

## **Rules & Regulations**

Our intent is to have a FUN league, in which players enjoy the classic game of dodgeball. We understand that in the heat of the moment, each of us can become passionate, but it is important to know that we are playing in an ADULT, LGBTQIA+, VOLUNTEER based dodgeball league. Please do your part to ensure sportsmanlike behavior to our volunteers, players, sponsors and community at all times, both on and off the court.

Players who do not abide by the rules and regulations herein may be disciplined within the confines of the sport up to and including being removed from play. No refunds will be administered due to disciplinary action from infractions. Violent and aggressive behavior will not be tolerated. The Pit Crew (League Management) reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules indicates a different ruling.

By refusing to follow the rules and regulations, you will forfeit your right to participate in any future Stonewall Dodgeball games and events.

### **Pit Crew**

The Pit Crew is league leadership associated with the Dodgeball Sport. This team consists of the Dodgeball Director, (in later seasons it will include Dodgeball Division Lead(s), and Dodgeball Head Referee(s)).

### **Honor System**

In dodgeball, possibly more so than any other sport, the honor system is key! It's what separates us from the animals, people!

- If you realize you have been hit by a ball and you're out, go out!
- If you see that a teammate has been hit by a ball and is out, let them know!
- Not following either of these codes of conduct is cheating.

All players who are hit out or caught out need to go out regardless of whether a referee calls it. The referee not calling you out does not remove your obligation to go out. Every player in Stonewall Dodgeball will be held to the highest ethical standards. Anyone found repeatedly violating the honor system will be carded and possibly removed from Stonewall Dodgeball. Cheaters are no fun and are not welcome.

# EQUIPMENT

## The Balls

Stonewall Dodgeball is played with people-friendly “no-sting” soft rubber balls. While they aren’t the giant red monsters that you used to get beat up with as a child, please be aware that any object hurled at high speeds can still sting a little if and when it connects with your frail human body.

## The Outfits

All players on each team are required to wear the official Stonewall Dodgeball t-shirt provided to them at the start of each season. Cutting sleeves and any other changes to a Stonewall Dodgeball team shirt are allowed as long as the shirt color is not changed with dye and no logos including websites are cut or disfigured in any way. A number is required on each shirt and must be the same number the entire season written into the white box on the front of the shirt. Captains will be assigned number 01, and all other players will be numbered 02-16. Players must also play in athletic shoes; no bare feet or flip flops.

**Please Note:** Clothing & hair count! If it hits your clothes or hair, you’re out!

## The Safety Gear

While not required, protective sports gear is highly encouraged. These include: kneepads, sports goggles, athletic tape, and mouth guards. Kneepads are particularly encouraged. Gloves are not allowed.

## Matches / Scoring / Timing

**Match:** a 40-minute matchup of 2 teams consisting of multiple **games**.

A standard Stonewall Dodgeball **match** consists of a 40-minute time period, during which two teams compete in as many **games** as time permits. A game ends when one team has completely eliminated all the players from the other team. Every game won will be scored as 1 point. The team with the most points at the end of a match is the winner. The head referee will confirm all scores and send to [atlanta.dodgeball@stonewallsports.org](mailto:atlanta.dodgeball@stonewallsports.org) .

If match time expires in the middle of a game, that game is declared void.

Tie breakers: Ties are allowed during regular season matches. Playoff and Tournament matches that end in a tie will be broken by playing 1 final game completion.

Teams are required to switch court sides at the first opportunity between games midway through the match (after 20 minutes).

Games that start late will not necessarily get extra play time since we have limited time allowed at our facility. A team can be up to 5 minutes late for a game before a forfeit will occur. We encourage teams to arrive early for their matches so that both sides are ready to go on time. A late player must arrive before the end of the 1<sup>st</sup> game to be able to play in the match. The Late player will then enter into the 2<sup>nd</sup> game upon start. If the player does not arrive during the 1<sup>st</sup> game, the player will not be able to play during the match.

## The Teams

Number of teams max: 16 teams

Rostered players per team: 10-16 players

Max players per game: 10 players for WTNB, 8 players for All Gender.

Min players per game: 7 players for WTNB, 5 players for All Gender.

Max substitutes per game: As many as the other team has, as long as they have at least 3 to start the game. If a player shows up late, they can join in during the next game and one sub must step out.

