

Carol Stream Park District Adult Dodgeball League Rules

2022

OBJECTIVE

To provide an opportunity for interested persons to play organized Dodgeball. Fair play and sportsmanship are the responsibility of every player AND captain.

ELIGIBILITY

Players must be at least 16 years of age at the team's first scheduled game. All players must have their names, home addresses, and home phone numbers on the team roster/waiver form BEFORE they can participate in any Carol Stream Park District game.

CAPTAINS' RESPONSIBILITIES

1. All captains 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. It is the captains' responsibility to make sure all league fees; roster and waivers are in and paid.
3. All captains are expected to inform their players of scheduled games, schedule changes, make-ups, and standings.
4. Captains are responsible for notifying the Park District of a change of address and/or phone number and email address.
5. Team captains are responsible for the conduct of their team members and any team spectators. Please note the captain may receive the same suspension as any player on his or her team.
6. Only team captains are to discuss a disagreement with an official.
7. If it is known that the captain will be unavailable during a certain period of time, it is the responsibility of that captain to call or email the Athletic Supervisor and submit another contact name, if other than the assistant captain.

LEAGUE ROSTER/WAIVER

1. **Rosters are due before the team's first scheduled game!** Any team, which does not turn in a roster before their first game, will **FORFEIT** the game. Rosters will be filled out online on our website. Last minute additions will be able to add during the game on a hard copy roster, but then must fill out online roster. No changes to the roster will be allowed after midseason unless approved through the Athletic Supervisor.
2. Players must be 16 years of age or older (unless spoken with supervisor) as of the first scheduled game.
3. Roster maximum of 12 players.
4. There may be random roster checks starting week 3. So please make sure everyone on your team brings their ID. **NO ID, NO PLAY**. Each week will have at least 1 or 2 games roster checked prior to game time. Both teams will be roster checked.
5. A player may only play on one team in the league. If a player is on more than one team's roster, he will be declared ineligible for both teams.
6. Any team giving false information on a roster shall be dismissed from the league without any money being refunded.
7. All players must have a photo I.D. at all games to verify that they are a rostered player. Teams may request a roster check prior to the game time. If that player does not have a valid ID and the team

cannot prove he/she is on the roster, that player will not be allowed to participate. Roster protests must be made prior to the first whistle.

SCHEDULES

1. The Carol Stream Park District reserves the right to change and/or adapt all dodgeball schedules in any way necessary to operate the league with proper notice to the team captain either in writing or by phone.
2. Anytime there are make-ups, rescheduling, rainouts, playoffs, etc., they will be scheduled at the convenience of the Park District facilities and staff. Re-scheduled games will take place wherever the games will fit (most games, but not all will be put at the end of the season). Schedules will be updated on the web page, and given to captains at the soonest game.

RULES

1. NADA Rules apply except where Carol Stream Park District made adaptations.
2. Each match will consist of an 8 game series where all games will be played. Each game will have a time limit of 3 minutes and 30 seconds.
 - a. There will be one practice game prior to each match starting for week 1 only. Starting week 2 there will be no practice games.
 - b. Each match will only be allowed two time outs, and that is when the substitution can take place.
3. Home team will have first choice of side of court for the 1st game. Once chosen every game after that will alternate sides.
4. No squeezing of the balls will result in being called out. Warnings will be issued, but then called out.
5. No kicking the dodgeballs; if during game will be called out, but if not during game will sit the following game, and your team will play down a player, which will be played 5 on 6.
6. When games get down to 1 on 1, players can cross the mid court line to the opposing team's attack line.
7. Any person that is out of bounds during a game; including players on team cannot touch a ball that is inbounds. If touched that ball must be sent to the other side.
 - a. All balls must be in play, and no player outside field of play may hold onto a ball. Players may retrieve balls out of play, but must immediately put back into play. If not completed will result in losing that ball to the opposing team.
8. When there are 3 or less players with any player deficit a ball must go across the attack line on the fly and must stay in within the boundary lines. If not followed play will stop and an additional ball will be brought over to that side.
9. If a ball hits you, and a teammate catches the ball before it hits the ground/wall, neither you nor the player who threw the ball will be out. The game will continue with all players involved still "alive."
10. For every catch the first player to get out can come back in. (ex. If a team has 3 players and 2 of those players catch a ball the first and second player to get out can come back in). Catches do not carry over if your team has 6 players "alive." The player must come in through the back around the cones.

