

## WAKA Dodgeball Rules

### **Rule 1 – The Basics**

1. Matches last 50 minutes
2. The team who wins the most games in that 50 minute period wins the match
  1. A game is won when one team eliminates each of the other players on the opposing team
3. Teams switch ends of the Court at 25 minutes.
  1. The switch takes place at the start of the first game to begin after 25 minutes
4. There must be at least four female players and four male players on the floor at the start of each game
  1. Players cannot sit out games unless: (a) They are injured; (b) They are serving a game misconduct; (c) The team has more than 20 players present; or (d) They arrived during an active game.
    1. If a player sits out a game for a reason not included in Rule 1.2.1, they may not re-enter for the duration of the match.
    2. If a team requests that or is found to have instructed a player to sit-out a game for any reason not delineated in Rule 1.4.1, that team forfeits that game (though not the entire match). This is a judgment call left up to the discretion of the head referee and the league's CSR.
  2. If a team does not have at least four males and at least four females ten minutes after the scheduled start time, they shall receive a paper forfeit with a final score of 12 – 0
    1. For every four minutes at the start of a match before the ten minute forfeit penalty that a team does not have at least four males and at least four females, it will forfeit a game
5. Games are played with seven balls
6. There can be a maximum of twenty players on the floor for each team at the start of each game.
  1. Any additional players from the team's roster must sit out so that no more than 20 players are on the court at any time during a game
    1. No player may sit out two games in a row unless it is for a reason delineated in Rule 1.4.1
    2. No player may sit out more than one out of every three games unless it is for a reason delineated in Rule 1.4.1
    3. No team may play with substitutes unless it has less than 20 players present from its active roster
    4. No player on a team's active roster may sit out a game in favor of a substitute player for a reason other than one delineated in Rule 1.4.1
  2. A team that violates any of Rules 1.6.1.1 – 1.6.1.4 will forfeit each game in which such a rules violation occurs
7. At the start of each game, team captains shall present to the head referee a roster listing all active roster players present or expected to be present and identifying all subs

1. Active roster players MUST play in their WAKA issued team shirt. Subs may not play in WAKA issued team shirts

## **Rule 2 – Getting Out and Getting In**

### **2.**

1. Players are out if any of the following occur:
  1. They get hit by a thrown ball, or a deflected ball, before it hits a wall, the ceiling or the floor
    1. If a ball deflects off of a teammate or a ball and hits a player before it hits the wall, the ceiling or the floor, the second player hit is also out
      1. Accordingly, one thrown ball can potentially eliminate numerous opposing players
  2. They throw a ball and it is caught by the opposing team before the ball hits a wall, the ceiling or the floor
    1. If a player throws a ball, it hits an opponent, and on a deflection another opponent catches the ball before it hits the wall, the ceiling or the floor, that player hit with the ball is not out and the player who threw the ball is out
    2. If a player catches the ball and either or both of their feet land out of bounds while catching that ball, the player who threw the ball is not out, nor is the player who caught the ball
  3. They step over or on the half-court line
    1. A player is not out until she or he steps on or over the half-court line. Accordingly, a player may jump from her or his side of the court, throw the ball while in the air above the half-court line or on the other side of the court, and is out once her or his feet touch the ground on or over the half-court line. This play is colloquially known as a “suicide” and is within the rules of the game.
  4. They purposely step completely out of bounds with both feet
    1. If a player is carried out of bounds by his or her momentum while trying to catch a ball, that player is not out
    2. If a player steps out of bounds with both feet as a result of their momentum while trying to dodge a ball, they are out
  5. If the player drops a ball they are holding as a result of that ball being hit by a thrown ball
    1. If a player catches a ball and, in the process, drops another ball, the player who threw the ball is out, a player from the catching players team in the outline re-enters the game, and the player who dropped the ball is out
2. When a player is out, they have five seconds to exit the court.
  1. If they intentionally attempt to deflect balls in play while going out of bounds, they are in violation of Rule 2.2
  2. The clock starts running as soon as a player is hit and/or called out
  3. Three violations of Rule 2.2 by any team in a single game results in that

