

Sports Monster Dodgeball Rules and Regulations

SAMPLE OF GAME RULES TO LIVE BY:

1. Start/Opening Rush: The Game begins by placing the dodge balls 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 the end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may retrieve as many balls as possible. Once a ball is retrieved, it **MUST** be taken behind the attack line before it can be legally thrown.

2. Method of Scoring: The object of the game is to **eliminate all opposing** players.

Elimination of opposing players may be done by:

- a) Hitting an opposing player with a LIVE thrown ball **below the shoulders**
- b) Catching a LIVE thrown ball thrown by your opponent before it touches the ground (This means the throwing player is out).

Definition: LIVE = A thrown ball that has not touched anything (including floor or ground, other players, referee, other items, e.g. wall, ceiling etc) and that is not out of bounds.

- c) The referee's decision whether a player is out or not!
- d) Throwing at opposing player's heads is not allowed and will eliminate the throwing player. This rule does not include hits on players ducking into a thrown ball.

3. Game Length: Play as many matches as possible within one (1) hour.

4. Time-out: None. This is dodge ball.

5. Playing Area: The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a centerline and attack-lines 3 yards from, and parallel to the centerline. Sizes may vary on locations. When throwing the ball (including follow through) players are not allowed to touch the attack line (offside). Ball must be thrown from behind attack line.

6. Substitutions: Each team is allowed unlimited substitutions when ball is not in play. Referee must be notified of request to substitute players.

7. Gender Ratio: These leagues are co-ed. No gender ratio required unless specifically mentioned in the league's details. Females can substitute for men, but males cannot substitute for women. Teams must have at least three players to avoid a forfeit.

8. Timing Violations: Eliminated players must stand out of bounds in the order that they were eliminated. They may come back on caught balls in this order. Eliminated players are allowed to throw out-of-bounds balls back to their teammates but not on their opponents.

a) Players may block balls with their own ball. If the ball is knocked out their hands while blocking it, that player will be eliminated.

b) Players may pass their retrieved ball to another player to be thrown.

c) Once all opponents were eliminated that game is over and will count 1 point.

d) A trapped ball will not count as caught. (Meaning a player catches a ball at the same time it hits the ground or uses the ground to catch the ball does not count as any player OUT)

e) If a LIVE thrown ball hits a player but will be caught by a teammate (Save!) before it touches the ground, ceiling, wall... the throwing player is OUT (s. 2b)

f) Players have to throw beyond the attack-line (3 yards behind centerline) and are not allowed to pass this line, neither before they throw nor after they have thrown the ball. Passing the line shall void the throw (Offside).

9. Time Rule: Balls must be thrown within 10 seconds after retrieving the ball. Players without a ball have to make effort to retrieve balls bouncing in their own half of the playing area. It is not easy to enforce this rule at all time. It is up to the referee's discretion to eliminate players who constantly ignore the time rule. We also expect fair play and good sportsmanship about this and of course all the other rules.

10. Other Rules: Unless otherwise noted, SMC dodge ball leagues follow NDJ rules as a guideline.

11. Have Fun: This is your leisure time, enjoy it. You're not be playing for money, only the pride and prestige a Sports Monster championship brings and the adoration of thousands of area residents wishing they were you, a Sports Monster.

Here are some handy regulations for SMC Dodge ball leagues:

1. Season Ranking: Teams will be ranked on overall won-loss record. Teams with the same won-loss record will be ranked based on plus point differential. The point differential is the total number of points scored AGAINST each team subtracted by the total number of points scored FOR that team. Head to head scores are ONLY considered if there remains a tie for W/L and point differential.

2. Forfeits: All around bad news. This is a big no-no and all will be subject to a caning when they show up next week. Because there can be legitimate reasons for running late, Sports

Monster does permit late starts BUT the offending/late teams shall start the match with the following point deficits:

1 game down 11 minutes into the hour and start as

2nd game 2 games down 16 minutes into the hour and start as

3rd game Match lost 21 minutes into the hour

The referee should get a scrimmage playing 10 minutes into the hour. Upon late arrival/ready to play, the referee will commence the match and confirm what the starting score is for a late match. Games will start as noted above for late starts.