Substitutions

1. Substitutes may only be used 1 time throughout an 8 game match and in tournament play. The amount of players allowed in during your substitution will up to 6 players, but only for players that are still “alive.”

Burden

1. Burden ball is one ball different color than the other 5 balls on court.
2. Burden ball will always have placement on the right side (side closest to the wall) of the court during opening rush.
3. Burden ball determines which team must throw, and must be thrown within 10 seconds.
 - a. The countdown will be determined by the official, and is initiated once the burden ball is in play.
4. Burden ball is determined by the team holding even or majority number of balls.
 - a. For instance, if a team has all six balls, it must clear three balls – one of which is the burden ball to relieve your teams’ burden. Then opposing team is now on the 10 second clock to get rid of burden ball.
 - b. If your team has 3 balls plus burden ball it will be wise to throw the burden ball first so you don’t have to throw an additional ball.
 - c. Team must make an attempt to throw or roll towards the opponent past the attack line.
 - d. Burden ball rule does not apply if you are not holding even or majority.
 - e. If 1 player left, and that team holds the burden the clock will restart with every ball that goes past the opposing teams attack line.
5. Failure to get rid of the burden ball within the 10 second clock will forfeit all balls to the opposing team.

Overtime

1. First overtime – Will consist of 3 players on each side with each player holding onto a ball inbounds. First overtime games will be 1 minute, and first to get out loses.
2. Double overtime – Will consist of 3 starting players on each side with each player holding onto a ball inbounds. Double overtime games will be 1 minute in length, and first to get out loses.
 - a. Every 15 seconds another player may enter the game through the back court, until it is played to the max 6 on 6.
3. Burden ball does not come into play in overtime.

STANDINGS

1. Standings will be updated weekly on the website. (www.csparks.org)
2. Standings are calculated by 1, highest winning percentage.
3. Point system: 1 point for each “man” left standing.
4. Tie Breaker Policy for playoff seeding will be the following procedures, in order, until all ties are broken:
 - a. Head to head competition between the tied teams (most games won) (Team MUST beat all other teams tied in standing to with this tie-breaker).

- b. Any team with a forfeit during the regular season will automatically lose all ties even for the head to head tie-breaker.
- c. Point Differential for the entire season.
- d. Least points allowed for the entire season.
- e. Strength of schedule if not all teams have played each other.
- f. Coin flip

FORFEITS

1. **If a team fails to have at least 4 rostered players by game time, or after the 5-minute grace minute**, the game will be awarded to the opposing team. Once a referee declares a game forfeited, the game cannot be played. If a team forfeits 2 games, they will not be eligible for the post-season tournament. **Please carry enough rostered players to not forfeit during the season.** Will result in losing all games, and scoring will be 2 points for each game to the other team.

PROTESTS

1. There will be no protests all referee decisions are final.

POST SEASON PLAY - TOURNAMENTS/PLAYOFFS

1. A post-season tournament is conducted at the end of the league play. League standings determine the seeding of each team in the tournament.
2. Regular season and post season tournament awards will vary.
3. Several games may be played in succession, which is common in tournament play.
4. Tournament rules will be the same as regular season rules, unless noted.

GENERAL INFORMATION

1. If you have any questions regarding the league, please contact the Park District at (630) 784-6100.
2. The Carol Stream Park District and the Village of Carol Stream ordinances prohibit any alcoholic beverages on Park District property. Players and captains are subject to game suspensions and/or team forfeitures. Teams will be held responsible for fans.
3. Any player under the influence of alcohol, or mind-altering substances, will be ejected with a suspension for the next game as well. The captain will also be ejected for the remainder of the game.
4. Teams are reminded that the Carol Stream Park District does not carry insurance covering injuries incurred while participating in the Carol Stream Park District Dodgeball League.

