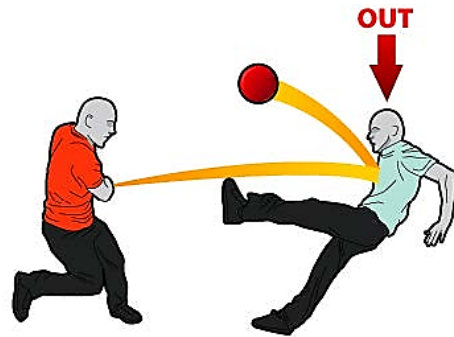


STONEWALL DODGEBALL

CHICAGO, IL | WINTER 2018

The Basics: Hit an opponent with a ball to get him/her out. If (s)he catches it, you're out; and the other team gets a player back in. A team wins a game when no players remain on the opponent's team.

Matches: The team with the most games won in the match wins. Matches are 25 minutes. Teams will switch sides approximately halfway through. Referees will announce the last game when approaching the 25-minute. A new game will not start with fewer than 2 minutes remaining. All matches will stop at 25 minutes and any unfinished games at the expiration of 25 minutes will be considered a "wash" (i.e. neither a win nor a loss). The score entering the last unfinished game will stand.



Thrower hits an opponent in the body or extremities.

Teams: During the summer 2018 draft season, eight (8) players may play from a team at a time. The rest are benched. Benched players don't come in on catches. Each player must play at least every other game. **In the event that this rule is violated, the game will be scored as a win for the opposing team, regardless of the outcome of the game. Four (4) players are the minimum required to play.** A team forfeits 10-0 if they do not meet the minimum, five (5) minutes after the game is scheduled to begin.

Captain Responsibilities: Up to two (2) captains from each team will be recognized by the league. **At least four (4) players on your team must become certified refs.** It is the responsibility of the team captain to coordinate refs in accordance with the ref scheduled distributed by the league. At the start of the match, captains will "rock-paper-scissors" for ball control or side preference. During the match, captains liaise between their team and the refs, ensure good sportsmanship and rule adherence. **Only captains may discuss calls with the refs** and call timeouts. At the end of each match, captains will certify the scores.

Starting the game: Eight (8) players will line up touching the back wall. When the ref blows the whistle, teams may run to get the balls on their right (the ones on your left are for the other team). False starts result in losing a ball to the other side. You can step over the centerline on the initial rush, but doing so any time after that means you're out.

Live ball/dead ball: A ball is live when it's thrown from behind the attack line. Live balls can hit players or be caught, resulting in outs. A ball becomes dead when it does any of the following:

- touches the floor, wall, ceiling, net, or any other part of the building
- touches another ball not being held by a live player
- touches a player who is already out or a non-player
- is caught
- comes back across the center line
- is kicked

Note: A live player isn't technically out the moment they are hit; they are out moments later when the ball that hit them becomes dead.

Note: In the event of a trap (when a ball hits a player and a gym surface, such as the floor, at the same time), both players are safe.

The Attack Line: Runs parallel to the center line and all throws must be made with both feet on or behind it. Throws made with any part of one's foot crossing the attack line are invalid: The throwing player is out; the ball can't get anyone on the other team out; and catches **will** count. (However, we will not yellow-card for this.)



Boundaries & Exiting the Court: Players are out if their body/clothes touch the floor beyond the center line (unless it's during the initial rush) or across the sidelines. Players may step out of bounds *only* to shag a ball that is out of bounds. **When shagging, players must exit and re-enter at the back of the court (see**

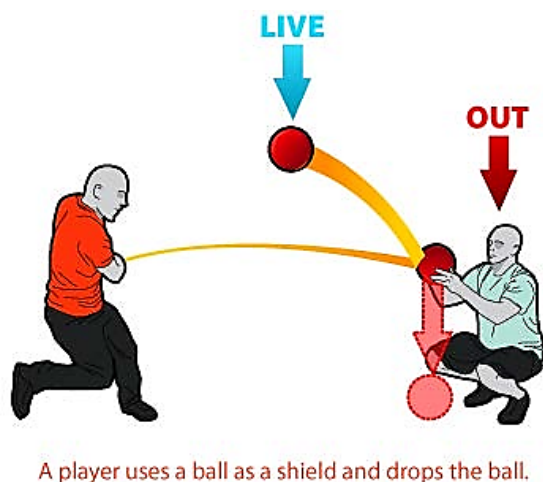
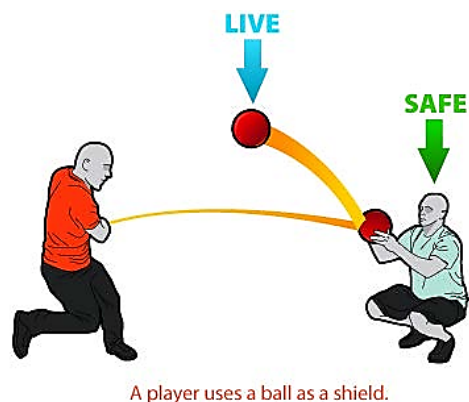
diagram above). Exiting from anywhere else on the court will result in the player being called out.

