



REC Dodgeball & Beach Dodgeball Rules



Updated May 25, 2022

1. Pre-Game – Equipment, Game Time, Defaults

Play that is competitive, overly aggressive, rough and/or unsportsmanlike such as pushing, shoving, elbowing, shouldering, tripping, hacking, slashing, sliding, tackling, ball blasting, chirping, name calling, threats and intimidation, is prohibited and will not be tolerated by FCSSC. FCSSC IS FIRST-AND-FOREMOST-FOR-FUN. ANY ROUGH OR PHYSICAL PLAY WILL RESULT IN IMMEDIATE EXPULSION FROM THE GAME, THE LEAGUE, THE CLUB AND/OR ALL OF THE ABOVE. All players should go out of their way to avoid contact with other players and/or eliminate actions or behaviours that could jeopardize player safety. If accidental contact occurs it is expected that players will apologize for that contact, ensure everyone is alright and stop the game to seek appropriate help as required. **THIS RULE SUPERSEDES ALL OTHERS!**

Spirit of the League: An integral part of all the sports that the Forest City Sport & Social Club offers. It is based on the primary focus of the FCSSC, which is sportsmanship and to have FUN...NOT on competitive and aggressive sport.

Equipment/Set-Up: FCSSC Game Coordinators will provide 4 (larger size, 8") dodgeballs for each game. In addition, FCSSC's Game Coordinator will keep score when possible (ie. Only one game in the gym at a time). If the FCSSC Game's Coordinator is unable to keep score, we ask that each team select a player to assist in keeping score.

Game Time/Defaults:

- Please arrive 15 minutes early so that you can start your games on time.
- Games are 55 minutes in length and consist of as many games that can be played in the 55-minute time period.
- Teams are comprised of six (6) players with a minimum of two (2) women and two (2) men.
- The 6 players that start each game are the ONLY players that can play during that particular game (i.e. for that point). Substitute players must wait until the next game before playing. Teams can alter their roster for each game, as long as the gender requirements are met. Exception: Injured players can be substituted midway during a game if necessary (male for male, female for female only)
- A default will occur if any team cannot field a squad by 10 minutes after the official start time. A team can play with a minimum of 4 people, as long as gender requirements are met. Captains may agree to waive rules regarding gender requirements, but this should be decided before the game starts. IF IT IS AGREED THAT THE GAME COUNTS, IT COUNTS!
- Maximum roster size is 12 players per game. More than 12 can be rostered on a team, but **a maximum of 12 players can show up** for each game.

2. In Game – General Rules, Throwing, Scoring, Winning

General Rules:

1. 4 dodgeballs will be used for each game.
2. To start the game, each team stands at their respective back wall with two dodgeballs each. The timekeeper (or a substitute player) will start the match by shouting, "Ready, Set, Dodgeball".
3. Once play has started, players must remain on their own side of half.
4. Players can lean over the half line to retrieve a ball, but the player cannot touch the middle line or any part of their opponents half of the court. If any part of a player touches the line or other half, that person is out. As well, if a ball is thrown by a player who

steps on/over the line, the ball is considered dead and cannot eliminate an opponent. Players can also not jump from their own side of half and land on their opponent's side in the attempt of getting an opponent out. Only the thrower is out in this scenario.

5. Players cannot remain static in areas that conceal or partially conceal their body. e.g., door entrance ways, climbers, etc.
6. Also players cannot lie down, kneel or crouch before a ball is thrown. Players can dive out of the way of thrown balls and land on the floor (or kneel down), but they must get back up right away. This is to avoid as many head shots as possible.
7. A ball is considered "dead" as soon as it hits the floor, walls, ceiling or any other obstacles around the court (e.g., basketball hoops, etc.). A player is not eliminated after being hit by a dead ball. All other balls are considered "live".
8. Eliminated/Substitute players should stand/sit in the corner at the back wall, and should do their best to no interfere with play. A bench area should be defined and this area is out of bounds. Live players may only enter this area to retrieve balls.
9. If you have been hit, raise your hand while you are exiting the floor. That way your opponents will not intentionally strike you again! Players must exit via the nearest sideline or backline to avoid interfering with continuing play.
10. Teams will switch sides of the court after each completed game.
11. Players cannot kick the ball.
12. Players must not squeeze all of the air out of the dodgeballs before throwing them. This makes the balls more firm, which makes them hurt when they land. Please be considerate of other players. Safety first.
13. Players are asked to keep their fingernails trimmed in order to avoid piercing the skin of the dodgeballs.

