



GLEN ELLYN PARK DISTRICT DODGEBALL TOURNAMENTS

CAPTAIN/PARENT RESPONSIBILITIES

1. All captains/parents are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter as necessary to make sure that no violations will occur.
2. All captains/parents are expected to inform their players of scheduled games, schedule changes, etc.
3. Captains/parents are responsible for the conduct of their team members and any team spectators at all times, including prior to, during, and after completion of the game.
4. Only captains/parents are to discuss a disagreement with a referee.

LEAGUE ROSTER/WAIVER

1. All teams must submit an official roster/waiver. Roster/waivers must include each player's name, address, home phone number and signature.
2. Players not listed on the roster will not be permitted to play. Any violations will result in the forfeit of that particular game and possible ineligibility for the remainder of the season.
3. Any team giving false information on a roster shall be dismissed from the league without any money being refunded.
4. Rosters will consist of a maximum of eight (8) players.

SCHEDULES

1. The Glen Ellyn Park District reserves the right to modify any and all dodgeball schedules as necessary to operate the league.
2. Tournament format is double elimination. Once a team loses two games, they are eliminated from the tournament. Each match is a single game.

BENCH AND FIELD OF PLAY AREA

1. All teams are responsible for cleaning up their bench area after each game.
2. Spitting on the court is strictly prohibited.
3. No gum, candy, food, or drinks are allowed on the field at any time. Water is permitted on the bench.
4. Captains/parents are responsible for the conduct of their players and parents.

PLAYERS, FIELD OF PLAY, EQUIPMENT

1. Teams will be made up of 6 to 8 players. Each game begins with 6 players competing on a side; others will be available as substitutes. Substitutes may enter the game only during time-outs or in the case of injury.
2. The field of play will use the basketball courts lines. During play, all players must remain within the boundary lines.
3. Players may pass through their boundary line only to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground.
4. The number of balls used in a regulation game is 6.
5. Participants must wear shoes, shirts, and shorts/pants.
6. Participants may not wear any type of gloves during games.
7. All clothes/uniforms are considered part of the player's body.

GAME PLAY

1. The Referees will determine the side each team starts on.
2. Teams will alternate sides following each game.
3. The object of the game is to eliminate all opposing players by getting them out.
4. An Out is recorded by any of the following: hitting an opposing player with a LIVE thrown ball, catching a LIVE ball thrown by an opponent, causing an opponent to lose control of a held ball as a result of contact by a thrown LIVE ball, an opposing player stepping over boundary lines.
5. A live ball is a thrown ball that strikes or is caught by an opposing player without/before contacting the ground, another player, a non-held ball, official, or other object.
6. Head hits are not permitted, even on accident.
7. A player may block a thrown ball with a ball being held, provided the holder does not lose control of the held ball as a result of the contact with the thrown ball.
8. A live ball deflecting off a held ball and/or striking the holder remains live to any member of the team. If the ball is caught, the player who threw the ball is out.
9. Once a player is out, they must drop any balls in hand and exit the playing field at the nearest sideline. If an Out player intentionally contacts a live ball before exiting the playing field, opponents will be awarded a free throw.
10. There will be a 5-minute time limit for each game. If the time limit is reached, the team with the most players remaining will be declared the winner. If both teams have the same number of players, a 1-minute sudden death will be played. If still tied after sudden death, the two team captains will play one round of rock-paper-scissors to determine the winner.
11. Prior to the beginning of the game, 6 balls are placed on the center line. Players then take position behind their end line. Following the signal from the referee, teams may approach the center line to retrieve the balls. A false start will be called if players cross their end line prior to the referee starting the game. Any fouls will result in play being stopped and the offending team will lose one ball to be placed on the opposing team's side.
12. The team with the greater number of players at the end of the game will be declared the winner if time expires. If an equal number of players remain at the end of a game, a sudden death overtime will be played.

13. Players may not hold onto the ball for more than 5-seconds.
14. In the last minute of each game, the team can advance past the half court line to the opposing team's free throw line. **This is only valid for the final minute of play for each game.**

REFEREES

1. The referee is responsible for the control of the game and holds the authority for the duration of the game.
2. Any decision the referee makes during a game are considered final.
3. Abusive language, conduct, behavior, or threats to referees by players, coaches, or spectators will not be tolerated. Any person in violation of this will be removed from the facility.

SPORTSMANSHIP

1. Good sportsmanship is always mandatory on and off the court. Park District staff reserve the right to dismiss any disruptive patrons from the facility.
2. Players or coaches using profanity against referees, players, coaches, parents, or staff may be suspended from the game and asked to leave the facility.
3. Teams found to be guilty of playing ineligible players shall forfeit all games in which those players participated.
4. Fighting or instigating a fight will not be tolerated. The game shall be terminated and additional penalties may be applied to the team and players after a referee report and league investigation. Additional penalties may include but not limited to expulsion, monetary fines, or point deductions.
5. Anyone found guilty of willfully damaging Ackerman Sports and Fitness Center property will be banned from the facility and face legal action.
6. Any spectator who enters the field of play will be removed from the facility and the game will result in a forfeit for that team. Additional league sanctions or penalties may also be applied pending a referee report.