game being forfeited

3. When a player is out, they are to enter the outline in the order that they went out. The first player eliminated goes to the front of the outline, the second player eliminated goes to the second spot, and so forth.
  1. The outline is to form out of bounds running perpendicular to the half-court line on the team's own side of that line, with the front of that line positioned at the back corner of the court
  2. If a team is caught "line-jumping" – if players cut in the outline – the team forfeits the game in which they are caught doing so
4. When a team catches a ball in the air before it hits the wall, the ceiling, or the floor, the first player in their outline returns to the game as an active player
  1. A player can only re-enter the game if she or he is actually in the outline. If a catch is made before an eliminated player actually reaches the outline, they may not return to the game

### **Rule Three – Starting Play**

3.
  1. Team captains must present their rosters to the head referee and Rochambeau (rock-paper-scissors).
    1. The team that wins the Rochambeau has the option of selecting ball control or their choice of sides for the start of the game
    2. The team that loses the Rochambeau gets their choice of sides if the winning team elects for ball control, or obtains ball control if the winning team selects its side
    3. In the playoffs, the team with the better seed has the option to pick their side or to elect for ball control
  2. Balls are placed on the half court line
    1. The team that wins ball control has four balls on its right at the half-court line. The other team has three balls on its right at the half-court line
    2. Ball control at the start of the game alternates every other game thereafter
  3. At the referee's whistle, players can run up and retrieve balls on their right at the half-court line
    1. Teams can run to their left, but cannot touch or retrieve those balls
      1. If any players touches a ball on his left at the start of the game, a false start penalty is called
      2. After a false start, the team that commits the violation loses a ball from its side, that ball is placed on the other side, and the start is attempted again
  4. Ten feet behind the half-court line is the marked "clear line"
  5. Balls may be played once the ball itself crosses the clear line
    1. If a ball is thrown before it passes the clear line, any player hit by the ball is not out
      1. If the ball is caught, the player throwing the ball is out
  6. Players who arrive during a game cannot enter an active game. They can enter the next game

that commences after their arrival

7. When a player is out, she or he may only touch balls that are fully out of bounds on their side of the half-court line. Should they be able to retrieve such a ball, they may roll it into play

#### **Rule 4 – Ball Control**

4.
  1. No team may maintain possession of a majority of the balls (greater than three (3) balls) for longer than 15 seconds
    1. A team loses possession of a ball when it crosses the half-court line
      1. If a team throws a ball across the half-court line, and in so doing yields possession of a majority of the balls, should that ball return to its side of the court on a deflection either off of a player or the back of the Court, the 15 second clock restarts
      2. While teams may roll balls across the court, they may not place balls directly over the half-court line
        1. Should a team place a ball directly over the half-court line, the head referee shall kick the ball to the other side of the court
      2. A team with 4 balls in possession must throw 1 ball to comply with this rule; 5 balls requires throwing 2; 6 balls requires throwing 3; all 7 balls requires throwing 4 balls
    2. At ten seconds, the head referee should commence a ten second count
    3. Should a team fail to yield ball control in 15 seconds, play stops and all balls must go to the other team on the other side of the court

#### **Rule 5 – The Clock**

5.
  1. The clock shall run continuously from the start of the match until its conclusion
  2. The referees shall stop the clock for each of the following
    1. If there is an injury on the court
    2. If necessary, in the referee's discretion to discuss any questioning of the rules
    3. In the event of a power outage, a natural disaster, a safety risk (water on the floor, an itinerant interloper, etc.), or other acts of God or man or beast that put player safety at issue
    4. To enforce any discipline or conduct issues, including those addressed in Rule 6 below
    5. For any other reason necessitating game stoppage at the sole discretion of the referees
  3. Each team has one timeout per match
    1. Only captains can call timeouts
    2. During a timeout, captains who are in the outline may return to the court to confer with players who have not been eliminated from that game

1. All other players presently in the outline may not re-enter the court of play during timeouts
3. Timeouts last 90 seconds
4. The match ends when the 50 minute game clock expires, regardless of what is taking place during the current game
  1. Matches may end in ties
  2. Should a playoff match end in a tie, a sudden death overtime game lasting no more than four minutes shall take place within two minutes of the end of the last game. Each team may play their sudden death overtime game with five male and five female players. The game will either end upon the complete elimination of one team or upon the expiration of four minutes. Should the game proceed to four minutes without one team being completely eliminated, then the team with the most players remaining in at the end of four minutes shall win. Should both teams have the same number of players remaining, the team with the better regular season seeding shall win.

