

fun with friends sports *dodgeball rules*

SPORTSMANSHIP

- This rule is the most important. Everyone is here to have fun, meet new people, play sports, and partake in events. Be respectful and conscious of your actions. We take this rule very seriously, as members of FwF Sports we expect fun and inviting games full of sportsmanship and good will. Anyone found to be harassing, threatening, or otherwise a detriment to the FwF standard, will be removed from the game immediately, and further discipline will be enacted post game to the extent of suspensions or league banishment.

- Any player that is suspended or removed from the league will not receive compensations for games not played. Players may request a review of their status after season's end for the upcoming seasons. ***Harassing, threatening, or attitude detrimental to FwF includes, but is not limited to, unnecessary roughness, fighting, verbal confrontations, threatening harm, and excessive arguing causing play stoppage. Officials have the discretion to determine if any of the above or other situations might violate FwF standards.

GENERAL RULES

- The objective of each team is to eliminate all players on the opposing team.
- We play two 20 minute halves with a 5 minute intermission. No round shall begin after 18 minutes into the half.
- At half time, teams will switch sides of the court.
- Teams shall play as many games as time allows in each half. Upon the conclusion of each game, the balls will be replaced on the center line and the next round will begin at the whistle.
- We count each win and loss. A loss is when all 6 players are out, then the game resets. We will stop the clock to reset the balls.
- Regular season games can end in a tie. Playoffs will not end in a tie.
- All games will start promptly at the designated time. We can delay for players to arrive only if both teams agree but it will cut into play time. The clock will start at the designated time and run.
- You can only pick-up substitute players during the regular season if you have 4 rostered players present. See "PLAYERS" section for more info.
- Any stoppage in play due to official call review/discussion will not be taken out of time of play.

2

Any stoppage of play that is caused by players will act on a continuous clock.

- We use 6 regulation (8.5") dodgeballs for game play.

PLAYERS

- Each game will be played 6 vs 6. Once one game ends, players who are sitting can rotate in for the next game. However, once a game begins, those 6 must remain in the game until that game is determined. The only exception is in case of injury. If a player must come out for the entire evening due to injury, another player from the team can sub in.
- Teams with more than 6 roster players present can rotate players between each game.
- Teams MUST have a minimum of 4 rostered players present to play. The game clock will begin on time. If a team doesn't have enough rostered players, they will take a forfeit for the first half with the opposition getting 3 automatic wins. The 2 teams can then play the first half for fun. If players arrive late, the team can play the 2nd half normally.
- A forfeit will be called after 5 minutes from the start of the game. The game clock will run for those 5 minutes. The opposing team will get 1 win automatically at the start. After the 5 min mark, they will get the remainder wins recorded.
- Substitute players not on the roster are allowed to play if a team is short ONLY if the team has 4 rostered players present. **Only 2 substitute players allowed per game, no subs in the playoffs.** If a rostered player shows up late, the substitute will come out for good the next game but will finish the current game.
- RETRIEVERS:** Players or team helpers can be positioned out of bounds to feed (toss/hand) players balls that go out of bounds. They must not enter the game court nor touch or assist players in the game.
REFS WILL NOT RETRIEVE OR TOUCH GAME BALLS DURING GAME PLAY. They can't watch the court and retrieve balls.
- No player from the opposing team may cross the middle court onto the other side. Be that if they are in the game or just assisting with out of bound balls.

THE RUSH - GAME START

- Play begins with all players positioned behind their team's end line.

THE RUSH occurs at the beginning of each game or reset.

- Upon the official's signal, both teams rush to center court and attempt to retrieve as many balls as possible.
- A team may rush with as many or as few players as it wants, but at least one person from each team has to rush.

3

- There is no limit to how many balls an individual player may retrieve.
- Players may not slide or dive head first into the neutral zone or they will be called out.
- Crossing over the neutral zone will result in an "out."
- Players may not physically grab and pull another player across the neutral zone or prevent them from returning to their side of the court.

GAME PLAY

- There are no team time outs.
- Sacrifice Fly is not allowed in the league. No player may cross the middle line and enter into the opponents territory. If they do, even if the ball leaves their hand prior, they will be called out.
- Players must make an attempt to throw each ball across the court. By either overhand or side-arm throws. No rolling balls or underhand tossing them EXCEPT if your team possess all balls. Then roll 1 ball to the other side.

OUTS:

- Player shall be deemed "out" when a live ball hits any part of the player's body, clothing, or uniform.
- If a player is hit by a live ball rebounding off another player or ball lying on the court.
- A defending player catches a live ball they have thrown.
- Friendly fire does not result in an out. A player who is hit by a teammate shall not be called out.
- A player is NOT out if the ball hits them after hitting the floor, the wall or another person.
- When a player is eliminated, he or she must raise his or her hand and exit to the nearest side of the court. That player must remain outside the sideline until the conclusion of that round.

IMPORTANT: If a ref whistles calling you out, you're out. Please do not cause game delays over arguing calls. We ask players to use the honor system if hit and exit regardless of whistle. If we see a hit, we will blow the whistle and point to the hit player.

CATCHING:

- If a player catches a ball thrown by an opponent, the thrower is out, unless the ball hits a wall, the floor or another object first.
- Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in") if a ball is caught by their teammate.

BLOCKING:

- Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out."
- Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out."

STALLING:

- The act of intentionally delaying the game.
- If a referee determines that a player or team is stalling, the referee will warn player or team. If the stalling continues, at the referees discretion, player or team will lose possession of all balls on their side.
- If both teams are stalling a reset should occur.
- To avoid stalling, throw balls after having them in your hands for 20 seconds max.
- If no action at all is happening for 10 seconds then anyone holding a ball will be called out.

Out of Bounds Rule:

- If any part of the player's body touches the end lines or far neutral zone line, the player shall be deemed "out".
- Momentum may carry a player out of bounds while making a catch. Providing control of the ball was established prior going out of bounds.

Headshots:

- A headshot occurs when a player is hit directly in the head by a high thrown ball.
- Any thrower committing a headshot will be deemed "out."
- If a player moves drastically, causing a headshot, it'll be a dead ball and nobody is out.

PLAYOFFS

- Playoffs will be a first to 5 match format, or whoever is leading at the 30 minute mark.
- Winners will move on to the next round.

MISCELLANEOUS

- You must be 18+ to play.
- Teams are highly encouraged to be uniformed in some way.
- There is a captain's chat for quick communication. The captain should relay league information.
- The league provides everything you will need to play. YOU MUST WEAR SHOES!
- The league will provide game-time music. Please send music requests to the email below. We play edited music.

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