Once both feet are out of bounds for a valid reason (i.e. shagging a ball) they're safe until they return (one foot back in). The last player left may not exit the court, so their team should help get balls for them. **If two players remain and one player is declared out while the other is shagging a ball out of bounds, the remaining player must immediately return to the court, at which point they should not exit the court to shag balls.** Violating any of these sideline rules results in an out. Catches count only if the catching player has two (2) feet in bounds when caught. If the player makes the catch with two feet in-bounds, but falls out of bounds due to momentum, they are not out due to stepping out of bounds and their catch still counts.

Similar to when shagging, **players who are out** must exit and re-enter at the side of the court, closest to the curtain (see “exit” on the diagram). The exit path should be along the back wall and should not interfere with game play. Players must raise their hand as exiting the court to designate being out. **Players who repeatedly interfere with gameplay while exiting will receive a yellow card.**

Deflections: This is when a ball bounces off a player or a ball a player is holding.

- Deflecting a ball into yourself means you’re out (including deflecting into your own head).
- Deflecting a ball into someone else does not get them out. A thrown ball can get at most one person out.
- A ball that is deflected is still a live ball that can be caught until it touches any inanimate object (i.e. the net), an out player, a non-player (i.e. a ref), another ball that is not being held by a player, crosses the center line, or is caught.
- Deflecting a ball that is then caught is treated as a regular catch such that anyone hit by the ball prior to the catch is safe, the thrower is out, and the catching team gets a player back in.

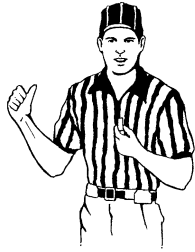


Maintaining control of the ball during

deflections: If you deflect an incoming ball with a ball you’re holding, you must maintain control of all the ball(s) you were holding immediately following the deflection. If you lose control of the ball you’re holding (i.e. you drop it), you’re out. The same goes for catches if you’re holding a ball(s) at the time of the catch.

Note: The above only applies to deflections. You may drop the ball that you are holding **BEFORE** catching the incoming ball in order to make the play.

Referees: All ref calls are final. Don't argue with them. **There will be two (3) referees for each match – One (1) head referee and two (2) supporting referee.** All will be stationed at the centerline. Teams will be assigned referee duty, and it will be the responsibility of the team's captain to ensure three (3) referees are provided for their assigned matches. Of the three (3) refs, at least the head ref must be certified. Players become certified by attending the referee certification session at the start of the season. Teams that fail to provide adequate refs when assigned will be penalized **one (1) game per ref, for**



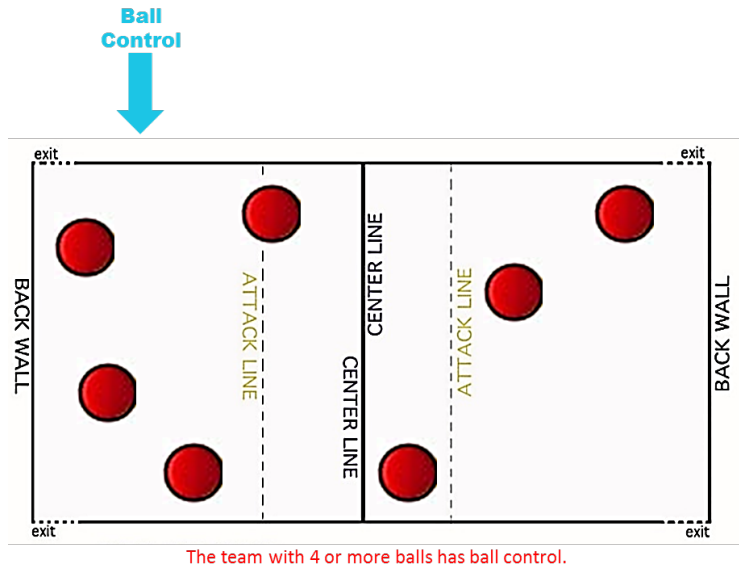
their first match of the day. For calls that require discussion, in general, referees should reach consensus on calls, with the head ref making the final call if needed; a Dodgeball Leadership Team Member will always be on-site to help resolve escalated issues. Refs can call you out, but they shouldn't have to. Any player who knows they should be out but doesn't go out might be given a penalty card for cheating. Referees will focus on opposite sides and will share responsibility for announcing ball control violations for their respective side.

