RECESSTIME
DODGEBALL
RULES

Updated January 2009

RECESSTIME SPORTS, LLC
**Code of Sportsmanship**

As an adult dodgeball player, it is your personal responsibility to never allow yourself or your teammates to cross that line between fun competition and unsportsmanlike behavior.

**PLAYER’S CODE OF SPORTSMANSHIP**

1. Dodgeball is a self-regulated game that relies on the Honor System. If you are Out, you are expected to raise your hand and go out without anybody else telling you to do so.

2. If one of your teammates is Out (knowingly or not) and does not go out, it is your responsibility to tell them to do so.

3. Referees are provided to rule on unclear plays, settle disputes, keep the game moving and ensure player safety. While they will at times let you know if you are out, a lack of call by a Referee does not remove your obligation to abide by the Honor System.

4. Players must treat their fellow dodgeballers, Referees and spectators with respect and courtesy. Personal and malicious remarks directed at anybody in the dodgeball community, obscene or otherwise, at any time during game play, have no place in our game.

5. Players must respect the authority of the Referees to regulate the game and abide by their decisions. Referees’ decisions are final.

6. Team Captains must be the only players that address concerns to Referees and League Officials. They are expected to do so in a courteous and respectful manner, and to confine their discussions to interpretations of the rules and not challenge Referees’ decisions regarding judgment.

7. Players must refrain from any action that might arouse fellow players or spectators to unsportsmanlike behavior.

8. Players are expected to comply wholeheartedly with the intent and spirit of the rules. Deliberately attempting to violate the rules is indefensible.
SECTION 1:
The Game, Teams, Equipment, Playing Court, and Personnel

1.1 THE GAME
Dodgeball is a game made up of two teams of eight players each. The objective for both teams is to eliminate all players from the opposing team. A team wins a Game when they have eliminated all players from the opposing team. The team winning the most Games played during a 40-minute contest will be declared the Match winner.

1.2 TEAMS AND PLAYERS
1.2.1 All players must be at least 21 years of age prior to participating in any Match and must be registered and in good standing with Recesstime Dodgeball (herein: the “League”), which is operated by Recesstime LLC.
1.2.2 If a team uses a player who is not registered and in good standing with the League, they will forfeit that Match, even if the ineligible player played for as little as one game.
1.2.2.1 In addition, for EACH ineligible player used in any match, that team’s captain will receive a red card and will have to sit out (with his/her team playing shorthanded) as many matches as red cards accumulated, whether the captain remains on the same team or moves to another and whether or not the captain remains a captain. The requirement to play shorthanded travels with the player. The player's new team (once eligible and registered) will be required to serve any red card suspensions, including the team playing shorthanded.
1.2.2.2 In addition, any ineligible player who participates in any match or league sponsored event, including attending events during a suspension, will accrue a red card for each violation.
1.2.2.3 The Board may review any suspensions and may adjust the suspension (to more or less time).
1.2.3 Teams shall consist of between 8 and 15 rostered players.
1.2.4 Each team may play up to 8 players in each Game, but must play a minimum of 3 men and 3 women at the start of each Game (the “3/3 Rule”).
1.2.5 Only players who are on the court at the start of each Match are allowed to play in that particular Game.
1.2.5.1 Exception: In a case of in-Game injury, another rostered player from the same team and of the same gender may substitute mid-Game for the injured player.
1.2.6 Teams may substitute rostered players between games.
1.2.7 During the regular season a team must have at least 3 players from its roster to begin a match, and must also satisfy the 3/3 Rule (by using either its own players or substitute players who are registered in good standing with the League), otherwise a forfeit will be recorded.
1.2.8 Substitutions are not allowed for the purpose of fielding the full 8 allowable players.
1.2.9 Each Game and/or Match in which a team fails to meet the 3/3 Rule OR uses an illegal sub shall be ruled a forfeit in favor of their opponent.
1.2.10 During the playoffs, teams must only use players on their roster.
1.2.10.1 Teams may add any player (including players registered for other teams) who is in good standing with the league to their roster up until the beginning of the team’s 8th Match of the season.
1.2.10.2 After the beginning of the team’s 8th Match of the season, only players that are not actively registered on another team’s roster may be added to their own roster.
1.2.10.3 No roster changes will be allowed after midnight on the night before the tournament.
1.2.10.4 For the playoffs only, teams may play in certain situations in violation of the 3/3 Rule without forfeit, but under the following requirements:
   i. If a team has only TWO members of one gender available, they may play with no more than FOUR members of the other gender in any given Game.
   ii. If a team has only ONE member of a gender available, they may play with no more than THREE members of the other gender in any given Game.
   iii If a team has NO members of a gender available for any Match or a Game within a Match, that Match or Game shall be ruled a forfeit in favor of their opponent.
1.2.10.5 Situations in which teams may play, during the playoffs, in violation of the 3/3 rule include all possible scenarios for being shorthanded (injury, work conflicts, double-dipping conflicts, etc) EXCEPT shortages due to player suspensions or Red/Yellow cards. Should a team fail to meet the 3/3 rule because of a suspension or Red/Yellow card, the Games/Matches served that force the team below the 3/3 minimum shall be declared forfeit losses.
1.2.11 All playoff games shall start as close to the designated start time as is possible, using the shortage rules in section 1.2.10.4 to avoid waiting for additional players to arrive.
1.2.12 Team Eligibility: teams that notch more than 2 forfeits in 1 regular season will not be eligible for the playoffs.
and will not be allowed to register the following season. The captain for such a team also cannot captain a team the following season. The Board may use its discretion to deem that extraordinary circumstances existed causing multiple forfeits by a team, and allow the team to participate the following season.

