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## ***I) Dodgeball Game Rules***

### **A) General Game Information**

- 1) Co-Ed matches consist of 8 players with a minimum of 3 being women
- 2) Matches consist of most games won in 35 minutes
  - (a) If the match is tied after 35 minutes, one additional game will be played to determine the match winner
- 3) Games are limited to 6 minutes and matches must start on time.
  - (a) If after the time limit has elapsed, the team with the most remaining players will be declared the winner
  - (b) If teams have an even number of players, the game will end in a tie.
- 4) Games consist of two 7" (Yellow) and three 8.5" (Red) playground balls
- 5) Only female players are all to throw the Yellow balls
- 6) No ball may be held for longer than 10 seconds.
  - (a) Bouncing the ball does not restart this 10 second clock
- 7) A player may NOT use a ball to block him/her from being hit by an opponent's throw
- 8) A caught ball will knock the throwing player out of the game and the team catching the ball is allowed to bring a player back into the game.
  - (a) The order of returning to the court is based on the order the players were knocked out of the game. The first player knocked out should be the first player to re-enter on a caught ball.
- 9) NO ALCOHOL is allowed in the rented gym facilities. That is why we set up specials at the Sponsor Bars after the games!!

### **B) Players on the Court**

- 1) The maximum numbers of players on the court is 8 with a minimum of 3 being women
- 2) There is no maximum number of females allowed on the court at any one time, however, there is a maximum of 5 males allowed on the court
- 3) Players that arrive late must wait until the next game begins before entering the match
- 4) Substitutions can only be made after the completion of a game
  - (a) If an injury takes place during a game, the official will stop the game to allow a substitution. Subs must be of the same gender they are replacing

### **C) Court**

- 1) The playing boundaries vary from facility to facility so please check with the TSSC representative for specific details
- 2) The playing boundaries are approximately 30' x 60', marked with sidelines, end-lines, and a center line.
- 3) During play, all players must remain within the boundary lines, except for when retrieving a stray ball
  - (a) After retrieving a stray ball, the player must make an effort to immediately re-enter the playing boundaries
- 4) A ball is considered "dead" when it hits any wall, curtain, or any other obstacle not part of the playing surface

## **D) Beginning & End of Game**

- 1) Prior to beginning the game, the three Red balls are placed along the center line and one Yellow ball is given to each team.
- 2) Players take position behind their end line and wait for the official's signal to begin play.
  - (a) The beginning of the game is called the "Rush"
- 3) Following the official's signal, players are allowed to approach the center line to retrieve the balls and must keep in mind they are immediately eligible to be hit
- 4) The Red balls must be taken back behind the "safe zone" lines before they can be thrown and are considered 'active'.
- 5) A player leaving before the official's signal is considered to have committed a "FALSE START"
  - (a) The penalty for a false start is one of the Red balls being given to the opposing team and the game being re-started

## **E) Players "OUT"**

- 1) The following is a list of ways a player is knocked out of a game
  - (a) Hitting an opposing player in the head when it is determined by the officials that his/her movement did not cause him/her to be hit
  - (b) Being hit by a ball thrown from the opposition and the ball immediately becoming 'dead' afterwards
  - (c) Being hit by a ball thrown from the opposition that has bounced off a teammate
    - (i) Multiple players can be knocked out by one ball
  - (d) Throwing a ball that is caught by your opponent
  - (e) Intentionally throwing a ball at a player who is using the "Player Out" signal
    - (i) The "Player Out" signal is one arm raised in the air above the players head... remember raising your hand in class ☺
  - (f) Intentionally contacting a thrown ball while leaving the court
  - (g) Stepping out of bounds to avoid being hit by a thrown ball
  - (h) Kicking the ball, other than to return the ball to the other team
  - (i) Holding a ball for more than 5 seconds

## ***II) Toledo Sport and Social Club's General League Rules***

### **A) Officials**

- 1) Leagues run by TSSC either have an official or are self-officiated. When self-officiated, the teams playing must be responsible for calling their own infractions. It is not the responsibility of the opponents to call a foul.
- 2) TSSC officials are responsible for the fair play of games, however, participants are still responsible for knowing and understanding the league rules. Officials will make calls based on established league rules and have the final say. Officials will work to provide fair and fun game play. If a participant is found to be disrupting this effort, the league official has the authority remove said player from the game.
- 3) Participants choosing to yell at officials will NOT be tolerated!