**Max Players:** Each team starts with up to 10 players for WTNB, 8 players for All Gender. Any players in excess of 10/8 must sit out on the proverbial bench for the entire game. Benched players may not play until the is over (they don't come in on catches). Benched players may shag balls from out of bounds and make them available to live players.

**Rotating players:** Each game, all benched players should return to the game, and the team captain should pick new players to sit on the bench. Benched players may not stay benched more than 1 game in a row. The intent of this rule is to prevent teams from pressuring some players not to play, so exceptions to this rule may be granted, at the discretion of the referee, if a player legitimately needs some extra downtime.

**Substitutes:** Teams may have as many substitutes as the other team has players, as long as they have at least 3 of their rostered players present to start the game. If a player shows up late, they can join in during the next game and one sub must step out. All substitute players must be currently registered Stonewall Dodgeball players. Rostered players take priority and cannot deliberately miss a game or match to make room for a substitute. Games played with an ineligible substitute player are subject to forfeit and forfeits can be applied retroactively. If a player shows up late, they must sit out the remainder of the current match, but can rotate in for the next match.

**Minimum players:** Teams must play with at least 3 players (excluding subs). Without 7 players or WTNB, 5 players for All Gender, 5 minutes into the match, the match will be forfeit with a score of 10 to 0.

When starting every game, referees should ensure that benched players have rotated.

**For the playoffs, no substitutes will be allowed.**

Registered players must be 21 years of age or older before or on the first Match Day.

# The Referees

## 2 line judges will be expected for each match.

*If a line judge is caught on their phone, or repeatedly not paying attention to the game they are judging, a warning will be issued by the Head Referee. Upon the 2<sup>nd</sup> occurrence during the match, that line judge's team will be penalized negative 1 point on their next game. line judges play a large part of the player experience and it's important for the line judges to be alert and paying very close attention to the game.*

Matches may proceed at the discretion of the Head Referee if too few referees are available.

Referees are here to ensure the integrity of the game. A referee's main priority is to keep the game moving and to rule on any unclear plays. Certified referees are trained by the league to be experts on the rules. They also have eagle-eye vision, so trust them if they say a ball just barely hit your shorts and you didn't feel it!

It is not the referees' job to police you. You are expected to follow all rules and code whether a referee sees you or not. That said, referees can call any player out.

### All referee calls are final.

For calls that require discussion, in general, referees should reach consensus on calls, with the head ref making the final call if needed; a Pit Crew member is always 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 should be given a penalty card for cheating. Referees are advised to coordinate roles/areas of focus: one watch one side only, another watch the other side only, and the remaining refs watch the entire match and are responsible for counting down ball control. 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 whistle. Referees should announce when there are fewer than two minutes left in the match and when a game is commencing that will be the last game. No time-outs may be called after this point.

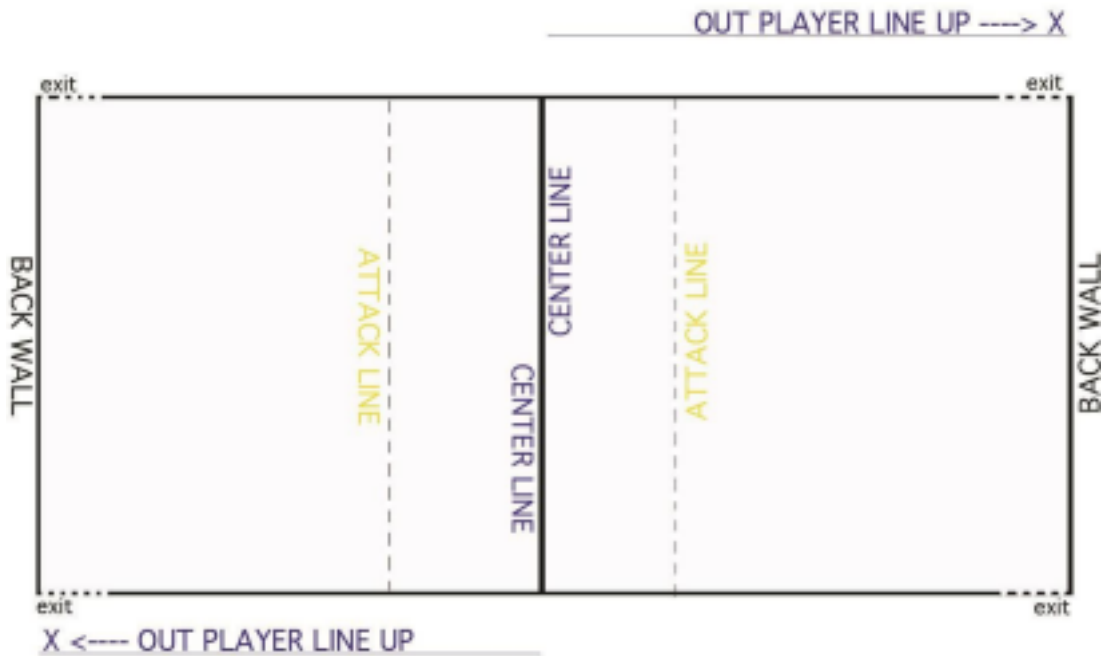
While captains may calmly discuss a play with a referee (within limits), **no players are allowed to argue with or berate the referees.** Any undue behavior towards referees will result in penalty cards.

