



Recent Clarifications

Advantage

2. The 10 second countdown (from 10 to 0) restarts when any active player performs a valid throw. A valid throw is a throw intended to eliminate an opposing live player.
3. If a ball has not been thrown within 5 seconds, a clearly audible countdown will begin.
4. If a ball has not been thrown within 10 seconds, the team with the advantage must forfeit one ball to the opposing team.
 - a. Live players and shaggers must pass their balls to the opposing team in a timely manner.

Referees

- If the referee whistles to stop play due to any reason, the referee duty is reset play and advise active players in the round to move to their starting back line to be whistled back into play (at this time the balls each team is in possession of can be provided to active players for their team). When active players are reset the referee is to blow the whistle to continue the round.

Team

- 12 player active roster (Players cannot play on more than 1 team within a rec league).
 - Team rosters will remain open as with years previous, should teams feel the need to add or remove players
 - All players must be registered with their team 1 week prior to being eligible to play

Shaggers

- Shaggers must be registered to your team.

Team Subs

- Players are not allowed to sub on another team. They can only play on the team they are registered on.

Spectators

- Due to facility/Saskatchewan Health Authority capacity limits, no spectators will be permitted in the facility.

Timing

- Teams will not switch sides at the half
- The **40-minute** timer will run continuously without stopping during the halves.
 - The halves will start at :10 and :30.
 - Example: 6:00 (warmup)

- 6:10 (first half)
- 6:30 (sudden death)
- Immediately following Sudden Death, begin second half.
- 6:50 (sudden death)

Performance Bond Infractions

- Some revisions have been made to this section.

Refer to the DECA Return to play Guidelines for sanitization, minimizing physical contact and player responsibilities.

** The League Administrator reserves the right to change or adjust rules without prior notice, if necessary.

Rule Set

Definitions

- Match – entire hour
- Half – 2 per match
- Rounds – games played during the halves

Referees

- Each game shall have a minimum of two (2) referees.
- The referees will be two (2) players from other teams within the league.
- The referees are present to oversee the game, ensure rules are being followed and that the game is being played in a fair, sporting and rapid fashion.
- The referees have full authority to enforce all rules, including calling players out at his/her discretion. When disputes arise, the referees will make the deciding call. The referees may stop game play to settle disputes.
- Two (2) referees must possess a whistle to start and stop game play.
- Referees shall stand across from each other at the centre line.
- The referees duties are as follows:
 1. Oversee gameplay
 2. Track which team has advantage.
 3. Track score and time (calls sudden death at end of the halves).
 4. To submit the score through the website by Monday at noon.
 5. To report player(s) that are exhibiting unsportsmanlike behavior, displaying aggressive and threatening attitude towards another player(s) and referee(s), or disregarding the rules of the game. The referees will inform the League Administrator. This may result in expulsion from a game, match or the league.
- If the referee whistles to stop play due to any reason, the referee duty is reset play and advise active players in the round to move to their starting back line to be whistled back into play (at this time the balls each team is in possession of can be provided to active players for their team). When active players are reset the referee is to blow the whistle to continue the round.

Team

- League play is co-ed.
- 12 player active roster (Players cannot play on more than 1 team within a rec league).
 - Team rosters will remain open as with years previous, should teams feel the need to add or remove players
 - All players must be registered with their team 1 week prior to being eligible to play
- Minimum age to play is 18 years old. ID may be requested by the board to verify eligibility.
- 2 weeks prior to playoffs, 12 player roster will be locked.
- 6 players per team on the court, with a minimum of 2 male or female players per team.
 - Teams can play with 4 or 5 members, in these cases a minimum of 1 male or female are required.
 - Fielding less than 4 members is considered a forfeit.
- Each team will be allowed up to 3 Shaggers.
 - Shaggers are extra players, not involved in the immediate game.
 - Shaggers must be registered to your team.
 - Shaggers must wear pinnies to designate themselves.
 - Shaggers are allowed to retrieve balls that are on their teams' half of the gym.
 - Shaggers are not allowed to reach into legal playing area or over the centre line onto the opposing team's side. If this occurs, that ball will be given up to the opposing team.
 - Shaggers cannot remove a ball from the court. If this occurs, they must give up the ball to the opposing team.
 - Shaggers may be in possession of a ball for as long as they want, however that ball still contributes towards the advantage.
 - Shaggers cannot throw or pass a ball to the opposing side of the court.
 - Shaggers shall stand in the out of bounds area of their team's half.
 - Left Shagger position will be the out-of-bounds area to the left of the court.
 - Right Shagger position will be the out-of-bounds area on the right of the court.
 - Back Shagger position will be the out-of-bounds area behind the court.
 - If the if the team has 3 or more inactive players, eliminated players cannot be Shaggers. In the event a team does not enough have inactive players, only eliminated players can be Shaggers and must wear a pinny.

