

2017 DODGEBALL PROGRAM

DODGEBALL ENTHUSIASTS:

Please read the following information detailing what you need to know to get registered.

TENTATIVE LEAGUE SCHEDULE: January 4, 2017 – March 1, 2017

LEAGUE FORMAT: 8 regular season matches (plus playoffs for top 4 teams in each league). Matches consist of 7 games or 45 minutes of play.

FEE: \$200.00 (Check, Cash, Money Orders, VISA, MasterCard, or Discover are accepted)
(Fee Breakout: \$90.00-Facility \$110.00 Awards, Officials, Administrative costs)

DEADLINE: Wednesday, December 14, 2016

REGISTER ONLINE www.rochestermn.gov/sports

or

**PAPER MAIL TO/
DROP OFF LOCATION:** Parks & Recreation Office
201 4th Street S.E. - Room 150
Rochester, MN. 55904

OFFICE PHONE NUMBER: Parks & Recreation Office @ 507-328-2525

ROSTERS: Teams may have a max of 12 players on their roster/release waiver. All participants' names must be printed or signed on the roster. Rosters may be submitted on the roster/release waiver form or online during the online registration process. Managers may call the Parks and Recreation office to delete players from their roster, but if they need to add players to the roster, the player being added will need to come in to the office and print his/her name on the original roster

RELEASE WAIVER: In order to participate in league play, all managers, coaches, and players must sign the roster/release waiver of liability before they play. Waiver can be signed the night of the team's first game.

SCHEDULES: Will be posted online two weeks before the Season starts

REFUND POLICY: Once schedules have been completed – NO REFUNDS WILL BE GIVEN.

NO HOLDING OF CHECKS: The Parks and Recreation will not hold any checks. If you have a sponsor, their check must be in our department along with the roster on deadline day. We will not accept any postdated checks or two party checks.

LEAGUES: All Leagues will be played on Wednesday evenings at the National Volleyball Center. All Leagues are Co-Ed Leagues. Teams must have 3 men & 3 women to begin a match.

RULES: Rules can be found on the following page.

Have a fun season,
Ben Boldt
Recreation Supervisor

THE TEAM

Teams will be made up of 6-12 players. Six(6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

THE FIELD

The playing field shall be a rectangle 60 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line and attack-lines/**opening rush** 3m from, and parallel to the centerline. (Identical to a Volleyball Court)



THE EQUIPMENT

The official ball used in league play will be an 8.25" rubber-coated foam ball.

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground. **When a LIVE ball is caught, one eliminated player from the "catching" team may re-enter the game (2017 change)**

Definition: LIVE: 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 (wall, ceiling, etc.)

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal (whistle) by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

FOLLOWING THE OPENING RUSH

Following the Opening Rush (once players have retrieved the balls and retreated to the 3M attack line) then players may approach up to the Center Line of the court during play. (2017 change)

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner.

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. This also applies to tied teams.

RULE ENFORCEMENT

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. All contests will be supervised by a court monitor*. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. **THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.**