.2 – January 2018

Table of Contents

General Rules	2
Dodgeball Etiquette	3
The Court	4
The Set	5
Eliminations	7
Catching	7
Wheelchairs	8
Head Shots	9
Blocking	9
The Official	10
Warnings	11
Substitutes	12
Scoring	13
Appendix A	14
Dodge Dive Donates Officials	15
Appendix B	16
Court Layout	17
Appendix C	18
Championship Tournament Breakdown	19
Appendix D	20
Dodge Dive Donate Board of Dodgers	21

General Rules

- The total playing period between two teams is thirty (30) minutes
 - o This is known as the “Match”
 - o The time it takes for all players from one team to be eliminated is known as a “Set”
 - The first seven sets will contribute to league standings, with each team claiming one point per victory

- A set’s length is the time it takes for all active players from one team to be eliminated

- Teams must consist of a minimum of six (6) players and a maximum of fifteen (15)
 - o There must be at least three (3) members of the opposite sex on each team
 - o There must be at least one (1) member of the opposite sex per team on the court for each set
 - o If a team cannot fulfill the minimum number or gender requirements, they forfeit the match and any points that could have been awarded
 - o Substitute players can be recruited as long as they adhere to the substitute guidelines (See *Substitutes*)
 - o Substitutes count towards a team’s roster size, which cannot exceed fifteen (15) players
 - The names of substitutes do not have to be submitted with a team’s roster prior to the start of the season, but the number of substitutes a team is permitted to use throughout a season is dependent on the number of players in a team’s roster
 - o Players are be at least 18 years of age
 - Players under the age of 18 must receive special permission from the Board of Dodgers and the individuals parents/guardians in order to play

- Every player must sign a Dodge Dive Donate waiver prior to their first game

- Each team will be given a five (5) minute warm up period prior to the start of the match
 - o The official will indicate when there is one minute remaining to the warm up period

- During this time all extra balls will be collected and teams will prepare for the start of the first set
- Each set will be played with four (4) six (6) inch foam balls
- Players on the court are considered ‘active’
- Players on the side-lines are considered ‘non-active’
- Players who have been hit or caught are considered ‘eliminated’ (See *Eliminations*)

Dodgeball Etiquette

- All players should familiarize themselves with the rules prior to a match and abide by the rules throughout, while demonstrating self and team accountability.
- Players are required to call themselves out if they have been hit
 - If there is a dispute over a hit, an official will determine whether the hit occurred or not
- Only team captains should discuss issues with the official
- The officials should be treated with respect by all players
- Players should avoid actively targeting the heads of their opponents
- Players are prohibited from wearing articles of clothing (such as gloves) or using any substances that may give them better control of the ball
- Players must wear gym appropriate sneakers when playing
- Unsportsmanlike conduct will not be tolerated and may lead to elimination or ejection
 - This includes:
 - Fighting or attempting to assault another player
 - Racist, sexist, or homophobic comments directed at the other team
 - Rude verbal taunting

- Throwing a ball at an opposing player despite having been eliminated
 - Intentionally inflicting pain or throwing a ball excessively hard at close distance at another player
 - Excessive use of foul language
 - Cheating
 - Causing a constant distraction to the match
 - Kicking or spiking the ball
- After each match, teams will congratulate each other on a successful and fun match
 - This is a matter of respect. Failure or refusal to participate will not be tolerated

The Court

- Dodge Dive Donate's court is the size of an elementary school gym
- A centre solid black line divides the court into two equal halves, separating the two teams
 - Players are not permitted to cross this centre line
- The attack line is dictated by the third solid black line from the back wall, on each side of the divided court
 - At the start of a set, a player cannot throw a ball at an opposing player until a team's balls and retriever have crossed the attack line
- The court also contains two sidelines following the two longest lengths of the gym
 - Players are permitted to cross these lines in order to retrieve balls, but must refrain from spending too much time beyond them
 - This is known as "hugging the wall"
- All players must begin a set against the back wall, behind the first solid black line from the wall
- If an opposing, eliminated player is occupying the space between the back wall and the second solid black line from the wall, no active players are permitted to cross this line