If a team has at least four out of six or two out of four registered players but less than a full person complement, a legal game may be played with or without substitutes.

Heaven help your team should you forfeit three times. A lynching party will be sent out and your team will be expelled from the league with no refunds provided. No forfeit fees have been built into league fees as forfeits have been extremely rare. A match forfeit will automatically be scored 0-1 (points) and 0-5 (games)

3. Minimum Age: All SMC participants must be at least 19 years old. Valid picture id may be requested. Failure to provide a valid picture ID shall void participation until such time as proof of ID can be provided.

4. Substitution Policy: THIS IS IMPORTANT INFORMATION FOR YOUR TEAM!

A new player filling in for your team during regular season is permitted. Even if they are only going to play once, they have to sign the team waiver prior to play.

Teams may add new players throughout the season up through week 6 of a 7 week league. All new players MUST sign the team waiver and be posted on that team's online roster to be eligible for playoff participation. Registered/rostered players are those that have signed that teams waiver by the 6th week, are posted on the team's online roster and have played at least two matches for that team during the regular season.

Game day substitutes picked up from other SMC teams are allowed as long as team has minimum number of rostered players and only enough players may be picked up to court a full team (meaning no players on bench). Opposing team may not challenge a same league Sports Monster substitutes. Referee is to confirm eligibility.

Individual Teams ONLY: All outside substitutes MUST be approved by SMC to play. Please do not bring new players as they will NOT be allowed to play.

Playoffs: ONLY 1 INTRA-LEAGUE SUBSTITUTION IS ALLOWED IN THE PLAYOFFS! Teams must play with your registered/rostered players in the playoffs. Substitutes are to be used only for the purposes of fielding a complete team. Should additional rostered players arrive and are ready to play; intra-league substitute MUST discontinue play at the end of THAT top/bottom of the inning being played.

Roster substitution exceptions:

a) If you know that you will be unable to complete the season, please notify SMC at least two weeks prior to playoffs. Upon approval, your substitute may take your place and remain eligible through playoffs.

b) A last minute injury that prevents a player to participate will permit an outside substitution. Notification to SMC is required.

5. Team Rosters: Please keep in mind that each team has paid for league play. Each team determines their own roster and who will be playing and how much per person owes the captain. SMC does not dictate any team's roster unless there is a disciplinary issue. If players have been added to your team's roster without the team captain's knowledge or permission, please contact your SMC office. ALL players MUST sign the team waiver AND be posted on that team's online roster to be considered eligible for playoff matches. Failure to sign the team waiver shall void participation in that round. Failure to be posted with the online roster shall void participation in that round until roster is amended.

Sports Monster **does** permit players to play for more than one team. We look at the big picture and if any team wants to sign up players from other teams to play with them so everyone has more fun, so be it. If teams pick up a player from another team during the season, then that player must sign each team's waiver and be added to that online roster on/by Week 6. Such multiple team players will be permitted to play for those teams through the playoffs BUT must select only one team to play with if both teams play each other in any round.

Individual Teams ONLY: All outside roster additions and substitutes MUST be approved by SMC for new players to play. Please do not bring new players as they will NOT be allowed to play.

6. GOOD SPORTSMANSHIP:

Please observe standards of good sportsmanship during your time with us. Most people are great but there are some sour apples out there who try to ruin everyone's experience.

We understand that competition can generate strong emotions; however your emotions and actions must not negatively affect the enjoyment, comfort or safety of any of our other participants!

Foul language is not acceptable. Learn new words such as “sugar” or “fudge.”

Taunting opponents is not acceptable. Tantrums (throwing objects and/or yelling) are not acceptable. You are not a two year old or teething, so calm it down. Opposing team may call a time out and address the referee for consideration if it is felt that bad sportsmanship is being displayed by one or more on the opposing team.

At the discretion of the SMC ref, any displays of bad sportsmanship will result in the following penalties:

For individuals:

1 = verbal warning

2 = Player expelled from match and point/side-out awarded to opposing team

If an individual is expelled from the match, that team shall play down. If that player is required to leave, play will only commence upon departure. Should player not leave facility that player’s team will lose all points or the full match following point of infraction. Team penalties may also be imposed at this time.