First offense: Warning from the referee

2nd offense: Yellow card, player must sit out the rest of the current match and cannot rotate back in if a ball it caught.

3rd offense: Red card, player will be ejected for the rest of the game. If the player has a doubleheader that day, they will not be allowed to play in the 2nd game.

# The Court



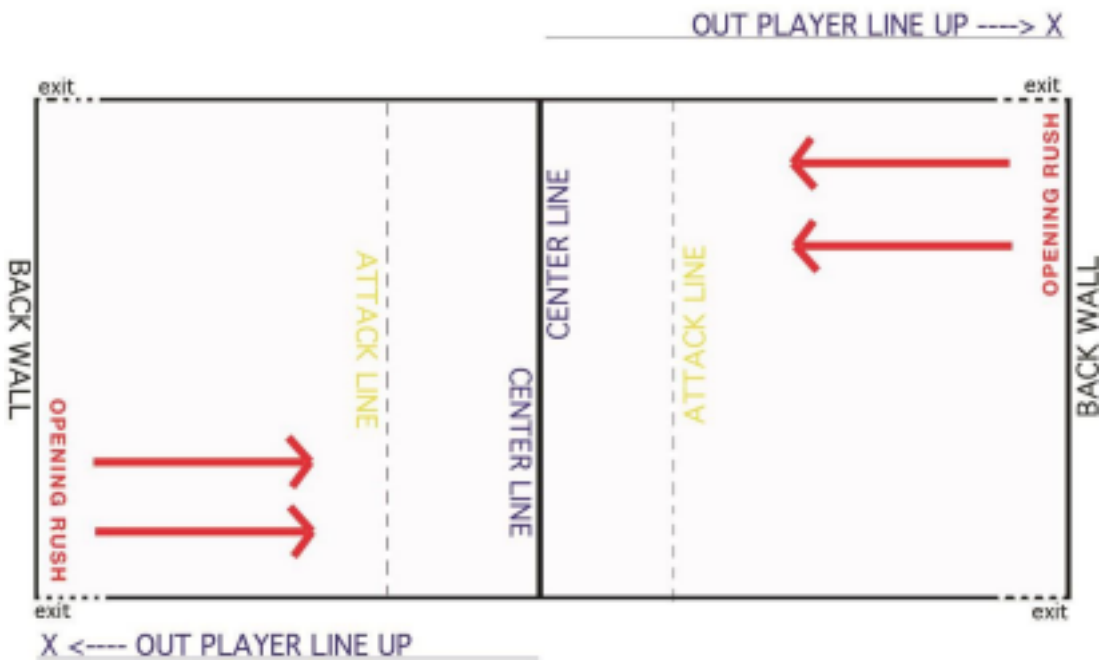
## Start of Game

A standard Stonewall Dodgeball match is played with 7 balls. All 7 balls will be placed along the court's center line—three on one side and four on the other. At the start of the game, teams run for the balls on their right (that'll either be 3 or 4 balls). Whether your team gets 3 balls or 4 balls to start depends on the ro-sham-bo results (about to be explained). Players may not try to get the balls on their left unless the other team leaves them behind after the initial rush.

Captains will ro-sham-bo to determine which advantage each team starts with. The captain that wins may choose *either* ball control or starting side.