Referees can stop play by blowing their whistle and walking onto the court, at which time all live balls are immediately declared dead until the ref resumes play with their whistles. Referees will announce when there are fewer than two (2) minutes left in the match and when the last game is commencing.

Penalty cards: Go out on your own when you're out. It's your honor. Refs can issue penalties:

- *Yellow card:* issued for not abiding by the rules, not following ref instructions, arguing, yelling, and cheating. Players issued a yellow card are out and must sit the next game out as well. They cannot be replaced (the team must play with fewer players).
- *Red card:* issued for 2 yellow cards, grossly poor conduct, threats, discriminatory language, violence, or rude/insulting online communications. Crossing the center line in an aggressive manner is grounds for a red card. Players are out for the entire match, cannot be replaced, and are subject to suspension or expulsion.

Ball control / countdown: We play with seven (7) balls. Your team has ball control when you have 4+ balls. When play stalls, a ball control countdown begins. The countdown will **continue until your team no longer has possession of the majority of the balls**. The spirit of this rule is for teams to make a good-faith effort to keep the game in motion. **Players may not place balls over the center line at any time; this will be treated as stalling. If this occurs, the ball is returned to the team with ball control and they must make an active attempt to relinquish the ball.**



Once Refs declare "ball control," your team has ten (10) seconds to give up ball control. Refs start counting outload after 5 seconds, counting down from 5 to 0.

Failing to give up ball control at 0 means your team must give all the balls to the opposing team; the Ref will stop play and facilitate the transfer of balls.

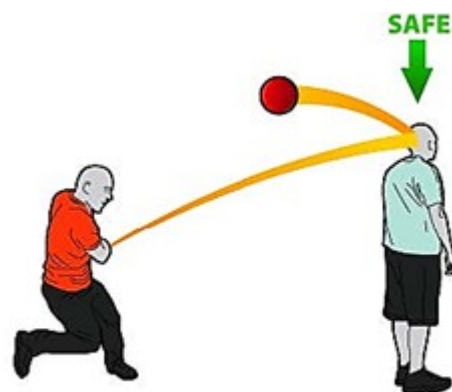
Note: If additional balls come onto the side with ball control, they do not count for the timer: they're new balls so they aren't a part of the original timer.

Ball Control for singles (Last man standing) - When a team is down to 1 player and that player has ball control, the timer resets to 10 seconds each time the player throws until they lose ball control. If officials deem the player is deliberately stalling, they may announce "Stalling! Last countdown!" and the timer will no longer reset with each throw until the player loses ball control.

Headshots: Shots *directly* to the head do not result in an out. You are not allowed to deliberately block the ball with your head. If you are hit directly in the head and then you, or a teammate, catches the ball, the catch counts (you deserve it). If you deflect a ball into your own head, you're out (that's not a *direct* headshot).

Exception: If you're on the ground (defined as three (3) points of contact with the floor, i.e. two feet and a knee), headshots on you do count.

Sitting will also count as three (3) points of contact.



Thrower hits an opponent in the head.

Outline: When you're out, line up on the side of the court, closest to the curtain. Players come in on catches in the same order they arrived in the line. **Players on their way to the outline cannot come in on catches – they must be out-of-bounds to be able to come back in. In other words, if no players are out and a player is out while a teammate simultaneously catches a ball, the player is still out.** Line order is determined by when the player arrives at the line rather than the order in which they got out. Returning players are active upon having one (1) foot in bounds.

Shagging: Out players may return out-of-bounds balls ("shagging") as long as the players stay on their side to the court. The balls must be promptly returned to play. Players may not reach into the court or over into the other team's outline area for any reason. If you're out, do not touch balls that are in play, even if you're still exiting the court. Any ball that is shagged violating these rules will be awarded to the opposing team and the ref may issue a yellow card. **Live players who legally exit the court may also shag balls, but must do so in a prompt manner. If an active player stalls while shagging, they will receive a warning. If stalling continues, they will receive a yellow card.**

Subs: Subs are not permitted during the summer league.

Distraction: Players may use distraction techniques such as stomping as a means of distracting the opposing team's players, within reason. If these actions are considered aggressive or overly disrupting, the refs may issue a warning and/or a yellow card if not stopped.

