

“Crested Butte Parks and Rec provides high quality year-round recreational programs and amenities for residents and visitors alike. We value community connection, high quality of life, accessibility, healthy lifestyles, fair play, sportsmanship, economic vitality, and responsible stewardship of public funding.”

Dodgeball Rules 2020

1. Facilities

- a. Dodgeball takes place in Town government facilities, all applicable laws must be followed for the league to continue.
- b. There is no food or drink of any kind allowed in Jerry’s Gym. Failure to abide by this statute could result in loss of facility.

2. Teams

- a. Teams will be made up of 6-10 players. Six (6) players will compete on a side, one of whom must be female; others will be available as substitutes.
- b. All players must be on a roster and have signed a waiver. If players participate without signing a waiver, any game they play in will be a forfeit.
- c. Substitutes may enter the match only during timeouts or in the case of injury. If the coed requirement cannot be met, the team without a coed must play with five (5).
- d. During regular season play, if captains are in agreement, players from another team may be substituted in for teams who are unable to field a full roster.
 - i. This is NOT allowed during playoff contests. All team members must have been rostered by the regular season cutoff date.

3. Equipment

- a. The official ball used in tournament and league play will be an 8.25" rubber-coated foam ball.
 - i. Other foam dodgeballs provided by The Department may be used during play if captains are in agreement.

4. Gameplay

- a. The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by;
 - i. Hitting an opposing player with a live thrown ball anywhere on their body head to toe.
 - ii. Catching a live ball thrown by your opponent before it touches the ground.
 - iii. A catch revives a player from the catcher’s team who was previously out. If no players are out, there is no future revival in “reserve.”
- b. Definition: Live ball-A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field.
- c. Clarifiers:
 - i. If a live ball first hits you but is caught before it hits the ground, it counts as a catch.
 - ii. If a live ball hits player “A” and player “B” either catches it or gets hit by the ball: player “A” is out, nothing happens to player “B” (the catch does not count).
 - iii. If a live ball hits a ball you’re holding, and you drop the ball you’re holding, you’re out.
 - iv. If a live ball hits a ball you’re holding, then hits another player – everyone stays in.
 - v. If a live ball hits a ball you’re holding, and then hits your body prior to hitting anything else, you’re out.
 - vi. Clothing, hats, anything touching your body counts as a hit.

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vii. If the ball leaves a players hand while they are still in the game, it is live.

5. Court & Boundaries

- a. During play, all players must remain within the boundary lines. Players may leave the boundaries only to retrieve stray balls.
- b. Teams will switch sides during matches, the home team will start on the North side of the gym by the stage and the visiting team will be on the South side.

6. Opening Rush

- a. Game begins by placing dodgeballs along the center line. Players take a position behind the black basketball baseline. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest.
- b. The opening rush is the only time players are permitted to go over the center line without penalty.
- c. Once a ball is retrieved it must be taken behind the black attack-line defining the “neutral zone” before it can be legally thrown. Players have 15 seconds to leave the neutral zone before they are considered in live play. Once a player has left the neutral zone, the zone no longer exists for that player.

7. Timing, Winning, Tiebreakers

- a. The first team to legally eliminate all opposing players will be declared the winner. Teams will play as many games as possible during their 15 minute match time. The final game must start prior to the completion of the 15 minute match time.
- b. Each game is worth one point, the team with the best score at the end of the 15 minute match will be the winner.
- c. In the event of a tie, players will select one player from each team for a 1 vs 1 sudden death.
 - i. Each player will start with one ball and their teammates can feed them additional balls from the sideline as they get thrown.
- d. 15 Second Violation
 - i. If a team controls all balls on their side of the court for more than 15 seconds, the opposing team will select a player to be out.

8. Officials

- a. During pool play or regular-season matches, rules will be enforced primarily by the honor system. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated.
- b. All playoff contests will be supervised by an official, representatives from the team not currently playing. The official’s responsibility will be to rule on any situation in which teams cannot agree.
- c. Officials decisions are final
- d. Verbal, physical or threatening behavior by participants towards officials will result in immediate dismissal from the league

9. N.A.D.A. Code of Conduct

- a. Understand, appreciate and abide by the rules of the game.
- b. Respect the integrity and judgment of game officials and N.A.D.A staff.
- c. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
- d. Be responsible for your actions and maintain self-control.
- e. Do not taunt or bait opponents and refrain from using foul or abusive language.