- If the captain chooses ball control, then the four balls will be placed on the *right side* of their team's court. The remaining three balls will be placed on their *left* side. At the start of the game, they'll have access to the 4 balls on their right, whereas the other team will have access to the 3 balls on *their* right.
- If the captain chooses the side, they may choose which side of the court they wish to begin the match on.

Whichever option the winning captain does not select is deferred to the captain who lost ro sham-bo. The ball advantage (which team gets 4 balls each game) will be reversed at the opening of the next game, and then again, alternating back and forth every game until the match is over.



At the start of each game, all players on court must line up along the rear wall of their side of the court. Players must maintain contact with the rear wall until the referee’s starting signal.

Referees are advised to start each game by shouting “3... 2... 1... [blows whistle].”

On the referee’s signal, players may run to retrieve any of the balls within their initial control – that being *only* the balls on their right. This initial scramble is known as the rush. During the rush (and only during the rush), players may inadvertently step over the centerline without being called out.

**Safety note:** Players may not slide or dive to the line to grab balls in the opening rush.

**False starts:** Running for the balls before the referee’s signal (known as a false start) are not allowed. The referee will issue a warning after a team’s first false start. Subsequent infractions will result in the player’s team losing a ball from their side.

Attack lines are designated with tape. All balls must clear the attack lines before they can be brought into play. This is done one of two ways:

- A player carries the ball across the attack line with both feet.
- A player tosses the ball to another player already standing behind the attack line with both feet.

Any ball thrown without clearing the attack line will be declared a dead ball. Since it’s a dead ball, hits and catches for that throw won’t count, and you will be called out

# How to Win

A team will be declared the winner of a game when all of the players on the other team have been eliminated from play. When a player has been eliminated from play, they are said to be out.

## Getting Out

You can be eliminated by an opponent:

- If they throw a ball and it makes contact with you or your clothing without being caught (see “Catching”).
- If they catch a ball you throw offensively (see “Throwing”).

Or you can be eliminated by making infractions against the rules:

- Touching the opposing team’s court (crossing the centerline).
- Throwing within the buffer zone
- Jumping or dodging out of bounds.
- Demonstrating poor sportsmanship.
- Throwing over the attack line.

## Throwing

The surest way to eliminate an opponent is to throw a ball at them. The keyword here is *throw*. Balls that are kicked, spiked, punched, belly bumped, or spit out *are not valid forms of throwing*. In fact, if you persistently do any of those things, you will probably be penalty carded.

You must not touch the opponent’s side of the court. You may reach over the center line to get a ball, but just don’t touch the floor on their side or you’ll be out.

All throws must be made with both feet behind the “**buffer zone.**” The buffer zone is designated by 2 lines of tape on the floor parallel to the center line on each side of the court. The buffer puts more distance between the throwers and the opposing team. You may cross the buffer all the way up to the center line to retrieve a ball. Throws made from the zone between the center line and the buffer line will **not** get opposing players out (although, if caught, the catch still counts). Throwing a ball from within the buffer zone is not something players will be called out for.

## Catching

When a player catches a (live) ball thrown by an opposing player, they are not only eliminating the player who threw the ball, but they are also allowing the first person waiting in their own team’s outline to re-enter the game.

**Maintaining Ball Control:** If a player has a ball in their hands and catches another ball, the player must maintain possession of both balls. If a player catches a ball but subsequently drops the other ball, the catch still counts but that catching player is out since they dropped the first ball.

**Traps:** A *trap* is when a ball is caught while making contact with the floor or part of the building at the same time. Traps do not count as a hit or a catch and both players are considered safe.

## Deflections / Blocking

Deflections: This is when a ball bounces off a player or a ball the player is holding. These rules are simple:

- Deflecting a ball into someone else does not get them out. A thrown ball can at most get one person out.
- Deflecting a ball that is then caught is treated as a regular catch.

Maintaining ball control during deflections: if you deflect an incoming ball with the ball you're holding, you must maintain control of the ball you were holding immediately following the deflection or else you're out. The same goes for catches if you're holding a ball at the time of the catch.