- Likewise eliminated players are not to cross this line and enter the active court
- In this situation, catches that occur in this area do not count. The thrower remains in play
 - If a catch is attempted in this area and is not completed, the catcher remains in play
- A player who crosses into an illegal boundary may be subject to penalty or elimination
- Players are permitted to reach across boundary lines in order to retrieve balls, however once they have to support themselves physically across a line, the ball is deemed out of reach and they are not permitted possession of the ball(s)
- See Appendix B – *Court Layout*

The Set

- Each set begins with six (6) members (including at least one (1) member of the opposite sex) from each team lining up along the back wall on opposite sides of the court
 - All players are to remain against the back wall until the whistle is blown
 - Teams are required to rotate active and non-active players at the start each set to best attempt to give all players equal playing time
 - With the exception to injury and/or approval from an Official, a player cannot remain non-active for more than one (1) consecutive sets
- Four (4) balls will be placed along the centre line.
 - Each team is designated two (2) balls. These balls will be located to the far right of each team.
 - Players are prohibited from interfering with the opposing team from acquiring their balls
 - These balls can be positioned on the centre black line as desired by the team who is retrieving them.
- The official begins play by blowing a whistle.
 - If a player leaves the wall early, it is considered a false start and play is stopped with both teams going back to their starting positions.

- “The Rush” occurs once the whistle is blown and one (1) to two (2) players from each team run to acquire their assigned balls.
 - During the Rush, a player’s foot or feet may cross the centre line without penalty
- Players can begin attempting to eliminate opposing players once their assigned balls and retriever have crossed the attack line
 - Should a team fail to acquire both balls during The Rush, any balls left on the centre line are considered fair for both teams
- Players have ten (10) seconds in order to relinquish possession of a ball.
 - Possession is defined as physically touching a ball
 - This can be accomplished by either throwing, passing or dropping a ball
 - Dribbling a ball is permitted, but does not reset the ten second clock
 - If a player exceeds the ten second grace period the ball is considered dead and any hits or against opposing players will not count
 - Repeated violation of the ten second rule may result in penalty or elimination
- Once eliminated, a player must exit to the side of the court in a timely manner as to not distract or interrupt play
 - If a player is in possession of a ball at the time of elimination, they must drop the ball immediately
 - Throwing a ball at an opposing player once eliminated will not be tolerated and may lead to ejection
 - Eliminated players are not to interfere with active play in any way while travelling to the designated area for eliminated players
 - This includes:
 - Sending active balls from an opposing side of the court to their own until they have entered the designated area for eliminated players
 - Ensuring any active balls stay within possession of their team
 - If a player is caught in violation of this, their team must relinquish possession of a ball to the opposing team
 - Multiple violations by a team could result in the elimination of an active player

- Eliminated players must travel to the back wall of the opposing side of the court and must stay within the area between the wall and the second solid black line in front of them
 - Any balls that come within this area may be retrieved by eliminated players and rolled towards their team
 - Players are asked to not throw the balls from one end of the court to the other
 - Eliminated players must have both feet within this area when retrieving and sending balls
 - Violation of this boundary rule results in the eliminated player relinquishing possession of the ball to the opposing team
 - Multiple violations by a team could result in the elimination of an active player
 - Eliminated players are permitted to reach into the active court in order to retrieve balls as long as they are not physically supporting themselves passed the second black line from the wall
 - Eliminated players are prohibited from hoarding balls
 - Eliminated players are prohibited from knocking a ball out of the air in order to prevent an opposing, active player from completing a catch

- A set is over when all players from one team have been eliminated

- All non-active players waiting on the sidelines are not permitted to interfere with match play in anyway
 - This includes:
 - Distracting or interfering with opposing eliminated players from retrieving or sending balls to their end of the court
 - Retrieving active balls and handing them to active teammates
 - Distracting or arguing with officials during play
 - If a player is caught in violation of this, their team must relinquish possession of a ball to the opposing team
 - Multiple violations by a team could result in the elimination of an active player

