





















## 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 15 seconds to relinquish majority possession. Referees will start counting after 5 seconds, counting down from 10 to 0. Failing to give up ball control within the 15 second time period will result in referees stopping play and awarding the other team possession of all 7 balls.

The 15 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 15 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. Players must have one foot completely crossing the line to be declared out-of-bounds.



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.

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**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).

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 and for the following game. 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 League Technical Director will contact our national dodgeball committee for more complicated clarifications.