**Ball deflections cannot get additional players out if the ball inadvertently hits them. However, catches count for deflected balls.**

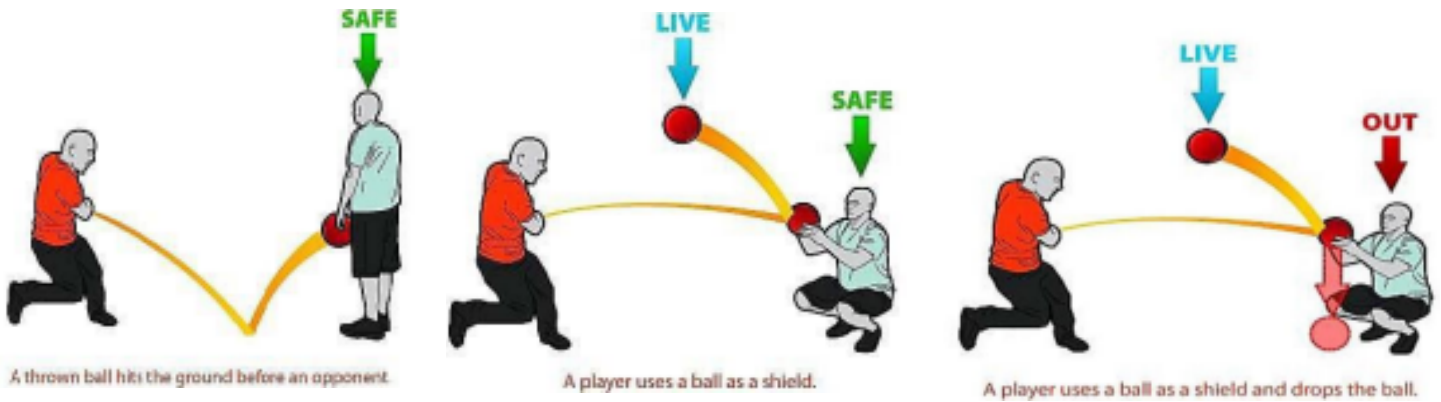
**Example:** If the ball hits player 1, player 2, and player 3, then lands on the ground, only player 1 is out. But, if player 3 catches the ball, players 1 and 2 are safe, the throwing player is out, and player 3's team gets a player in from the outline.

**Rules clarification:** If a ball hits you and pops up in the air, you can still save yourself by catching it! Watch out though, the opposing team might try to hit you while you're going for the catch. If you are hit with a second ball, you can still catch the first ball until the second ball becomes a dead ball since both balls are still live during that time. However, if the second ball becomes a dead ball before the first ball, the player will be out and unable to catch the first ball.

**Another rules clarification:** If you block a ball into the air and then try to catch it, you need to hold onto the ball you blocked with until the fly-ball is caught. Otherwise you'll be out.

**One last clarification:** If a ball hits you and it's on its way to the ground, you are still a live player (who is able to make throws and catches) until the moment the ball becomes a dead ball (see next section). A ball that is thrown before a player is officially out is considered a live ball and still has the chance to get a player out.





## Live Ball / Dead Ball

A thrown ball is said to be live once it leaves a player’s hand and crosses the center line. A live ball can either eliminate opposing players by coming in contact with them or be caught until it becomes a dead ball.

A ball becomes a dead ball by:

- Coming in contact with any part of the court or building.
- Coming in contact with another ball traveling through the air or laying on the floor.
- Coming in contact with an eliminated player or non-player.
- Directly impacting on an opposing player’s head (see “Headshots”)
- Being caught by an opposing player.
- Coming back across the center line (i.e. bouncing off an opposing player or an opposing player’s ball).

Once a ball is dead, it stays dead until it is thrown offensively again.

## Pinching

Pinching is defined as manipulating the ball so that rubber touches rubber. Pinching is not allowed in Stonewall Dodgeball. A player’s first infraction will result in a warning. Subsequent infractions will result in the player being called out and issued a penalty card. Players who pinch from week to week may be removed from play.

# Headshots

Headshots aren't fun, and we discourage throws at the head by making direct headshots not count. A direct headshot (that is—a ball that travels directly from an opposing player's hands to a defending player's head) will result in the ball immediately becoming a dead ball.

A headshot is defined as someone being hit in the head while they are standing up fully. If a player dodges into a ball and is hit in the head or is crouched or any other position other than standing up, the ball is fair and the player that was hit is called out.

If a ball is called a headshot, the player who threw the ball is called out. If the ball is also caught after it being deemed a headshot, the team who caught the ball will also be allowed to have a player rejoin the game from the line of out players, if any are there.