Eliminations

- An elimination occurs when an active player is:
 - Hit with a live ball on any part of their body below the shoulders. (This includes gracing their clothing)

- A ball is considered live once it leaves a player's hand and remains live until it hits either the floor, wall of the court or another ball, at which point it is considered dead
- All players hit while the ball is live are eliminated
- Having their thrown ball caught (See *Catches*) by an opposing player before becoming dead
- Repeatedly crossing boundary lines
- Repeatedly violating the ten second ball possession time limit
- Throwing a ball that comes in contact with the head of an opposing player (See *Head Shots*)
- Repeatedly ignoring warnings from officials

Catching

- A catch occurs when:
 - A player establishes possession of a live ball before it becomes dead by hitting a wall, the floor, or another ball
 - A catch may be made on a live ball that has been deflected off of active players. No players on the catching team are eliminated and the thrower is out
- Possession is defined as: physically touching a live ball without it coming in contact with a wall, the floor, or another ball
 - If possession is not established before the ball becomes dead, the catcher is out along with any other players the live ball may have come in contact with
 - If a player is deemed to be delaying a game by maintaining possession of a live ball, they are responsible to relinquish possession within ten (10) seconds even if it may be in contact with a wall, floor, or another ball
- A player may make a catch in mid-air. They do not have to have feet on the ground in order to establish full possession.

Wheelchairs

- Like Easter Seals, Dodge Dive Donate believes in seeing the ability in disability and is inclusive to those with differing physical needs

- Players in wheelchairs adhere to the same rules as everyone else with the following exceptions:
 - o Hits:
 - A player's wheel chair is considered an extension on their body and therefore hits on the chair are counted as eliminations
 - In order for a player in a wheelchair to be eliminated, the ball must strike them within a zone where it is physically possible for the player to attempt a catch
 - This zone is designated to the area above the chair's wheel axel but below the player's shoulders
 - This area may vary depending on the individual player
 - Any hits that occur outside of this zone are not counted
 - o Catches:
 - If a ball becomes jammed within the frame of the chair or between the wheels and the chair, it counts as a catch and the thrower is eliminated
- A non-active player may assist a player in a wheelchair, if requested, at any time during play
 - o These players duties are to strictly aide the player with movement and to retrieve balls that are within proximity of the chair
 - o These players are not permitted to throw or catch oncoming balls
 - o Hits on these individuals do not count as eliminations
 - o A linesperson will be responsible for admitting these players into the set
- Player who require special medical equipment located on their wheelchair must obtain special permission from the Board of Dodgers before that are able to play
- Active players are prohibited from hiding behind or using a player in a wheelchair as protection from play

Head Shots

- A Head Shot occurs when a ball thrown with force strikes an opposing player above the shoulders
 - o This can occur while the opposing player is either standing upright or jumping

- The player who threw the ball is eliminated, the one hit remains in play
- *Imminent Head Shot rule*: A player may protect themselves from a Head Shot by blocking the ball by any means necessary
 - This includes the use of their hands, arms or another ball
 - If a Head Shot is imminent, the thrower is eliminated for throwing an Imminent Head Shot and the player who was hit remains in play
 - A genuine attempt (and failure) to catch a ball thrown high will result in an out for the player attempting the catch, regardless of if the throw would have been deemed an Imminent Head Shot.
- If a player struck by a Head Shot or Imminent Head Shot and is hit by another throw either simultaneously or momentarily after, they are not considered eliminated
- A head shot DOES NOT occur if:
 - The targeted player is ducking or diving and their head is below the height of their shoulders.
 - The ball is deflected off another part of your body and then strikes you in the head. This is considered a legal hit
 - If it is deemed the player purposely put themselves into the path of the ball in order to obtain a head shot and eliminate a player
- If a head shot occurs, time can be called to allow the player time to recover.
 - If the player is unable to continue, a substitute player can be called in (See *Substitutes*)

Blocking

- A player is permitted to block an oncoming ball with another ball in their possession.
- If the block is successful, the player blocking remains in play
 - Should the oncoming ball deflect off a blocking ball and hit a player, the oncoming ball is considered dead and it does not count as a hit
- If an oncoming ball hits a player attempting to block prior to hitting the blocking ball, the player is eliminated

