

Rules & Regulations

Our intent is to have a FUN league, in which players enjoy the classic game of dodgeball. We understand that in the heat of the moment, each of us can become passionate, but it is important to know that we are playing in an ADULT, GAY, VOLUNTEER-based dodgeball league. Please do your part to ensure sportsmanlike behavior to our volunteers, players, sponsors and community at all times, both on and off the court.

Players who do not abide by the rules and regulations herein may be disciplined within the confines of the sport up to and including being removed from play. No refunds will be administered due to disciplinary action from infractions. Violent and aggressive behavior will not be tolerated. The Pit Crew (League Management) reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules indicates a different ruling.

By refusing to follow the rules and regulations, you will forfeit your right to participate in any future Stonewall Dodgeball games and events.

HONOR SYSTEM

In dodgeball, possibly more so than any other sport, the honor system is key! It's what separates us from the animals, people!

- If you realize you have been hit by a ball and you're out, go out!
- If you see that a teammate has been hit by a ball and is out, let them know!
- Not following either of these codes of conduct is cheating.

All players who are hit out or caught out need to go out (leave the court), even if a referee does not call it. The referee not calling you out does not remove your obligation to go out. Every player in Stonewall Dodgeball will be held to the highest ethical standards. Anyone found repeatedly violating the honor system will be carded and possibly removed from Stonewall Dodgeball. Cheaters are no fun and not welcome.

EQUIPMENT

The Balls

Stonewall Dodgeball is played with people-friendly “no-sting” soft rubber balls. While they aren’t the giant red monsters that you used to get beat up with as a child, please be aware that any object hurled at high speeds can still sting a little if and when it connects with your frail human body.

The Outfits

All players on each team are required to wear the official Stonewall Dodgeball t-shirt provided to them at the start of each season. Unregistered players are not allowed to sneak in by putting on an official t-shirt. Players must also play in athletic shoes; no bare feet or flip flops.

Please Note: Clothing & hair count! If it hits your clothes or hair, you’re out!

The Safety Gear

While not required, protective sports gear is highly encouraged. These include: kneepads, sports goggles, athletic tape, and mouth guards. Kneepads are particularly encouraged.

The League Equipment

Stonewall will provide netting, marking tape, balls, whistles, etc. Every week there will be a 10-15 minute period of setup before the first match and after the last match. This will include politely moving and replacing items that belong to the facility that are in the way on the court. We appreciate help from players in setting up our equipment and then resetting the facility to the way it was once we leave each night.

Matches / Scoring / Timing

Match: a 40-minute matchup of 2 teams consisting of multiple **games**.

A standard Stonewall Dodgeball **match** consists of a 40-minute time period, during which two teams compete in as many **games** as time permits. A game ends when one team has completely eliminated all the players from the other team. Every game won will be scored as 1 point. The team with the most points at the end of a match is the winner. The Captain of each team is responsible for confirming the scores.

If match time expires in the middle of a game, that game is declared void.

Tie games are possible in regular season matches. If teams are tied in an end-of-season match, that match will enter overtime and, if necessary, sudden death.

Teams are required to switch court sides at the first opportunity between games midway through the match (after 20 minutes).

Games that start late will not necessarily get extra play time since we have limited time allowed at our facility. We encourage teams to arrive early for their matches so that both sides are ready to go on time.

The Teams

Key figures:

- Maximum Number of teams: 16 teams
- Rostered players per team: 12-14 players
- Max players per game: 12 players
- Min players per game: 8 players
- Max substitutes per game: 3 players

Max Players: Each team starts with up to 12 players. Any players in excess of 12 must sit out on the proverbial bench for the entire game. Benched players may not play until the game is over (they don't come in on catches). Benched players may shag balls from out of bounds and make them available to live players.

Rotating players: Each game, all benched players should return to the game, and the team captain should pick new players to sit on the bench. Benched players may not stay benched more than 1 game in a row. The intent of this rule is to prevent teams from pressuring some players not to play, so exceptions to this rule may be granted, at the discretion of the referee, if a player legitimately needs some extra downtime.