Players who are hit in the face may remove themselves from play for up to two minutes (at the referee's discretion) in order to compose themselves and make sure they are still able to physically continue. However, if the player's team is eliminated while they are still off court, the game will be declared officially over.

Deliberately throwing at a person's face is not allowed under any circumstances. Players caught "headhunting" will be removed from gameplay. This includes players who repeatedly throw within "head range" and continue to do so after they have been warned by a referee.



**Please note:** A ball caught against a player's head is considered a catch.

The game is played with 7 balls at a time. When a team has majority possession of the balls in play (4 or more balls), that team is said to have ball control.

Once a team gains ball control, that team has 10 seconds to relinquish majority possession. Referees will start counting after 5 seconds, counting down from 5 to 0. Failing to give up ball control within the 10 second time period will result in referees stopping play and awarding the other team possession of all 7 balls.

The 10 second time period resets as soon as a team throws or rolls enough balls to give up majority possession. If balls are thrown and immediately bounce back, giving the same team majority possession, the 10 second time period will immediately reset.

**Please note:** Balls must be thrown or rolled over the centerline. Balls may not be placed by hand over the centerline.

# Out-of-Bounds

Live players must generally stay within the boundaries of their side of the court.

## Legally Exiting the Court

A player may only exit the court in order to retrieve balls that have bounced or rolled out-of-bounds.

*Exit and enter from the back.* When exiting the court, a player must use the open “exits” on the rear of both sides of the court. Exits can be thought of as approximately 5 feet extending from the back wall along each sideline. Players may not cross the center line even when out-of-bounds. When returning, for safety reasons, players must return through an open exit space.

*Exit only for balls that are out-of-bounds.* Players may not exit their court if there is no ball out-of-bounds. They may not exit the court until the ball passes the out-of-bounds line. Exiting a court in anticipation of a ball that is headed for the out-of-bounds zone is not allowed.

*Return promptly.* Once out-of-bounds, a player must immediately return to the game. Failure to return within 10 seconds will result in that player being eliminated from play.

*Don't bring balls out with you.* Players may not carry a ball from their court to the out-of-bounds zone. They may, however, collect and carry as many out-of-bounds balls as they want within the 10 second time period. Carrying a ball into the out-of-bounds zone will result in that player being eliminated from play.

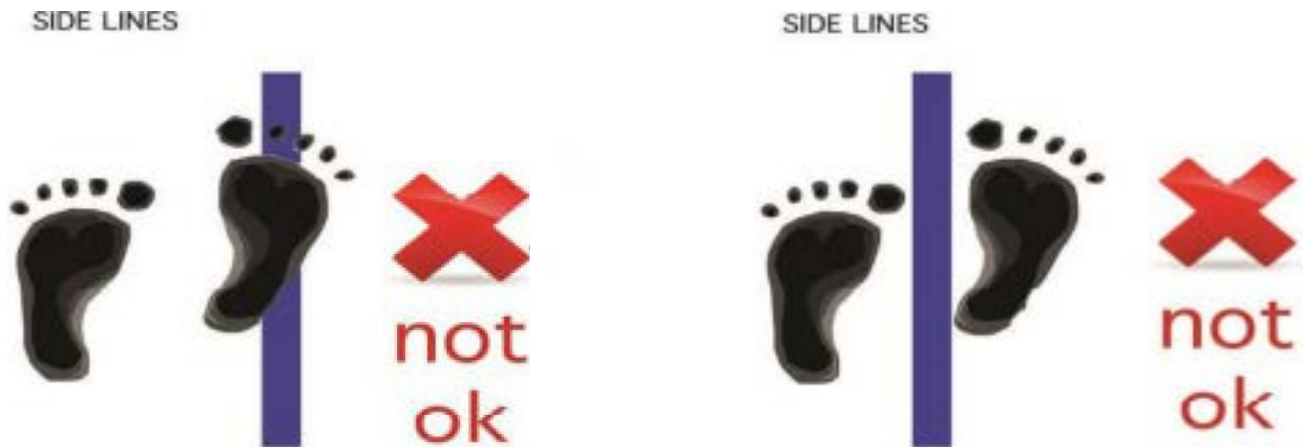
*When out, don't reach in-bounds.* Players who are in the out-of-bounds zone absolutely may not reach into the court for any reason. **This is true for players in the outline – do not reach in and touch balls that are in-bounds!** If a player reaches in bounds from the out-of-bounds zone to touch a ball, that ball will be rewarded to the opposing team. If a player reaches in bounds to interfere with an ongoing play, they will be penalty carded.