Team Subs

- Players are not allowed to sub on another team. They can only play on the team they are registered on.

Spectators

- Due to facility/Saskatchewan Health Authority capacity limits, no spectators will be permitted in the facility.
 - Please refer to performance bond section for consequences

Equipment

- 2 Whistles per team
- 3 Pinnies per team
- 6 dodgeballs are used for each game.
 - 3 balls are to be provided from each team for the duration of the game.

- Only approved dodgeballs shall be used in each game.
 - Damaged balls must be replaced by new balls purchased from Saskatchewan Dodgeball.

Court & Boundaries

- The volleyball court boundaries will ensure a standardized court size regardless of gym size (approximately 60ft by 30ft).
- Boundary lines are considered in bounds.
- The centre line bisects the boundary lines into two equal halves.
- The attack line on in each half is approximately 10ft from and parallel to the centre line.
- Once play has begun, opposing teams must remain on their half of the court.
- Players are considered in bounds if at least one foot is touching the legal play area. If both feet leave the playing area that player is out of play.
- Players may reach across a boundary line to retrieve a ball. If the player touches any surface on the opposing team's side of the court that player is immediately out.
- A player may not use or make use of an object or aid (such as a ball, scoreboard or dead player) placed on their opponent's side of the centre line to retrieve a ball.

Timing

Dodgeball is meant to be a fast-paced sport. The following rules are meant to keep the pace of the game moving:

- The game will be split into 2 halves, teams will play as many rounds as possible within the half, followed by sudden death.
 - Teams will not switch sides at the half
- A round may be interrupted for sudden death to occur at the end of each half. In the event the round ends at the same time as a half, a 6 vs 6 sudden death round will occur.
- The 40-minute timer will run continuously without stopping during the halves.
 - The halves will start at :10 and :30.
 - Example: 6:00 (warmup)
 - 6:10 (first half)
 - 6:30 (sudden death)
 - Immediately following Sudden Death, begin second half.
 - 6:50 (sudden death)

Scoring

- Once all live players on a team have been eliminated in a round, the remaining team wins and will be awarded 1 point.
- If a round is interrupted due to time, the winner of sudden death will be determine by the outcome of the round.
- There is a maximum score differential of +8 in 1 match.
- Matches may end in a tie score.

Live Object/Dead Object

- A live object is an opposing player's body, hair, clothing, a ball in the possession of a player, or a live ball (a ball in play).

- A dead object is the wall, floor, ceiling, basketball hoops, any other apparatus in the gym, a dead-ball or inactive players/spectators.

Live-ball/ Dead-ball

- A live-ball must clear the attack line during the opening rush.
- A ball is considered live when it is thrown by an opposing player.
- A ball continues to be live after it hits a live object.
- A ball is live to all players after a block.
- A live ball becomes dead when it strikes any dead object.
- A dead-ball is a ball not in play.
- A ball that has not cleared the attack line is considered dead.
- If a ball is thrown by a player who steps over the centre line, that ball is immediately considered a dead-ball.
- A ball becomes dead if it crosses the centre line and returns to the team that threw it.
 - Example, a player cannot rescue an opponent by catching a ball that ricochets across the centre-line, nor can an opponent be hit out by such a ball. The ball is dead once it returns across the centre line.
 - Exception, a player may catch their own deflection (pop-up) by reaching over the centre line (as long as they do not touch the other side of the court).

Possession

- Players may be in the possession of multiple balls at once.

Elimination

- A live-ball can eliminate a player; a dead-ball cannot eliminate a player.
- If a player's body, hair or clothing is hit by a live-ball, they are eliminated.
- If a ball is knocked out of a player's possession and hits a dead object, they are eliminated.
- A live-ball can eliminate multiple players.
- A ball that ricochets off of a player into another team-mate, both players are eliminated.
- A blocked ball will eliminate a player if their teammate deflects a live-ball into them.
- If two opposing players throw and both connect, the players will be considered out in the order that the ball becomes a dead-ball.
- If a player touches the opposing team's court, they are eliminated.
- If a player goes out of bounds, they are eliminated.
- An eliminated player must immediately raise their hand and exit the playing court through the closest boundary line - making sure to not interfere with the game and to not block thrown balls.

Head Shots

- Your head is part of your body. Therefore a hit to the head with a live-ball is an elimination.
- Please keep in mind that the objective of the game is to hit people with a foam ball. However, please avoid throwing head shots!
- Players that are deliberately targeting heads will be considered in breach of the spirit of the game and may be addressed by the League Administrator. Please keep the spirit of the game in mind.

