

**Palatine Park District**  
**Falcon Park Recreation Center**  
**Adult Co-Ed Dodgeball league; Prog. # 5121-3**

**Overview**

The Falcon Park dodgeball League will run from October 5<sup>th</sup> – December 2<sup>nd</sup>. Each team will play three matches a week. Rankings will be based on the number of games won during the season. Games will run from 5:30-7:30. The league is a recreational dodgeball league, however good competition and good sportsmanship are encouraged at all times.

**Teams, Players, and Subs**

- Each team should have a minimum of 6 players and a max of 10.
- Teams of 6-7 people must have at least 3 women on the roster; teams of 8-10 people must have at least 4 women on the roster.
- All games must start play with at least 2 women per side
- All players must be 18 years of age or older.
- Six players will compete per side at one time; all other players will be available as subs.
- Substitutes can only be made in between games, matches, during time outs, or in case of injury.
- **No roster changes can be made after the first game.**
- **The roster must be complete and turned in with the registration form by the end of the day Monday September 6<sup>th</sup>.**

**The Game**

- All matches will be played on a volleyball court using the center line to split the courts and the attack line to mark where balls can be thrown from.
- The only balls that shall be used in this league will be gatorskin foam dodgeballs.
- The object of the game is to eliminate all opposing players by getting them “out”
  - Outs are caused by:
    - Hitting an opposing player with a live thrown ball below the neck
    - Catching a live ball thrown by your opponent before it touches the ground
      - A “live ball” is a ball that has been thrown and has not touched anything, including walls, ceilings, floor/ground, another ball, another player, an official, or any other object outside the playing field.
- During play all players must remain within the confines of the court. Players may only leave the court to retrieve stray balls but **MUST** exit and enter the court from the end/back line.
- Each game begins with all dodgeballs spaced out evenly along the center line, having three to one side of the center and three to the other side. Players then take up positions behind the end line of their half of the court. Following the official’s signal teams may approach the centerline to retrieve the balls. This signal officially starts the game/ teams may only retrieve the three balls on **THEIR** right hand side of the court.

Once a ball is retrieved it must be taken behind the attack line before it can be legally thrown.

- The first team to legally eliminate all opposing players will be declared the winner. A five minute time limit will be used for each game. If neither team has been eliminated after five minutes, the team with the greater number of players shall be the winner. If it is a tie after five minutes, sudden death shall take place in which the remaining players shall continue play. The first team to eliminate an opponent shall be the winner. There will be a one minute break between games.
- Each team will be allowed one thirty second time out per game. At this time a team may substitute players into the game.
- In order to reduce stalling, a violation will be called if the team in the lead controls all six balls on their side of the court for more than five seconds. This also applies to tied teams, so make sure you throw the balls quickly.
- During league play, 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. Any disputes shall be brought to the supervisor's attention. **THE SUPERVISOR'S DECISION IS FINAL.**

#### Forfeits

Any team who cannot field 6 roster players can choose to either forfeit the game or play short handed. If all players are not present within five minutes of the start of a match, then the first game of the match shall be played short handed. Teams will not be allowed to use their time out to add a late player but must wait until the next game of the match.

#### Protests

- Protests must be submitted to the Falcon Park Assistant Manager by **noon the day after the game in question.**
- Protests on judgment calls (fouls, buzzer beaters, etc.) **will not** be entertained. Only protests on the interpretation of a dodgeball rule or game play rule will be heard.

**There will be a mandatory captains meeting on Tuesday September 28<sup>th</sup> at 8pm at Falcon Park.** If you have any questions please contact Louis DeAvila, Falcon Park Assistant Manager, at any time, 847-202-5111 ext 306. If at any time you have any concerns or comments about the league please feel free to call or email Louis at [ldeavila@palatineparks.org](mailto:ldeavila@palatineparks.org).