- If it is not overtly clear if an oncoming ball hit a player or a blocking ball first, it is at the discretion of an official whether a block or a hit occurred

The Official

- Each match will be officiated by one (1) referee and up to 4 (four) linespeople.
 - o The referee may be either:
 - A member of the Dodge Dive Donate Board of Dodgers
 - an Easter Seals Newfoundland and Labrador employee
 - a designated player or volunteer
 - o Linespeople may be either:
 - A member of the Dodge Dive Donate Board of Dodgers
 - an Easter Seals Newfoundland and Labrador employee
 - a designated player or volunteer
 - o See Appendix A – *Dodge Dive Donate Officials*
- Officials are to act as a non-biased, third party and must be treated with respect at all times
 - o Disrespect towards the referee or linespeople will not be tolerated and may lead to ejection from the match
- The primary items of responsibility for the Officials are:
 - o Beginning each set by blowing the whistle.
 - o Monitoring set and match times, and providing time updates if time limits are approaching.
 - o Recording and updating the score accurately
 - o Calling minor infractions, such as line fouls, false starts or other rule violations which players fail to call on their own
 - o Stopping and restarting play
- Secondary items of responsibility for officials are:
 - o Acting as a mediator between captains.
 - o Issuing warnings, penalties and ejections.
- The officials word is final and should not be disputed
 - o Officials will use their best discretion and understanding of the rules when making calls

- Should there be a dispute over a call, the referee will convene with the linespeople and a decision will be made
- The referee may stop play at any time to issue a warning, confirm an elimination or address confusion
 - While play is stopped, all balls must remain where they are.
 - If a player is in possession of a ball, they may retain possession until play begins
 - If a ball is on the ground or is placed on the ground, it must remain on the ground until play resumes. It must not be touched or displaced
 - Players are prohibited from acquiring balls by means of crossing illegal boundaries while play is stopped
 - Play will be stopped and resumed by the referee by the blowing of the whistle
 - Any hits or catches that occur after the whistle is blown will not count
- Any issues with officials or officiating should be discussed with the Director of Referees and Linespeople (*See Appendix D: Dodge Dive Donate Board of Dodgers*)

Warnings

- Warnings are violations of the spirit of the game of Dodgeball
 - If a team or player receives a warning and continues their behaviour, they may be subject to elimination or ejection.
 - If a non-active player is warned and continues their behaviour, possession of a ball will be taken from their team and given to the opposing team, or an active player from their team will be eliminated as a penalty
- Players are accountable for their conduct on the court and should:
 - Leave the court when they are hit, even if an official does not call it
 - Throw, pass or ditch a ball within the ten second time limit
 - Actively attempt to keep play going
 - Not conceal themselves behind non-active players, eliminated players against the back wall, players in wheelchairs or any other objects on the court in an attempt to confuse opposing players

- Should not recklessly and routinely target the head of an opponent.
 - Not breach the spirit or etiquette of the game, as deemed applicable by the official
 - Stay within the boundaries of the court at all times
- A warning will be discussed with the team captain and the player in violation
 - A warning may also be given to both teams to prevent a behaviour from occurring again
 - A warning does not necessarily stop play
 - Repeated offences can result in relinquishing possession of a ball to the opposing team, elimination, or ejection

Substitutes

- Teams are permitted to recruit substitute players to fill vacant spots left by regular members who are unable to attend a match
- If substitutes are used, the captain is still responsible for ensuring their team fulfills the number and gender requirements for play
- A team may not recruit a player from another team
- Substitute players must familiarize themselves with the rules before play
 - Repeated violations of the rules may lead to relinquishing possession of a ball to the opposing team, elimination, or ejection
- Substitute players must sign the Dodge Dive Donate Liability Waiver before play
- Substitutes are only permitted during the Dodge Dive Donate end of season Championship Tournament if they have played with a team within the current season
- Should injury occur, a non-active player may come into the set as a substitute