- Referees have the right to provide warnings to players who violate this rule and can call a player out if it is not brought under control after these warnings.

Catching

- If a player catches a live-ball, the thrower is eliminated and a player from the catcher's team is returned back to play.
- If a live-ball hits a live object, and a player catches the ball, the live object is considered saved and the catch is valid (thrower is eliminated and a player returns).
- Player may reach over the centre line to make a catch as long as they do not touch the other side of the court.
- If a player catches an opponent's ball while in possession of another ball, the catch is valid and the thrower is still out.
- If a live ball knocks any ball in possession out of a player's hands, that player is out (as control of both balls was not maintained).
- If a player traps a ball against a surface such as the floor, the throw is not considered a legal catch and the thrower is not out. If the ball touched the player prior to touching the wall or floor, the player is out.
- If a dead-ball is thrown and caught, it is not considered a legal catch and no player may return to play.

Returning a Player into the Game

- When a catch is made, the players must return to the court in the same order that they were eliminated. First player out would be first player in, etc. (Suggestion for all teams - line up in order on the sidelines help keep organized).
- To re-enter the game, a returning player must enter from the back boundary line.
- If a returning player picks up a ball prior to entering the court they are eliminated.
- If a returning player is hit by a ball prior to entering the court (at least one foot touching boundary line) they are not eliminated.
- A returning player may not block another player on the court or prevent them from being hit by a thrown ball.
- Returning players may not participate or interfere with the game until they have entered the court.

Game Set Up & Opening Rush

- All 6 dodgeballs will start on the center line in two groups of 3.
- All players must be touching the back boundary line with their lead foot on their side of the gym.
- Referees will signal both teams as "ready" and then blow the whistle to initiate the rush.
- Teams will run for the 3 dodgeballs placed on the right hand side of their court, players may cross the centre line while retrieve the balls.
- Teams cannot interfere with the opposing team's balls on the initial rush.
- Once a ball has been retrieved, the ball must pass the attack line before the ball is considered live-ball, not the player.
- A ball thrown before it crosses the attack line is considered a dead-ball.

- Once your team activates all 3 of your balls, you may attempt to get any of the opposing team's balls.

Advantage

Advantage rule shall only occur if no play has happened in more than 10 seconds.

1. The team with advantage must have an active player throw a ball within 10 seconds to keep the game moving.
2. The 10 second countdown (from 10 to 0) restarts when any active player performs a valid throw. A valid throw is a throw intended to eliminate an opposing live player.
3. If a ball has not been thrown within 5 seconds, a clearly audible countdown will begin.
4. If a ball has not been thrown within 10 seconds, the team with the advantage must forfeit one ball to the opposing team.
 - b. Live players and shaggers must pass their balls to the opposing team in a timely manner.

Advantage is given to the team that:

1. Has the most balls on their half of the gym
2. If the number of balls is equal – the ref will choose a team to make a play

General Rules

- Only the 6 players that begin a round may play for that round, after completion of a round player substitutions are allowed.
- If a player is injured, a teammate can replace the injured player (same sex).
- Game Interference:
- Players who become eliminated cannot interfere with game play on the court (i.e. stopping a ball on purpose)
- Inactive players cannot interfere with a ball, teams should rely on their Shaggers to put balls back into play.
- Players may pass balls to team-mates as long as they are “live” players on the court or one of the Shaggers.
- Players may not kick balls to or at the opposing team.
- It is important to remember that it remains the player's responsibility to remove him/herself from the court when hit or caught out, and to follow all the rules.

Sudden Death

Sudden Death shall be played at the end of each half.

- The referee will quickly interrupt the game in play, with a whistle, to initiate Sudden Death.
 - In the event the round ends at the same time as a half – a 6 vs 6 sudden death round will occur.
- Only active players that have not been eliminated may start in Sudden Death, eliminated players are still considered active and can reenter if a catch is made during the Sudden Death round.
- Players will start at the back boundary line with 3 balls (regardless of previous possession).
- Sudden Death is a game without blocking
 - Blocking a ball results in instant elimination and the live ball instantly becomes dead.

- In the event that occurs after the ball is blocked, then deflected into another player or caught, the ball is considered dead and does not count as an out or catch.
- The game will continue as usual until all players from one team are eliminated.
- Catches and saves (permitting they are not off a ball) are permitted, the players returning must be from the interrupted Sudden Death round.

Playoffs

- A tie during playoffs will result in a 6 vs 6 Sudden Death.

Reschedules

The rescheduling deadline is 2 weeks before the Makeup Game week.