*You're safe when out-of-bounds.* Players who have legally gone out-of-bounds to retrieve a ball are safe and cannot be eliminated (nor make catches) until they step back on to the court with both feet. However, the court must have at least 1 live player at all times. If a player is out-of-bounds when the last live player on the court is eliminated, the game is over.

*The last live player on a team cannot exit the court.* If a player is the last live player on their team and exits the court for any reason, the other team will be declared the winner of that game.

## Dodging / Catching Out of Bounds

Players cannot dodge out-of-bounds. If a player moves out of bounds in order to avoid being hit by a ball, that player will be called out. If any part of the player's foot is slightly over the line, they will be called out.



For the sake of player's safety, players who step or fall out-of-bounds while catching an opponent's ball are safe, provided they successfully catch the ball. Whether the catch is successful depends on when the defending player successfully takes control of the ball. If they take control of the ball while both feet are still within the boundaries of the court, the catch is valid. If a player's foot is outside of the court boundaries when they take control of the ball, the catch is invalid and both players are safe.

## Centerline

While players may reach across the centerline in order to retrieve a ball, their body and clothes may not make contact with the floor of their opponent's court. Touching the floor of the opponent's court will result in a player being eliminated from play. Please note this is any aspect of your body touching the opponents' side of the court. Players who are out of bounds also may not cross the center line (e.g. to retrieve balls). Out players may not reach over the center line either.

For safety reasons, jumping across the line in an attempt to hit the opposing team before you hit the ground (known as a suicide play) is not allowed in Stonewall Dodgeball. The penalty for jumping the line will be handled with a yellow card.



## The Out line

**Going to the out line:** Once a player is eliminated, they must immediately proceed to their team's out line, located out-of-bounds to the right side of that team's court. The first person standing in the out line is the first person eligible for re-entry upon a catch. As soon as a player is eliminated, they can in no way interfere with the ongoing game while proceeding to the out line. This means no swatting oncoming balls or kicking/passing balls to fellow team members as they exit the court.

**Order & Line Jumping:** Players must line up in the order that they reach the out line. Line jumping (in which one player cuts in front of a teammate who was eliminated before them) will result in yellow carding of all involved and forfeiture of the ongoing game.

**Getting back in:** Players must already be standing in the out line with both feet in order to come back into a game on a catch. That means that if you're the first one out on your team and you're on your way to the outline when a catch is made, that catch doesn't get you in.

A player becomes active upon re-entry as soon as they step in-bounds with both feet. If the last player still in is called out after making a catch, but before the 1<sup>st</sup> person in the out line steps onto the court with both feet, the game is over and the other team wins that game.

Other than shagging balls out-of-bounds, players in the outline may not interfere with the game at any time, for any reason.

**Please Note:** For safety reasons, once you have been eliminated, please drop or hand off any ball you are currently holding, raise your hand to notify all other players that you are out, and walk quickly and directly to the outline, while watching for incoming throws. It is your responsibility to protect yourself while walking to the outline.

## Shagging

Both eliminated and benched players may shag balls for their teams while in the out-of-bounds zone. This means that they can retrieve any ball on their side of the court in the out-of-bounds zone and make them available to live players on their team. Players must return to their spot in the outline. Players may not reach into the court or over into the other team's outline area for any reason.

Shagged balls *can only* be made available to live players in one of two ways:

- Balls may be placed on the sideline of their own team's court
- Balls may be rolled from the sideline of their own team's court to the same side
- Balls may be handed directly to teammates

Shaggers *may not*:

- Throw balls into their own court (must roll)
- Roll or throw balls into the opposing court

Players may shag balls only while standing on their own side of the court. Players may reach for a ball on the opposing team's side of the out-of-bounds zone but they may not set foot in it.

## Injuries

Players who are injured during the course of play may remove themselves from play for up to two minutes (at the referee's discretion) in order to compose themselves and make sure they are still able to physically continue. The referee may stop play during this time.

If a player is unable to continue after two minutes, the first person in the outline will be allowed to take their place. If there are no players in the outline, and if the team has rostered players present who are not in the current game, then an alternate rostered player may take the injured player's spot. No other replacements are allowed without approval from the Pit Crew.