- Teams are still required to have at least one (1) member of the opposite sex on the court for the remainder of the set and for all remaining sets in the match
- If a team cannot fulfill this requirement for the existing set, the injured player is considered eliminated and play resumes
- Should an injury mean a team cannot fulfill the number and/or gender requirements for play by the beginning of the proceeding set, the team must forfeit the remaining sets in the match
 - Any points acquired before the injury took place will still be awarded

Scoring

- Each match will be thirty (30) minutes in length, with the first seven sets counting towards a team's league standings
 - There is no set time for a set. Each set lasts as long as it takes one team to eliminate all active players from the opposing team
- The first team to eliminate all active members of an opposing team will be declared the winner of the set and awarded one point
- The team that acquires the most points from the first seven sets is declared the winner of the match
 - The match is not contested in a 'best of seven' manner. Each team is awarded however many points they acquire during the match
 - e.g. At the end of the match, Team A wins 5 sets and Team B wins 2, Team A is awarded 5 points towards their league standings and Team B 2
- Following each match, team captains (or a suitable replacement) are required to sign off their scoresheet, confirming the final score of the match
 - In doing so, each team is agreeing to the outcome of the match
 - Scores will not be reviewed or contested once a captain has signed off on the scoresheet
- A team's league standings will ultimately determine their position in the championship tournament.
 - See Appendix C – *Championship Tournament Breakdown*

Dodge Dive Donate Official Dodgeball Rule Book

- Should an injury or any other unexpected factor prevent a match from being completed, the match will be rescheduled for a later date, picking up from where the previous match left off
 - o Score will remain where it left off going into the rescheduled match

Appendix A

Dodge Dive Donate Officials

Dodge Dive Donate Officials

Referees:

- Samantha Parrell
- Robert Andrews
- Brian Bradley
- Jeremy Brenton
- Crystal Mews
- Adam West
- Greg Smith
- David Vere-Holloway
- Megan Fitzgerald
- Andrew Kelloway
- Hasan Hai

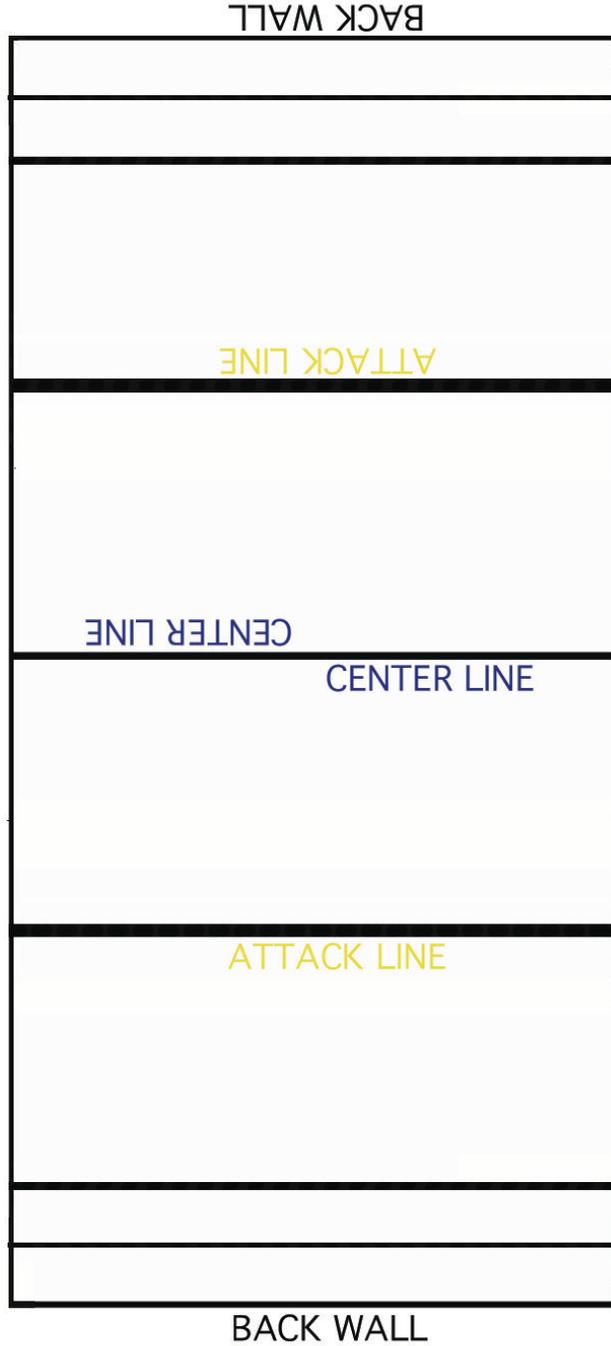
Linespeople:

