Atlanta Sport and Social Club
Official Dodgeball Rules

General Rules

1. **Schedule** - All games are to be played at the time, date and place specified on the schedule.

2. **Roster:** Each team can have as many players as they choose.
3. **Forfeits -** Game time is forfeit time. **(Minimum to start is 4 players {1 female for Co-Ed leagues})**
(Forfeits are scored as a 5 – 0 match final)

   a. If you know you may not be able to field a full team, please call an ASSC representative at least **48 hours** in advance if you would like to explore a rescheduling option. If it is within 48 hours of your scheduled game time, and you discover that you cannot field a team, please let us know so that we can notify your opponent! Although your team may end up forfeiting the match, there may still be an opportunity to use the space for practice or pick up games.
   - Call: 678-869-4690
   - Email: havefun@atlantasportandsocialclub.com

   b. Teams forfeiting more than two league games will not be eligible for the playoffs. Teams forfeiting three or more games will be removed from the schedule. Refunds are not distributed in these instances.

4. **No show officials -** Teams have a choice to self-officiate or mutually agree upon an official (team member or spectator).

Games will not be rescheduled. Game will count as official game.

5. Roster Checks

- Roster minimums must be met before week 1 of games.
  - Minimum number of players/roster
  - Minimum number of female players/roster in Co-Ed divisions

Roster checks will be conducted

- During t-shirt delivery
- Before the start of each playoff game

Roster checks may be done once or twice, randomly during the regular season, at the League Manager's discretion.

6. RAIN OUTS - The procedure for possible rainouts shall be to check ASSC's website or call **678-866-1207**.
(We understand games are played indoors however, extreme weather can cause travel or facility issues)

a. Games will be rescheduled for the end of the season, or as part of a doubleheader on certain league nights. **ASSC also reserves the right to shorten the season or move games to other than normal league nights due to excessive cancellations.** . Review the weather policy here.

7. Overly Competitive Players: All ASSC sports are intended to be recreational (unless designated as a competitive league at registration.) Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of an ASSC staff member.

Format	Minimum # of Females in play
8 v 8	3

Game Play

1. 8 players on the court, 5 males (max) and 3 female (min), participate on each team with substitutions between games only. The first player who gets out will be the first player who gets back in the game if a catch is made by your team.

2. You will play one match per night against one team. A normal match contains a maximum of 5 sets. A normal set contains a maximum of 3 games. Win the set by winning 2 games. Win the match by wining 3 sets. **Rules may be modified for playoffs and time restrictions.** Fifth set: if the 5th set starts BEFORE the forty-five (45) minute mark, a normal best of three set will be played. If the fifth set starts after the forty-five minute mark, a single, sudden-death game will be played to determine the winner.

3. Please be honest when you get hit by a ball and remove yourself from the game immediately. Games are **SELF OFFICIATED**; however, we will have League Managers present to assist in making calls.

4. The League Manager's decision is FINAL – NO EXCEPTIONS. Team Captains are the only players who may approach the League Manager. This can only be done between games. Technical Fouls and Ejections will be issued to players at

any time for violating the rules or displaying unsportsmanlike conduct before, during, or after the game.

5. You must throw the ball to get someone out. **NO KICKING**

6. You **ALWAYS HAVE 5 SECONDS TO THORW THE BALL ONCE IT IS IN YOUR POSSESSION. POSSESSION WILL BE DETERMINED BY THE LEAGUE MANAGER AND DOES NOT NECESSARILY MEAN BALL-IN-HAND**.

7. Your team has 10 seconds to pick up the ball and an additional 5 seconds to throw it back across the court.

8. If the ball hits you, then hits the ground, you are OUT. If you hit someone in the head with the ball who is standing straight up and not attempting to dodge, you are OUT. The referee will issue warnings for high shots so keep the ball low (that's the strategy anyway, right?).

9. If you touch the floor of the other side of the center dividing line (the line is neutral) with any part of your body, you are OUT.

10. Technical Fouls and Ejections will be issued to players for displaying Unsportsmanlike Conduct before, during and after the 'Match.' A Technical Foul will result in removal from one 'Game' and your team will play one person down for the remainder of that 'Game.' If a player on your team is Ejected your team must play one player down for the remainder of the 'Match.' Please see the 'Technical Fouls' and 'Ejections' sections below. Teams/Captains should self-police their players to make sure their teammates are not putting themselves in a position to get ejected.

Ricochet Rule

If a ball hits someone on your team and then hits another player on your team before hitting the ground, the second player is ONLY out if he/she made an effort to try to catch the ball. (If he/she does catch the ball, then neither he/she nor the first person that got hit is out, and the person who threw the ball from the opposing team is out.) That is, if it hits somebody and then accidentally hits another player when he/she is not looking, that other player is to remain in the game.

***If the first ball is thrown, hits you and ricochets into the air, then a second ball is thrown at you, you catch the second ball and the first ball hits the ground after you catch the second thrown ball, you are out and a player on your team comes into the game. The player who threw the second ball that is caught is out.

***If the first ball is thrown at you, hits you and ricochets into the air, then a second ball is thrown at you, hits you then the floor and the first ball is caught by a teammate, you are out and a teammate comes in. The player who threw the ricocheted ball that is caught is out.

***If the first ball is thrown, hits you and ricochets into the air, then a second ball is thrown at you, you catch the second ball and the first ball is caught by a teammate, both players on the opposing team who threw the first and second balls are out and two of your teammates come in.

End of Game

In the case of a 1v1 scenario: If a ball dies on one side of the court (i.e. stays dead for 10 seconds), the referee will throw the dead ball out. The players will have EXACTLY 5 SECONDS AFTER THE BALL ENTERS THEIR SIDE OF THE COURT to throw it back across (much like the beginning of the game). If they don't get it back over within 5 seconds, the ball is forfeited to the other side. If that player doesn't get it back within 5 seconds, the ball is forfeited to the other side once again. If this player doesn't get the ball back within the 5 seconds, he/she is called out and the game is over.

In the case of a 2v1, 3v1, 4v1, etc. scenario: If a ball dies (10 seconds of laying still) on the side of the team with one player left, the referee will give that ball to the other team. He will continue to do this so long as the team with one player decides not to throw the ball.

Spirit of The Game

This is the most important rule in **ADULT RECREATIONAL AND COMPETITIVE SPORTS.** Competitive play is important, but never at the expense of following the rules, respecting other players, respecting the bar/facility, and having fun!

Playoffs

1. The playoffs begin the week after all regular season games have been played.

2. The top four teams with the best records will advance to the playoff rounds.
    a. Additional teams may be added to the playoffs for larger sized leagues.
3. Tie-breakers will be decided as follows:
    a. Total standing points
    b. Point Differential
    c. Head To head
    d. Coin Toss