At the discretion of the SMC refs, in consultation with the league office, a determination shall be made whether a red carded player shall be suspended or shall be expelled from league play.

For team:

1 = verbal warning

2 = final warning: game lost

3 = Game called (match forfeiture)

We are serious about penalizing the flagrant use of foul language. Aside from being offensive, you are playing in schools, church or park facilities that have young children around at all times. If your referee does not actively pursue infractions, notify SMC.

7. Taunting: If a player blatantly taunts an opponent, a team warning shall be assessed. The opponent WILL NOT, automatically, be assessed a technical foul. His/her behavior will be the determining factor. Simultaneous taunting is a verbal altercation.

A PLAYER(S) GUILTY OF TAUNTING MUST BE SINGLED OUT AND PENALIZED. If a previous unsportsmanlike act has been committed and if this situation is BLATANT, a called out must be assessed and the guilty player(s) must be ejected.

8. Playoffs: Unless otherwise noted in the specific league or tournament outline overview or rules, all teams will make the playoffs. Overall 1st place team is determined by regular season

won/loss record. If there are tied teams, it will be broken by the higher plus point differential. If a tie still exists, overall head to head match scores will be compared. Playoff format will be single game elimination.

Playoff matches will be bracketed in a standard bracket based on a 16 team pool of teams. Most SMC leagues have less than 16 teams but the first round will still be predicated on the larger bracket - meaning for a 10 team league, the first round would have 8th vs 9th, 7th vs 10th before 1st and 2nd place teams would play, etc.

For any league of more than 8 teams, please be aware that you may have to play 2 or more matches in one week to finish playoffs. Smaller (4 or 5 team divisions) leagues may be completed in one week of playoffs.

Player eligibility may be challenged by opposing team captains or referees prior to the start of a playoff match or at half time. NO NEW PLAYERS will be allowed to play once the second half commences. A player who has not signed that team's waiver form (and is not the one intra-league substitute allowed for teams not fielding a full complement) is not eligible for play in that match. As long as the referees are in agreement that the player has played at least 2 matches, that player would be eligible for the next match, should their team progress but ONLY if they have signed the team waiver when originally challenged.

9. Referees and Monitors: All SMC leagues are organized for one paid referee or monitor to be on site. Referees should be in place for all Dodge ball leagues.

Referee is paid BY THE LEAGUE as part of your registration fees. So if they ask for money, please notify the local office. There may be a rare occasion that there is no referee present. In such a case, teams are to play a regular match, keep score and make courtesy calls. We apologize in advance should a no referee situation occur in one of your matches. However, the largest single expense in your league is for facility rental and it is important that you play your match as there will not be a rescheduled game time. Match results will count towards final standings. Only in cases where a no referee match occurs more than once in a season to any one team will there be future credit consideration.

SMC referees are provided to make the match go as smoothly and error-free as possible. Obviously, no one is perfect and there may be occasion to question an individual call if the referee hasn't already offered an explanation. The only person permitted to question a referee's call is that team's captain. Should any other person other than the captain approach the referee during a game, a ruling of bad sportsmanship may be applied (see #6).

SMC referees sometimes will offer an explanation of calls as they are made, but this is not required and should not be expected. Signals should be clear and known to players. If no explanation has been offered, it is at that time that a captain's inquiry would be appropriate. Please keep in mind your tone of voice and to form a question. Scathing sarcasm and/or a

demonstrative proclamation demanding a response usually will not be viewed favorably and a warning or penalty may be imposed.

Whether you agree or not, the referee's judgment is the final word during the game. A challenge (see #10) may be filed with the SMC office following the game and a final determination/ruling will be made prior to the next weeks match.

Any foul or abusive language directed at the referee or within earshot will result in an automatic individual or team warning. Contrary to what you may think, no, you do not pay us enough to put up with abusive crap. A second warning will quickly be applied resulting in match expulsion. Possible suspension or league expulsion penalties may result as well.

Any physical action taken by any individual against a referee will be met with full prosecution by SMC against that individual including involvement by law enforcement. That individual will be banned from SMC league play and full team forfeiture may be imposed.

Please realize that referees can oversee hundreds of matches each year and really do not care who wins. They do care about running a cleanly played match and that people enjoy their playing experience.