- Samantha Parrell
- Robert Andrews
- Brian Bradley
- Jeremy Brenton
- Crystal Mews
- Adam West
- Greg Smith
- David Vere-Holloway
- Megan Fitzgerald
- Andrew Kelloway
- Anthony Griffiths
- Roanne Collins
- Paddy Wadden
- Ryan Ings
- Leighann Saunders
- Hasan Hai
- Matthew Mulrooney
- Andrew Denine
- Nicole Bishop
- Jessica Kilfoy

Appendix B

Court Layout

Court Layout



Appendix C

Championship Tournament Breakdown

Championship Tournament

Breakdown

The season end championship tournament will be contested under “double elimination” rules. Once a team has been defeated in the opening round, they then move onto a ‘redemption’ bracket where they will continue to play until they have been defeated a second time.

Matches will be 15 minutes in length, with the winner being the first team to win 3 of 5 sets.

The championship finals will be a ‘best of seven’ series.

Should a team acquire their first loss in the finals, a sudden death, winner takes all set will take place. Both teams will be permitted to use any combination of six (6) players they like for this set, while still adhering to all gender requirements for play

A team’s location in the opening round bracket will be based on their final standings once regular season play has commenced.

The current breakdown is based on sixteen (16) teams.

The championship tournament format may be altered depending on the number of teams participating and/or for time.

Appendix D

Dodge Dive Donate Board of Dodgers

Dodge Dive Donate **Board of Dodgers:**

Samantha Parrell

Director of Dodge Dive Donate, Easter Seals NL Liaison

- Duties include:
 - o Organization of tournaments and league dates
 - o Booking of rental space
 - o Ordering of equipment
 - o Collection of registration fees and forms
 - o Scheduling of board meetings

Robert Andrews

Director of Sport

- Duties include:
 - o Organizing match schedules
 - o Setting the precedence for rules and timings
 - o Liaison with Director of Referees and Linesmen for weekly schedules

Brian Bradley

Director of Youth Outreach

- Duties include:
 - o Fostering the awareness of Dodge Dive Donate
 - o Reaching out to High Schools for tournaments/fundraisers
 - o Launching the first Youth Tournament 2018

Jeremy Brenton

Director of Referees and Linespeople

- Duties Include:
 - o Recruiting linespeople for weekly matches
 - o Organize monthly/full league Referee schedule
 - o Set the precedence for rules and timings
 - o Liaison with Director of Sport for weekly schedules

Greg Smith

Director of Sponsorships

- Duties include:
 - o Creating leads on donations for fundraisers
 - o Seeking sponsorships for league
 - o Collecting donations
 - o Fostering relationships by providing ongoing awareness of Dodge Dive Donate events with sponsor invites and collaborations

Adam West

Co-Director of Media and Design

- Duties include:
 - o Guiding the creative direction for the league
 - o Moderating the Dodge Dive Donate Website
 - o Photographer/Videographer
 - o Editing website, photo and video content

David Vere-Holloway

Co-Director of Media and Design

- Duties include:
 - o Guiding the creative direction for the league
 - o Moderating the Dodge Dive Donate Website
 - o Photographer/Videographer
 - o Editing website, photo and video content

Crystal Mews

Director of Social Events

- Duties include:
 - o Organizing and presenting new ideas for social events for the league
 - o Creating events on the Dodge Dive Donate League Social Media accounts
 - o Presenting fundraising ideas/events for Dodge Dive Donate
 - o Creating ways Dodge Dive Donate can reach out to the community and other organizations while bringing awareness to the population growth of the league