



Department of Parks and Recreation
215 Church Ave. Room 303
Roanoke, Virginia 24011

City of Roanoke Adult Dodgeball Tournament 2018 Bylaws

I. Purpose

The purpose of Adult Recreational Athletic Leagues and Tournaments is to promote well organized sports designed to improve the players' skills, enhance the players' knowledge of the game and encourage positive sportsmanship. Although athletics is competitive by nature, the City of Roanoke Parks and Recreation emphasizes the health, welfare, ability, and enjoyment of each individual participant or fan.

II. Registration

1. Team entries must be filed with the Department of Parks and Recreation by the registration deadline.
2. The entry fee provides for court monitors and general expenses of the tournament. No refund will be given after entry has been made unless the program is dissolved.
3. **Team rosters must be completed and handed to a P&R staff member by the tournament's first game.** The roster must be signed by each player.

III. The Team

1. **Teams will be made up of 6-12 players.** Six players will compete on a side. Players may not be substituted once the 5 minute time clock has begun.
2. Co-ed teams must play a minimum of 2 females each 5 minute game.
3. During games, players will not be allowed to wear gloves, tape or any other object that may aid in catching or throwing the ball.
4. **After all rosters have been turned in before the first tournament game is played, no other team member can be added to the team.**

IV. Behavior

1. Drinking of alcoholic beverages on City property by any player or team personnel is prohibited before, during, or after a game. Penalty will be banning of player and/or team from the tournament.
2. Threats or assaults on any Recreation Department personnel or court monitors will result in that person being ejected from the tournament. Additional criminal charges may be filed against any person involved in this type of behavior.
3. Any profane, abusive language or arguing with a court monitor, players or spectators will not be tolerated. Such action will result in that person being ejected from the tournament.
4. Fighting among players before, during, or after a game, or on City property will result in being banned from the tournament and other adult athletic programs.
5. Criticizing a player from another team will not be tolerated and may result in being ejected from the tournament.

V. The Game

A team must have at least six (6) players to start or the game will be forfeited. If a co-ed team does not have a minimum of 2 females available at the beginning of each game, coaches must agree to continue to play without protest. **If both coaches agree to continue play, the team without enough females must play with the same number of missing males. (ex. A team only has one female available, therefore, must take one male away and play with four members.)**

A coin will be flipped and the winning side's captain will get to choose which side of the court his/her team would like to start the match.

The object of the game is to eliminate all opposing players by getting them "OUT". Players are considered "OUT" if:

1. Hit with a LIVE thrown ball below the shoulders (clothing included).
2. Opposing player catches your LIVE thrown ball before it touches the ground.
3. Step on or over the center line.
4. Attempt to block opposing player's ball and drop your defending ball.
5. Attempt to block opposing player's ball and your hand is hit with the LIVE thrown ball. (Must block with all ball)
6. Step on or out of court boundary lines when not retrieving a ball.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other items outside of the playing field (wall, ceiling, etc.)

*If you catch a LIVE thrown ball, the **first** person that got out from your team may re-enter the game. You must re-enter through the end-line ONLY.

BOUNDARIES: During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. Note: Players not in the playing area are not allowed to touch any ball that has rolled out of boundary lines.

THE OPENING RUSH: Game begins by placing 6 dodgeballs along the center line. Players then take a position behind their end line. Following signal by the official, teams may approach the centerline to retrieve the balls **without stepping on or crossing the half court line**. This signal officially starts the contest. Once a ball is retrieved, **it must be taken behind the attack-line** before it can be legally thrown.

TIMING AND WINNING A GAME: The first team to legally eliminate all opposing players will be declared the winner. A 5 minute time limit has been established for each game, and a match will consist of 5 games. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1 minute sudden-death overtime period will be played with three (3) players and two (2) dodgeballs. If less than three (3) players are standing at

the end of regulation, players must be added. Team captains will choose who from their team will enter the game. With each overtime period, an extra player will be added to each team until the maximum of six (6) is reached. **Whichever team wins best 3 out of 5 games will take the match and proceed to the next round of the tournament.**

5-SECOND VIOLATION: In order to reduce stalling, a violation will be called by the court monitor if a team controls all six balls on their side of the court for more than 5 seconds.

RULE ENFORCEMENT: Rules will be enforced primarily by the "honor system". Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor. The court monitor's responsibility will be to rule on any situation in which teams cannot agree or when players fail to abide by the "honor" system. **THE COURT MONITOR'S DECISION IS FINAL - NO EXCEPTIONS.**

VII. Blood Policy

The following steps must be taken for any player that is bleeding during a game.

1. Bleeding must be stopped.
2. Open wounds must be covered.
3. Clothes that have gotten blood on them must be changed.

VIII. Weather Conditions

1. In case of inclement weather, a message will be placed on the Weather Hotline regarding the cancellation of games. You may call the Hotline at 853-1196, after 10:00am to find out if games are being played.