Substitutes: Teams may have up to 3 substitutes from other teams play with them if they are missing rostered players. No substitute player may play while a player from the team is on the bench. Substitutes may be added during a match in between games. All substitute players must be currently registered Stonewall Dodgeball players. Rostered players take priority and cannot deliberately miss a game or match to make room for a substitute. Games played with an ineligible substitute player are subject to forfeit and forfeits can be applied retroactively if deemed necessary by the Pit Crew.

Minimum players: Teams must play with at least 8 players (excluding subs). Without 8 players, 5 minutes into the match, the match will be forfeit with a score of 15 to 0.

When starting every game, referees should ensure that benched players have rotated and that both teams have between 8 and 12 players.

For the playoffs, no substitutes will be allowed.

Registered players must be 21+ years of age.

The Referees

4 referees will be expected for each match. 2 of the 4 referees must be “Certified Referees,” meaning that they have completed a referee certification led by the Pit Crew *this season*.

For each match, two other teams will be expected to provide two referees. At least one of the two referees provided by a team should be a certified referee. For each referee missing at the start of the match, the team will be penalized negative two points.

Matches may proceed at the discretion of the Pit Crew if too few referees are available.

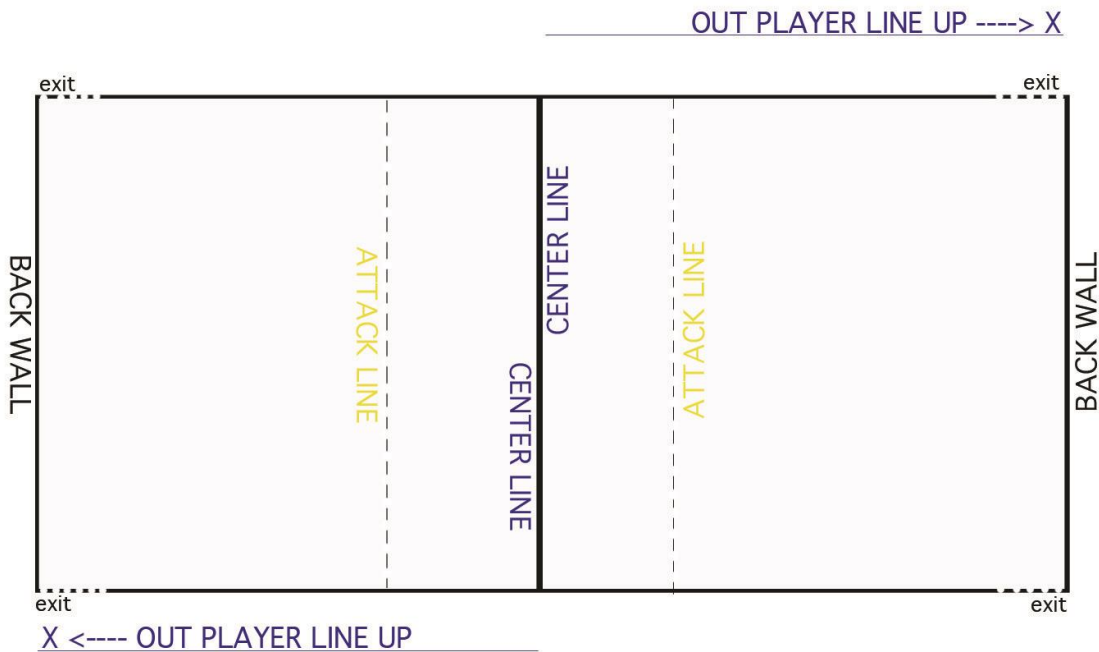
Referees are here to ensure the integrity of the game. A referee’s main priority is to keep the game moving and to rule on any unclear plays. Certified referees are trained by the league to be experts on the rules. They also have eagle-eye vision, so trust them if they say a ball just barely hit your shorts and you didn’t feel it!

It is not a referees’ job to police you. You are expected to follow all rules and honor code whether a referee sees you or not. That said, referees can call any player out.