### **B) Forfeits**

- 1) TSSC strives to provide fun and organized game play. This is achieved in large part by having teams committed to playing their scheduled games. However, from time to time a team may not be able to attend its scheduled game. In this case, it is the responsibility of the team to notify TSSC at least 24 hours in advance of missing a game to report its forfeit. Teams who forfeit multiple times during a season may not be allowed to participate in the end-of-season tournament or may be removed from the league altogether.

### **C) Substitutions**

- 1) Substitutions are allowed during the regular season. It is the responsibility of the team captain to explain the rules to subs before games begin. Teams may borrow players from other league teams as substitutes only during the regular season. When borrowing players from another team, a maximum number of subs allowed is the amount needed to have a full team on the field plus one. Teams must play their normal roster players ahead of substitutes who were borrowed from another team.

### **D) Playoffs Eligibility**

- 1) In order to be eligible to participate in the end-of-season playoffs a player must have played at least one regular season game with the team. Teams may be ruled ineligible by TSSC for rule or sportsmanship infractions and will be notified if their eligibility has been removed.

### **E) Standings / Seeding**

- 1) Throughout the season, league standings will be updated and displayed on the league webpage. The order shown on the page is not necessarily the order of seeding that will exist for the end-of-season tournament. In the case of multiple teams having the same regular season record, tie-breakers will be listed in the sport specific portion of the rules.

### **F) Sportsmanship**

- 1) The Toledo Sport and Social Club exists to provide adults with the ability to continue to compete in lifelong recreational play. We realize there will be intense moments during

games, in particular towards the end of games or when a player makes a mistake in judgement, but we hope the TSSC Spirit of Play will always remain.

- 2) The TSSC encourages players to play with a "Fun First, Win Second" attitude. Our leagues are about getting out and having a good time with old friends and new! The TSSC believes that encouraging good sports behavior is why players join and will remain in our leagues. Playing with TSSC Spirit provides a non-threatening, fun environment for all levels of players. Good sporting behavior: behavioral tendencies of a person who can take loss or defeat without complaint, and victory without gloating, and who treats all opponents with fairness, generosity, courtesy and respect. This is the attitude we encourage all players to display on and off the playing field!

### **G) League Cancellation / Rainout**

- 1) TSSC uses two methods to inform teams when a rainout or game cancellation has taken place. The voice mail message for the phone line 419-302-5135 will be updated with information regarding the status of league play. Additionally, TSSC will update the status of its profile, ToledoSportand Social Club on Facebook.
- 2) Due to the nature of weather, TSSC won't always be able to update these messages prior to the start of league play for a particular evening. If neither of these methods has been updated, please show up to the game location and seek information there about the status of games for the evening.
- 3) In the case of a rainout or game cancellation, TSSC will attempt to reschedule the games. However, not all games are guaranteed and TSSC reserves the right to shorten the league schedule, without issuing a refund, if necessary.

### **H) Website**

- 1) Toledo Sport and Social Club's websites, [www.ToledoSSC.com](http://www.ToledoSSC.com) and [www.ToledoSportandSocialClub.com](http://www.ToledoSportandSocialClub.com) are the source for all information regarding all team and league information. Please utilize the websites functions for all scheduling and registration functions. Other features that may be found on the website are: Free Agent postings, League Rules, Social Events, and in-season announcements.

### **I) Sponsors / Post Game Socials**

- 1) Prior to the beginning of each league TSSC will establish as "Sponsor Bar" to serve as a social gathering place for all TSSC teams and fans after league nights. The sponsor establishments and deals are specific to TSSC members and are prearranged. These will be listed on the league page throughout the season. Please socialize and enjoy yourselves at all times but keep in mind that you are representing TSSC when attending post game socials.

### **J) Rule Changes**

- 1) TSSC reserves the right to change league rules at any time. Team managers will be made aware of rule changes and it then becomes their responsibility to communicate changes to their teams. Rules for each sport will be listed under each sport's page.