



## **DYA Dodgeball Program**

### General:

- One Coach/Parent Rep per team, you may name an assistant
- 2 Coed Leagues – 9<sup>th</sup>/10<sup>th</sup> and 11<sup>th</sup>/12<sup>th</sup>
- Draft teams, try to keep high schools together on a team
- Always keep at least two of the same high school on a team
- 8 players per team
- 6 dodgeballs per court
- Same shirts for everyone (like volleyball)
- Play weekends during April and first weekend in May
- 4 Regular Season games played on Saturday in Middle School
- Fee is \$20 per player (includes shirt), if we have a next season, this year's shirt may be used next year.
- No practices
- 1 day tournament on final weekend
- Scoreboard operates the clock for 20 minute periods for both courts
- Team names assigned from professional volleyball and Dodgeball, the Movie names (e.g. Average Joes, Clown Punchers, Armed Response, Jocks...). All team names must be approved by the league commissioner.

### Game Day:

- Court size is approximately volleyball dimensions
- Play at Sells and Karrer, 2 courts per school in operation
- If not enough to play, you may lend player(s), but it is a forfeit by the short team
- Running 20 minute clock with 2 games within an allotted time.
- A point is awarded every time a team has been completely eliminated, at end of 20 minutes a point is awarded to team with more players left, team with more points gets a win
- One timeout per team per 20 minute period, clock does not stop on time outs, 60 second max
- No overtime for regular season games, for tournament games if the point total (including the team with the most standing at the end) ends in a tie, an overtime constitutes the first team that achieves a point in a sudden death match
- For this year, referees are coaches that stand on opposite sidelines

#### Participation Rules:

- 6 players max on court
- 5 players minimum on court
- Game starts with 6 balls unless one or both teams have only 5 players,
- If only one team has 5 players, the other team will play with the full 6 players
- If more than 6 players, players rotate in after a caught ball in order of longest wait

#### Game rules:

- Balls are placed in the middle of the court with players standing behind end-lines, when official yells “Dodgeball!”, players race to get the balls that are lined up across the middle of the court
- There is a 3 second neutral time before throwing begins, ref signals 3 second wait is over, throwing before 3 second rule does not count as a throw
- If you are hit by a ball, you are out
- If a person catches your thrown ball it is a “**caught ball**”, you are out, and an opposing player comes back in if the opposing team has fewer than 6 players on a court
- If a ball hits a player and is caught by another player, it counts as a **caught ball**
- If dodging a ball, you are out if you step out of bounds
- You may deflect a ball with a held ball
- If a held ball is dropped after being hit, the player who was holding the ball is out
- If a person steps over the middle line, he/she is out
- If a deflected ball is caught by another player, it counts as a **caught ball**
- A ball may be retrieved outside of the court by raising and being granted by a ref

#### Penalty rules:

- No head shots, it is an out on first occurrence, a 5 minute penalty (where team plays a man short) on second occurrence, elimination for the rest of the day for a third occurrence
- If a player purposely leans his head into a ball, it does not count as a head shot but as an out
- Late shots (after a player is out) is an out if done intentionally

#### Tournament:

- Tournament at Karrer and Sells on final weekend
- Play on 2 courts at same location
- Single elimination 20 minute game with overtime rules, after 3 throws, it is sudden death, first out wins game
- Overtime sudden match applies (see Game Day section)