1.3 EQUIPMENT
1.3.1 Game Balls
1.3.1.1 RSL Dodgeball is played with 6 balls per Game.
1.3.1.2 The official ball used in game play will be an 8.5” Baden playground ball or equivalent
1.3.1.3 Only balls provided by the League will be allowed in play
1.3.2 Shoes
1.3.2.1 Players must wear non-marking closed-toe athletic shoes
1.3.2.2 Sandals and street shoes are prohibited
1.3.3 Uniforms
1.3.3.1 Teams must wear jerseys with player numbers on (a) the front OR (b) the left AND right sleeves.
1.3.3.2 In most cases, numbered team shirts will be provided by Recesstime.
1.3.3.3 Player numbers must be easily visible to referees.
1.3.3.4 If a permanent number is not printed on the front of the jersey, teams may use other means (i.e. tape, marking pens) to affix temporary numbers.
1.3.3.5 Players in violation of the policy will have until the 3rd week of the season to remedy the violation. 1.3.3.6 From the 3rd week forward, players in violation of the policy, based on the judgment of the referees, shall receive a warning and the immediate opportunity to remedy the violation. Should they continue playing in violation, they will receive one (1) yellow card for each game played after warning receipt.
1.3.3.7 Plastic kneepads must be covered with a non marking adhesive.

1.4 THE PLAYING COURT
1.4.1 RSL dodgeball is played on hardwood courts, with dimensions typically measuring approximately 36 feet by 48 feet. See diagram below.
1.4.1.1 Where a 36’x48’ court is not possible due to the spatial limitations of the playing facility, the court will be marked so as to come as close to those dimensions as possible.

The Dodgeball Court

1.4.2 “Attack” lines for each team shall be marked 6 feet from the center line.
1.4.3 “Out Queues” for each team shall be aligned with the respective teams’ baselines, and shall be on the same side of the court as the Out Queue of their opponent.
1.5 GAME PERSONNEL AND THEIR DUTIES

1.5.1 Team Captain
1.5.1.1 Each team shall identify one Team Captain to the Referees prior to the Match
1.5.1.2 Only a Team Captain may speak on behalf of their team to Referees and League officials
1.5.1.3 Team Captains are expected to address Referees and League officials in a respectful manner in keeping with the Sportsmanship Code, and are strongly encouraged to wait until times of play stoppage to raise any questions or concerns.