All referee calls are final. Referees are advised to coordinate what sides of the court, if any, they will focus on.

While captains may calmly discuss a play with a referee (within limits), **no players are allowed to argue with or berate the referees.** Undue behavior towards refs will result in penalty cards.

The Court



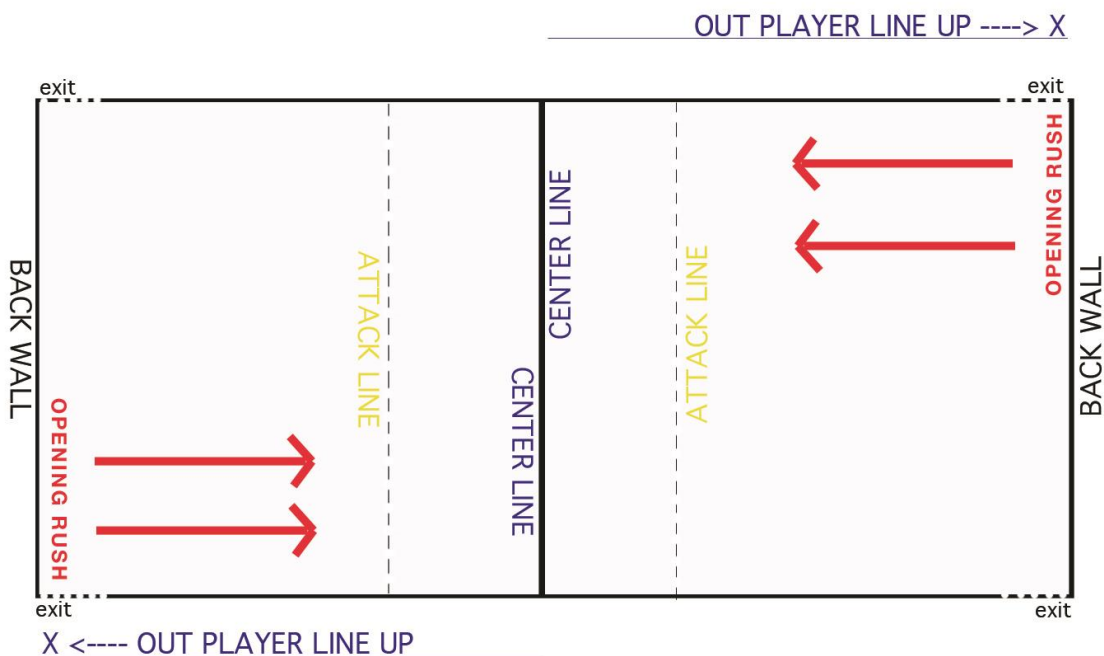
Start of Game

A standard Stonewall Dodgeball match is played with 7 balls. All 7 balls will be placed along the court's center line—three on one side and four on the other. At the start of the game, teams run for the balls on their right (that'll either be 3 or 4 balls). Whether your team gets 3 balls or 4 balls to start depends on the ro-sham-bo results (about to be explained). Players may not try to get the balls on their left unless the other team leaves them behind after the initial rush.

Captains will ro-sham-bo to determine which advantage each team starts with. The captain that wins may choose *either* ball control or starting side.

- A) If the captain chooses ball control, then the four balls will be placed on the *right side* of his team's court. The remaining three balls will be placed on their *left side*. At the start of the game, they'll have access to the 4 balls on their right, whereas the other team will have access to the 3 balls on *their* right.
- B) If the captain chooses the side, he or she may choose which side of the court they wish to begin the match on.

Whichever option the winning captain does not select is deferred to the captain who lost ro-sham-bo. The ball advantage (which team gets 4 balls each game) will be reversed at the opening of the next game, and then again, alternating back and forth every game until the match is over.



At the start of each game, all players on court must line up along the rear wall of their side of the court. Players must maintain contact with the rear wall until the referee's starting signal.

Referees are advised to start each game by shouting "1... 2... 3... [blows whistle]."