**Please note:** If a player is injured and the player's team is eliminated while they is still off court, or that player is the sole remaining player on their side, the opposing team will be declared the winner.

## Time Outs

Both teams are allowed one 30-second timeout per match. Team captains are the only players who can call for a time out.

During a time out, eliminated captains (and captains only) may step on to the court in order to address any live players. Players who are out must remain off the court. Players holding balls may continue to hold them, although all other balls should be left alone during the time out.

Time outs are given at the referee's discretion. A time out is not official until the referee's whistle is blown, at which point all game play is stopped and all balls are declared dead (even if in mid air). Timeouts cannot be called after a ref has issued the two-minute end-of- match warning or during a game that has been announced as the last game.

# Penalty Cards

Players who persistently refuse to abide by the above rules or who grossly violate safety rules will face discipline at the referee's discretion. Discipline may begin with a verbal warning and escalate to a player being issued a penalty card.

## Yellow Cards

Yellow card: issued for not abiding by the rules, not following ref instructions, arguing, yelling, and cheating. They cannot be replaced (the team must play with fewer players for the rest of the current match).

A player who is issued a yellow card is automatically declared out if they are a live player and must sit out the remainder of the game in session. Players who receive two yellow cards in one match will automatically receive a red card.

**Cheating (i.e. not going out when you are hit) is a yellow-card-worthy offense.**

## Red Cards

Red card: issued for 2 yellow cards, grossly poor conduct, threats, discriminatory language, violence, or rude/insulting online communications. Crossing the centerline 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.

Players who are expelled from the league are not eligible for refunds.

# Player Code of Conduct

We're all adults here. As adults, you are all expected to treat everyone else in the league with respect and dignity. This means all of the following is absolutely unacceptable:

- Picking arguments over dodgeball in our sponsors' venues.
- Picking arguments over dodgeball on social media websites.
- Instigating violence of any kind on the court or in our sponsors' venues.
- Verbally or textually berating or using derogatory language towards your teammates or other players in the league (this includes team emails).
- Disrespecting the facilities at which we play by causing them damage or acting out of line to the employees of those facilities.

*Any player found to be engaging in any of these behaviors will be disciplined accordingly.*

## End of Game

When approaching the end of the match's time, the referees will initiate a 10 second countdown. At the end of the countdown, once the refs blow the whistle, all balls are considered "dead" and the match is over. Teams are then encouraged to high-five and head to the after party.

## End of Season Playoffs

Every season customarily ends with a single-elimination tournament to declare the season champions. Team standings at the end of regular season play will dictate team seeding for the playoffs. The Pit Crew will release a schedule for play several days prior to the commencement of playoffs.

### **Overtime / Sudden Death**

Due to the single-elimination nature of the playoffs, tie games are not allowed. If a playoff match's time expires with a tie score, that match will enter overtime.

Overtime consists of a 5 minute period of play. Both teams start a new game with their full roster back in. When the 5 minute time period expires, the team with the most live players left on court will be declared the winner.

In the event that both teams have an equal number of live players, the match will be restarted with the remaining players and enter a period of Sudden Death. The first team to have any single player eliminated will have lost the match.

## Game Cancellation

In the event of a weather emergency or facility shutdown, Stonewall Dodgeball has the right to cancel games. These games may or may not be rescheduled at a later date, at the discretion of the Pit Crew. All cancellations will be announced by 10am the day of the event on the Stonewall Sports Player Group Facebook page by the Pit Crew.

## Emergency Management

In the event of an emergency, all players will follow the directions of the Pit Crew. The Pit Crew will work with facility officials and/or the appropriate authority to manage and disseminate information. All injuries and medical conditions should be reported to a member of the Pit Crew prior to each match. If a player has a medical condition that may impact their ability to play, they must inform a member of the Pit Crew before the start of the games. The Pit Crew will determine appropriate measures, up to and including if the player can play or not. Safety is one of our top priorities and, if needed, the Pit Crew will pause or stop games to ensure player safety.



## Rule Questions

All rule questions must be sent to [atlanta.dodgeball@stonewallsports.org](mailto:atlanta.dodgeball@stonewallsports.org) for review. If needed, the Dodgeball Director and the Sports Director will contact our national dodgeball committee for more complicated clarifications.