Any questions or concerns specific to your league's referees should be addressed to your local SMC office during regular business hours and we encourage you to communicate with us while the season is underway so we can quickly address your concerns.

10. Challenges: SMC will not consider challenges if they are based solely on a decision involving the accuracy or judgment on the part of a referee pertaining to called plays/kept time.

SMC does offer a two level challenge format available following a match regarding strong disagreement regarding a referee's ruling resulting in specific sanction(s) or player eligibility or failure to abide by written league rules as provided herein:

- a) Contact your local SMC office's manager for your Sport to address your challenge. In some cases, this person may be the local market manager. Any verbal challenge must be accompanied with a written challenge outlining the team/player's position and circumstances to be formally considered. This written challenge may be sent via e-mail for expedience. However, SMC confirmation of receipt is required for e-mail challenges. Please allow 2-3 business days for information from all parties to be processed and a ruling to be determined.
- b) If you are not satisfied with the challenged ruling, you may contact that office's general manager or SMC headquarters and re-submit your challenge. You will again need to allow 2-3 business days for information from all parties to be processed and a final ruling to be determined.

As it is possible that a sanction may be reduced, it is also possible that a sanction may be increased upon review of the challenged situation. Upon issuing any challenge, it is understood that the challenging party will abide by the final league ruling.

Because many rulings and sanctions are time sensitive, it is important that any challenges involving a ruling or suspension be officially recorded in writing within 48 hours of the initial on-site ruling. Failure to do so can impact the ability of a final ruling being issued before the sanction occurs. Once a time sensitive sanction has already been enforced (example: one week suspension ruling and the next week's match has already occurred with player sitting out), there may be no recourse for overturning the original ruling except for general clarification.

In cases where a general ruling is challenged solely for clarification, there is not deadline for submission.

11. GUIDELINES FOR INFECTION CONTROL: If a player suffers a laceration or a wound where bleeding occurs, the referee shall suspend the game at the earliest appropriate time. Upon suspension of play, the captain shall be informed that he/she has the option to, immediately, substitute for the player or call a timeout. If a substitute replaces the player, the opposing team shall be allowed to substitute one player. The injured player may return to the game when they have the appropriate bandage.

If the player returns to the game, the referee should make certain that any lesion, wound or dermatitis is covered with a dressing that will prevent contamination to and/or from other sources. A wrist or sweat band is not considered a suitable bandage.

ONLY the injured player may be removed from the game under these circumstances. That player's team may make a substitution as necessary to replace the injured player even if it is in the middle of an inning.

12. Alcohol: It is strictly forbidden to bring alcoholic beverages onto/into any Sports Monster league site. Regardless of local guidelines, we do not allow open containers in any of our matches - specifically in the bench area and playing court. If spotted, you will be asked to remove your stash. Failure to do so will result in an automatic suspension in addition to possible police involvement. Note that this restriction includes fans in attendance also.

If a player, in the judgment of an SMC referee or scorekeeper, is intoxicated, they will be removed from the game and receive a warning. A second offense shall result in league expulsion. We are not your mothers - unless she is a fabulous referee and then have her call us because we always need good ump's - so common sense and personal responsibility are expected.

13. Equipment: Sports Monster will provide dodge balls, referees and facilities for match play. No player equipment other than athletic shoes is required.

14. Attire: Athletic shoes are required. Court only athletic footwear is recommended. No bare or stocking feet are allowed.

15. Prizes: There will be prizes for the winning team. Future registration coupons, sponsored bar tabs, championship t-shirts, or trophies.

16. Have Fun: This is your leisure time, enjoy it. You're not playing for money, only the pride and prestige a Sports Monster championship brings and the adoration of thousands of area residents wishing they were you: a Sports Monster champion.

These rules have been updated as of 03/29/19 and shall remain in effect until such time as another update is required.

Thank you for choosing Sports Monster! We appreciate your business very much. Please let us know what we are doing well that you like and what we can do to improve for next season because as a fellow Sports Monster, this is your league and we want to see a lot more of you in the future. Please call or e-mail us with any questions, comments or suggestions. Enjoy your season with us! E-mail us at info@sportsmonster.net – be sure to include your name and league location with any feedback.