Throwing the Balls and Eliminating Players:

1. To eliminate an opposing player, a "live" ball must hit the player from the SHOULDERS downwards. An opponent that is hit in the head is NOT eliminated - but the thrower of the head ball IS eliminated. (if a ball first hits the player in the legs, and the bounces up and hits their head, the player is OUT - the ball's first point of contact is what matters).
2. HEAD SHOTS: Players cannot purposely use their head to block a ball. If a ball hits a player in the head while they are kneeling, bent over that the waist, squatting or lying on the ground they are eliminated and the thrower remains in the game. If a player is standing or nearly up right and is hit in the head, the player hit remains in the game and the thrower is removed from the game.
3. If a "live" ball hits a player then rebounds and hits another player on the court (who unsuccessfully catches it), both players are out.
4. If a player catches a "live" ball that is thrown at him/her, the thrower is OUT. IN ADDITION, the team that caught the ball can return a previously eliminated player to the court. The player that returns to the game MUST be the first player who was ruled "out" during that particular game (and the order of returning players should be maintained...i.e. the third player to be eliminated will be the third player to return to the court). Reminder: substitute players must wait until the next game.
5. Players can only be in possession of ONE ball at any given time. If a player catches a 2nd ball, then the thrower is NOT out and the catcher must immediately drop the 2nd ball. As well the team whose player caught the 2nd ball is NOT allowed to bring a player back onto the court. The player can throw this ball in any manner from anywhere on their own side of the court.
6. Players should not be in possession of a ball longer than 10 seconds (good sportsmanship). This rules applies as soon as a player touches a ball (excluding stopping the ball with foot), therefore if they put it back down, bounce it etc, they still need to throw it within 10 seconds. Teams should also not be "stockpiling" the balls on their own side of the court if it causes a player's to be in possession of a ball for longer than 10 seconds. If all 4 balls are one side of the court, the remaining player's need to throw at least one ball within 10 seconds. Please abide by this rule as it will speed up the pace of play.
7. A player that is holding a ball can use it to deflect/block another ball that is thrown at them by an opponent. However, if the ball being held is dropped due to the second ball, the person who dropped the ball is OUT. A deflected ball is still considered "live" until it hits the ground. i.e., if it hits another player before hitting the ground, the hit player is out.
8. A live ball that rebounds off of a player (ie. from an unsuccessful catch, hits off their body, is deflected by another ball, etc.) may be caught by any other in-bounds player prior to the ball becoming dead (hitting ground or wall). As usual, the thrower is OUT, and the catching team can return a player. Also, the player the ball hit first, is NOT out.
9. If a thrown ball hits an opponent and comes back across the centre line, the ball is considered to be dead and only the person who is hit is out.
10. SELF-OFFICIATED -- It is the responsibility of all players to make a fair and honest call as to whether or not they were hit.
14. If a player/team accuses another player of being out, it is up to the player in question to decide whether they were hit or not. Please remember, "it's just dodgeball" and sportsmanship is considered integral to the game. Ultra-competitive players are not welcome.
11. Clothing is considered part of your body if hit by a ball – hitting clothing makes that player OUT.
12. Every time that only 2 players remain on the court (1 from each team), the timekeeper should announce that the two players have "one-minute" to eliminate each other. After the one minute has expired, if the game has not yet ended, each team will return one player to the court. (Again, each team must abide by their order of returning players).

Scoring/Winning

1. Matches will consist of as many games that can be played in the 55-minute time period (except playoffs which are 50 mins in case of a tie).
2. Each game won will count for one point.

3. If a game is still being played when time expires, the team with the most live players on the court at the time will win the game.
4. Ties are allowed during the regular season. If a match is tied at the end of a playoff game, a 3-minute overtime session will break the tie. (the current game should be continued for 3 minutes)

3. Post-Game – Departure & Score Reporting

Departure: Each week after your game, it is important to leave the diamond in a timely manner. Teams could be playing after you and will need to get their game started on time. It is also possible that the facility could be closing upon the completion of your game and all staff and members will need to depart the building at that time.

Score Reporting: Captains from each team are responsible for reporting or confirming game scores within 48 hours of the completion of the game. Scores can be reported or confirmed via our website at www.forestcityssc.ca. Score reporting reminders are NOT sent via email in the new system, so captains are asked to remember to log in to their accounts to report the scores.