On the referee's signal, players may run to retrieve any of the balls within their initial control – that being *only* the balls on their right. This initial scramble is known as the rush. During the rush (and only during the rush), players may inadvertently step over the center line without being called out.

Safety note: Players may not slide or dive to the line to grab balls in the opening rush.

False starts: Running for the balls before the referee's signal (known as a false start) is not allowed. The referee will issue a warning after a team's first false start. Subsequent infractions will result in the player's team losing a ball from their side.

Attack lines are designated with tape. All balls must clear the attack lines before they can be brought into play. This is done one of two ways:

- A player carries the ball across the attack line with both feet.
- A player tosses the ball to another player already standing behind the attack line with both feet.

Any ball thrown without clearing the attack line will be declared a dead ball. Since it's a dead ball, hits and catches for that throw won't count.

How to Win

A team will be declared the winner of a game when all of the players on the other team have been eliminated from play. When a player has been eliminated from play, he or she is said to be out.

Getting Out

You can be eliminated by an opponent:

- If he or she throws a ball and it makes contact with you or your clothing without being caught (see "Catching").
- If he or she catches a ball you throw offensively (see "Throwing").

Or you can be eliminated by making infractions against the rules:

- Touching the opposing team's court (crossing the center line).
- Jumping or dodging out of bounds.
- Demonstrating poor sportsmanship.

Throwing

The surest way to eliminate an opponent is to throw a ball at them. The keyword here is throw. Balls that are kicked, spiked, punched, belly bumped, or spit out *are not valid forms of throwing*. In fact, if you persistently do any of those things, you will probably be penalty carded.

You must not touch the opponent's side of the court. You may reach over the center line to get a ball, but just don't touch the floor on their side or you'll be out.

All throws must be made with both feet behind the “**buffer zone.**” The buffer zone is designated by 2 lines of tape on the floor parallel to the center line on each side of the court. The buffer puts more distance between the throwers and the opposing team. You may cross the buffer all the way up to the center line to retrieve a ball. Throws made from the zone between the center line and the buffer line will **not** get opposing players out (although the catches still count!). Throwing a ball from within the buffer zone is not something players will be called out for.

Catching

When a player catches a (live) ball thrown by an opposing player, he is not only eliminating the player who threw the ball, he is also allowing the first person waiting in his own team's outline to re-enter the game.

A catch is only valid if both of the catching player's feet are within bounds and he or she clearly demonstrates control of the ball before releasing it.

Maintaining Ball Control: If a player has a ball in his or her hands and catches another ball, the player must maintain possession of both balls. If a player catches a ball but subsequently drops the other ball, the catches still counts but that catching player is out since they dropped the first ball.

Traps: A *trap* is when a ball is caught while making contact with the floor or part of the building at the same time. Traps do not count as a hit or a catch and both players are considered safe.

Deflections / Blocking

A ball is said to be deflected after it comes in contact with a player or a ball held by a player. A player may use his or her ball to block incoming balls thrown at them by the opposing team.

Players must maintain possession of their ball immediately after deflecting a live ball. If a player drops a ball used for a deflection, that player is out.

**Ball deflections cannot get additional players out.
However, catches count for deflected balls.**

Example: If ball hits player 1, player 2, and player 3, then lands on the ground, only player 1 is out. But, if player 3 catches the ball, players 1 and 2 are safe, the throwing player is out, and player 3's team gets a player in from the outline.

Rules clarification: If a ball hits you and pops up in the air, you can still save yourself by catching it! Watch out though, the opposing team might try to hit you while you're going for the catch. If you are hit with a second ball, you can still catch the first ball until the the second ball becomes a dead ball since both balls are still live during that time.

Another rules clarification: If you block a ball into the air and then try to catch it, you need to hold onto the ball you blocked with until the fly-ball is caught. Otherwise you'll be out. That's because it's hard to tell if you dropped your ball on purpose or by accident.

One last clarification: If a ball hits you and it's on its way to the ground, you are still a live player (who is able to make throws and catches) until the moment the ball becomes a dead ball (see next section).

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 players 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.