- Teams:
 - A maximum of 2 rescheduled games (per half season) is allowed per team
 - Both teams need to discuss rescheduling of games and come to a decision (reschedule or forfeit)
 - The rescheduling/forfeiting team will need to contact the Board for availability
 - Teams will choose an available date – but will be assigned a time slot by the Board.
- If a gap occurs in the current schedule due to game changes– the team requesting the reschedule will be responsible for occupying the gym during that time gap, if the team requesting the reschedule does not show up to occupy the gym a \$40 performance bond infraction will be assessed.
- The rescheduling team will also be required to ref a makeup game.
- Referees:
 - If a game is rescheduled, the current ref will be relieved of their refereeing duties and will not ref the makeup game.
 - If a team is rescheduling their game but still has refereeing duties on the regular scheduled night, they are still responsible for refereeing that evening.

Sportsmanship and Safety

- Saskatchewan Dodgeball wants everyone to feel welcome and safe. We will not tolerate any form of excessive behavior or threats. Any person in violation will be ejected from the league.
- In the event of personal violence or physical confrontation, both parties will be ejected from the league with no refund.
- We understand when adrenaline is pumping it is easy to overreact. Please refrain from yelling at the opposing team or your own.
- Unsportsmanlike behavior, request referee to stop gameplay and review offenses. Here are some examples:
 - Directly insulting opposing player, or referee. At any time before, during or after a match insulting a player or referee in a derogatory manner is not tolerated. The referee can request for the offending player to be removed for a round, half or match for whatever the extent the referee feels is required. If a player is removed from the match this will be considered a player red card offense.
 - Baiting the referee to change calls or complaining to about calls made. If a player continually requesting attention of the referee by comments or sounds during play to

interfere with the referee's ability to fairly judge a round, the referee has the ability to remove the offending player from a round, half, or match for whatever the extent the referee feels is required. If a player is removed from the match this will be considered a player red card offense.

- Disregarding rulebook. At any time before, during, or after a match a team requests a modification of the ruleset to allow game to continue or decides that the rulebook is not worth following, the referee and opposing team is to report this to league officials.
- Disregarding play fair initiative. This league is a recreational league, teams that are playing solely to win and not play fair by following the elimination rules or the basic spirit of the game are to be reported via referees. If the referee continually requests a player from a team to be removed from rounds in a match for obvious breaches in fair play, the referee should report the offending player to league officials.
- The referees will be responsible for issuing and reporting offenses if they occur. Here are some examples:
 - Yellow Card Offenses:
 - Unsportsmanlike behavior.
 - Punching or kicking objects (walls, chairs, etc.).
 - Repeated gameplay violations.
 - Yellow Card Consequences:
 - 1st player offense, offending player is out for current round.
 - 1st team offense, league warning.
 - 2nd player offense, offending player is out for current round and next round.
 - 2nd team offense, league second warning.
 - 3rd player offense, red card.
 - 3rd team offense, red card.

**If you are already out or sitting when incident occurs, you cannot be returned into play and must sit the next round

- Red Card Offenses:
 - Unsportsmanlike behavior.
 - Crossing the centre line to aggressively yell/scream at an opposing team.
 - Alcohol/Drugs in facility
 - Multiple yellow card offenses.
- Red Card Consequences:
 - 1st player offense, offending player is removed from the current match and the next scheduled match (teams may find a sub).
 - 1st team offense, current game is defaulted loss, and default loss for next scheduled match. This also is a \$40 fine as violation for performance bond, see Performance Bonds section.
 - 2nd player offense, player removed from current match and the next scheduled (teams may find a sub). Player meeting with Saskatchewan Dodgeball board for additional punishment or removal from league.
 - 2nd team offense, league removal.
 - 3rd player offense, league removal.

Performance Bonds

- Each team will pay \$120 at the start of the season to be used as a Performance Bond.
- Infractions shall be reported to the league through the website.
- The Performance Bond will be deducted as infractions occur.
- A credit (if applicable) will be returned to the team at the end of the year.
- Listed below are the infractions that will reduce the team's Performance Bond refund at the end of the year.

Infraction	Deduction
Not occupying gym during game gap If required to sit in gym and does not show up	\$40 for forfeiting/rescheduling team
Full missed game Not enough players (<4) [by half time] Less than 24 hour notice to cancel All referees missing Entire team missing	\$40 for defaulting team
Partial missed game Not enough players (<4) [running late but will arrive by half time] Not enough opposite gender (>4 players) [can still play a game]	\$20 for defaulting team
Door Propping	\$20 for each team
Ineligible player Not on roster	\$10 for each ineligible player
Not submitting Game Attendance/Clearance Form by 11pm	\$10 for team + forfeit next game
Missing referee Refer to "Full missed game" if all referees are missing	\$20 for each referee missed
No score submitted by Monday at noon.	\$5 from refereeing team
Spectators/Unregisters players in facility	Remainder of performance bond + removed from league