Timeouts: Teams are allowed one (1) per match per team, 30 seconds long. The timeout begins when the ref blows the whistle; all out players besides captain(s) should stay in the outline. All live balls are immediately dead when the ref begins the timeout, and all players should leave idle balls where they lie. A timeout does not stop the official match time. Timeouts cannot be called after a ref has issued the two-minute end-of-match warning or during a game that has been announced is the last game.

Tie breakers: Ties are allowed during regular season/round robin matches. For playoff/tournament style matches, ties are broken by playing one (1) final game to completion.

Slaughter rule: If the point differential of any match reaches ten (10) points, the match is declared a victory for the leading team and the score is recorded as-is. The match is over. The refs will mix the teams up and restart play in open-gym style (scores don't count anymore).

Sportsmanship and Conduct: Players will treat all other players and officials with dignity and respect both on and off the court. Any verbal or physical actions by an individual or team, including those based on discrimination related to race, skin pigmentation, religion, gender identity, sexual orientation, or national origin, will not be tolerated. If it is determined by the league such instances have occurred, the player and/or team may be suspended/expelled from the league or not asked to return.

Players & T-Shirts: Stonewall Dodgeball Chicago registered players only. All players must be wearing *the current season's* official shirt with a number unique (within their team) to play. The

T-shirt may be altered but cannot obstruct the Stonewall logo or any other sponsor's logo. Any T-Shirt that violates this rule will be invalid, and that team member risks forfeiting the season if they are not able to find another compliant shirt.

Shirt numbering: Every player must have an integer between (inclusive of) 1 and 99, unique within their team, clearly written in black bold permanent marker in the designated area on the front of the shirt. It must be clear, bold, large (touching or nearly touching at least the top and bottom of the designated area), and proportionally shaped.

Do not make any extraneous marks or decorations inside the area for your number. "00" is not an acceptable number, nor is any 3-digit number. **Captains must ensure there are no duplicate numbers within their own team.** If you violate these rules, you will not be allowed to play until your number is corrected.

Players may also write their preferred pronoun under their number, in a way that it does not obstruct the number in anyway.

Miscellaneous rules: Injured players may remove themselves from play for up to two minutes and then return to play if the same game is in session.

Gloves and taped fingers are allowed.

Pinching the ball (so rubber touches rubber inside the ball) is not allowed.

Protests/Grievances: If you contest a call made by the ref during the game, the captain and the ref should find a person on leadership and explain the situation in the moment. If the match is being protested or any other major issues arise, these should be addressed via email to the Commissioner. Please be sure to include the following: Circumstances, Rules, Discussion, and Request(s). If you have a question/concern regarding a specific rule, please email the Head Ref.

The Facebook group is not the forum to express these concerns. If there is a question regarding a specific rule, that should be emailed to the Head Ref.

Mikey "Chops" Czopkiewicz, Commissioner: mjczopk@gmail.com

Matt Williams, Head Ref: matthewwilliams.2013@gmail.com



WORST-CASE SCENARIO



Dodgeball Rules: Worst Case Scenario Handbook

This section explains some rare and tricky situations that you may be interested in if you're the type to get involved in the details. This is not required reading though.

1. When you're hit, you're still in until the ball that hits you becomes dead. So actions you take while you're still a live player count. For example, if you're hit and you catch another ball before the ball that hits you touches the ground, the catch will count, you get a player in, and you'll be out, as well as the player who through the ball you caught.
2. Clothing counts. Getting hit in the shorts is an out. Hats count as clothing. But if a player wearing a tight hat like a beanie is hit in the head, it'll count as a headshot. But if a player wearing a larger hat, such as a ball cap or a hat with fake hair attached is hit on a part of the hat other than the part directly covering their head, they're out.
3. If you block an incoming ball with your own ball and drop your ball, you're out. If someone else on your team catches the ball you dropped, you're saved. If someone else catches the incoming ball that you deflected, the catch counts, but you're not saved since you still dropped your ball. If make a catch while holding a ball, if you drop that ball, you're out and the catch counts (the catch counted the moment you caught it, then you became out when the ball you dropped hit the floor).
4. A trap is when a ball hits a player and a gym surface (e.g. the floor) at the same time. When traps happen, everyone is safe. Same thing for trap catches – nobody is out.
5. If two in-players are the only players left in the game, they throw at the same time, and both get hit, the side that wins is the one for which the ball becomes dead last.
6. Players who join a match late cannot join an active game, they must wait until the current game completes.
7. A player who has been issued a yellow card is out and must sit the next game out too; however, a player who receives a second yellow card in a match is automatically issued a red card and may take no further part in the match.