2 points of contact rule: The only exception to this rule is that a player is out when a ball hits the player's head while the player has more than 2 points of contact with the ground (each foot, knee, hand, each ball held in your hand, and elbow is considered one point of contact. Your big ass booty automatically counts as three.)

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 he or she is 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" (between 5'5" and 6'5") and continue to do so after they have been warned by a referee.

Please note: Deliberately using your head to block balls is also not allowed. If a referee believes a player is using his head to deflect throws, that player will be warned. If he continues to do so, he will be declared out.

Please note: A ball caught against a player's head is considered a catch. A ball that hits a player's head and is immediately caught by that player is also considered a catch.

Ball Control / Countdown

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 side line. 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, he or she 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.

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.

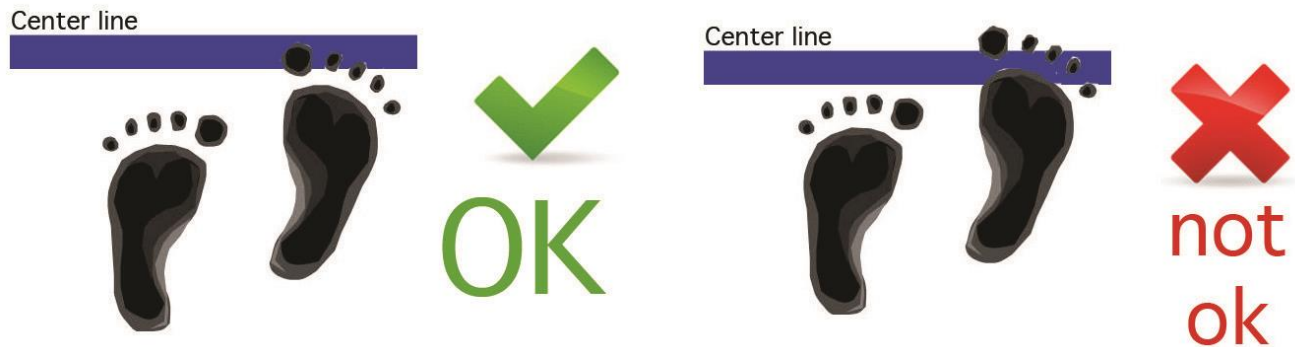


For the sake of players' safety, players who step or fall out-of-bounds while catching an opponent's ball are safe, provided they successfully catch the ball. Whether the catch is successful depends on when the defending player successfully takes control of the ball. If they take control of the ball 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 he or she takes 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. 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 Outline

Going to the outline: Once a player is eliminated, he or she must immediately proceed to his or her team's outline, located out-of-bounds to the right side of that team's court. The first person standing in the outline 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 outline. 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 outline. Line jumping (in which one player cuts in front of a teammate who was eliminated before him or her) will result in yellow carding of all involved and forfeiture of the ongoing game.

Getting back in: Players must already be standing in the outline 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 he or she steps in-bounds with both feet.

Other than shagging balls out-of-bounds, players in the outline may not interfere with the game at any time, for any reason.

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.

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.
- 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 his or her 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 he or she is still off court, or that player is the sole remaining player on their side, the opposing team will be declared the winner.

Stalling

Teams must deliver the balls to the opposing side in a manner that the opposing team has an opportunity to take possession of the balls. Throwing balls consistently and deliberately out of bounds or so that they bounce over the opponents heads is considered stalling. If a referee concludes that a team is stalling, he/she will deliver one verbal warning. If a team continues to stall, the referee will stop play and award all of the balls to the opposing team.

Time Outs

Both teams are allowed one 30-second time out 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).

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. Teams with players removed from play for penalty cards must play down the number of players removed from play (i.e. fewer than 12 players for each game).

Yellow Cards

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

A player who is issued a red card must sit-out the remainder of the match in session. If a player receives a red card, he or she may be subject to suspension and/or expulsion from the league at the discretion of the Pit Crew. 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 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.

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!

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 5pm the day of the event on the Stonewall Sports-Philly Facebook page.

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.