#### **Rule 6 – Conduct / Referees**

6.
  1. No less than two and no more than four referees shall administer all WAKA dodgeball matches
  2. Players are responsible for self-regulating – if a player gets hit by a ball, it is her or his job to go out. If a player throws a ball that is caught, crosses the half-court line, goes fully out of bounds, and/or drops a ball when it is struck by a hit ball, they should go out.
    1. If a player sees a teammate get hit, they shall let them know that they are out.
  3. If a referee sees a player get out, they shall call that player out if and only if the player does not go out on their own
    1. Players must go out if called out by the referees
  4. Only captains may talk to referees
    1. CSRs and any other league players assigned responsibilities of overseeing conduct – i.e., the League Board President or the League Board Rules Chair – may speak with referees to clarify the interpretation of rules, discipline, and game conduct at their discretion
    2. If any player other than a captain speaks with the referees, they shall be given a warning. If the communication persists, if it is overly aggressive in the sole opinion of the referee, or if it is the second time the same non-captain has approached a referee, she or he shall be issued a yellow card.
  5. In addition to the reasons set forth in Rule 6.4.2, Yellow Cards shall be issued for:
    1. Aggressive and hostile conduct towards players of the opposing team
    2. Players refusing to leave the court when they are called out
    3. Conduct unbecoming of a sportsman or sportswomen (superfluous profanity, taunting, etc.)
  6. If a player is hit in the head – if it is a “head shot” – neither the player who threw the ball, nor

the player hit by the ball is out

1. If a ball is deflected into a player's head, that player is out
  2. The head includes the neck, but does not include the shoulders, the hands, or the upper chest
  3. If a player is on the ground or has at least three points of contact with the ground (i.e., two feet and a hand) Rule 6.6 does not apply and the player hit by the ball is out
  4. If a player intentionally "heads" a ball, Rule 6.6 still applies
7. If a player repeatedly throws high resulting in a great probability of "head shots," that player shall be issued a warning. If high throws persist from that player, a yellow card shall be issued.
  8. If a player is issued a yellow card, she or he has to leave the current game, may not re-enter the current game, and may not play in the next game.
    1. If a team has more than 20 players present, it must play the next game down a player with only 19 players
  9. If a player is issued two yellow cards, they shall automatically be issued a red card
  10. Red cards may be issued for egregious violations of any rule at the discretion of the head referee
    1. Examples of such conduct include fighting, crossing the center line to approach a player on another team, approaching referees in a hostile and aggressive manner
  11. All red cards are subject to the immediate review of the CSR and/or League Board President
  12. If a player receives a red card, she or he is expelled from the match
    1. That player's team must play the remainder of the match down a player
    2. That player may be suspend from her or his team's following match at the discretion of the league's CSR

### **Rule 7 - Substitutes**

7.
  1. Any team with less than twenty players from its active roster present for a match may play with substitutes
  2. To be eligible to play, substitutes must pay \$10 per match and must sign a waiver
  3. No player may substitute for more than three matches for any team during any given season
  4. Substitutes will not be allowed to play in the playoffs without the previous consent of the league's CSR
  5. If a team is found to have instructed players from its active roster to sit out in favor of playing substitutes, that team will receive a forfeit of that team's match at a score of 15 – 0

### **Rule 8 – Standings and Playoffs**

8.
  1. Teams shall receive 1 point for a victory, 0.5 points for a tie, and (-)1 point for a tie.
  2. Standings tie-breakers shall be determined in the following order:
    1. Head to head record
    2. Games lost
    3. Differential between games won and games lost

**4.** Coin flip