1.5.2 Referees
1.5.2.1 The League will provide two referees for every Match
1.5.2.2 Both referees will be positioned, during game play, at the center line.
1.5.2.3 Referees’ primary responsibilities are to serve as an arbitrator for difficult calls, start and maintain game flow, ensure safety of all participants and spectators, and enforce the Sportsmanship Code. It is the PLAYERS’ responsibility to remove themselves from games when Out – not the Referees’ responsibility to call them out.
1.5.2.4 Referees have the authority to issue yellow and red cards immediately before, during and immediately after any match they are officiating.
1.5.2.5 Timeouts.
1.5.2.5.1 Referees have sole discretion to call timeout if it appears a player hit in the head, or another otherwise injured player, needs a substitute, regardless of who has been called out on the play.
1.5.2.5.2 A restart, whether because of a head shot or another injury, or any other reason, should occur with each ball placed on the back line of whatever side it was on at the time the referee called timeout.
1.5.2.5.3 If a referee cannot determine what side of the court a ball or multiple balls were on at the time the timeout was called, those balls should be placed at center court for a rush.
1.5.2.6 All decisions made by Referees are final.
SECTION 2:
The Game – Its Beginning, Ending and Timing

2.1 PREGAME PROCEDURES
2.1.1 Prior to a Match, the Team Captains and Referees shall meet at center court for introductions and to decide the sides on which teams will begin play.
2.1.1.1 Teams shall have an equal opportunity to select the side on which they will start play. Should both sides wish to play on the same side, Team Captains will play Rock-Paper-Scissors, with the winner allowed the right to select their side.
2.1.1.2 During Playoffs, the higher-seeded team shall have choice of court sides. Should evenly seeded teams meet, choice of sides will be determined by Rock-Paper-Scissors.
2.1.2 Immediately prior to the start of every Game, six balls shall be placed on the center line such that three balls are on one half of the court and three are on the other half, as shown in the diagram below.

2.2 STARTING A GAME
2.2.1 Players will line up behind the baselines on their respective sides of the court.
2.2.2 A whistle from the Referee will signal the beginning of the game, at which time teams may approach the center line to retrieve the balls.
2.2.3 Teams may only retrieve the three rightmost (from their perspective) balls on the court
2.2.4 Once a ball is retrieved, the retrieving player must clear it behind the 6 foot attack line before it can be legally thrown. To be cleared, a player in possession of the ball must touch the ground behind the 6 foot attack line with any part of his/her body or with the ball. The ball can also be thrown or pushed behind the attack line.
2.2.5 If a ball remains on the center line for ten seconds after the initial referee whistle, it may be retrieved by either team – but must still be cleared as per rule 2.2.4 above.

2.3 BOUNDARIES
2.3.1 Stay in Bounds
2.3.1.1 During play, all players must remain within the boundary lines of the court. Players who fail to maintain physical contact with the court within the boundary lines for any reason will be declared out.
2.3.1.2 To be within the boundary lines, a player must have any body part touching the floor within the boundary line, although s/he may also have another body part touching outside of the boundary line.
2.3.1.3 The boundary lines themselves are “In” and part of the playable court
2.3.1.4 If a player controls a catch while maintaining contact with the court, then falls out of bounds after completing the catch, the catch will be valid AND the player who has left the court will be Out.
2.3.1.5 Jumping Exception: players can leave contact with the court by means of a jump, but their first contact with the floor must be within the boundary lines.
2.3.1.6 Mistaken Out Exception: should a player leave the boundary to return expeditiously to the Out Box, then be
judged to be Not Out by the referee, that player may return without being declared Out for the Out of Bounds infraction.

2.3.2 Ball Shagging
2.3.2.1 Active players may not leave the court to pick up an out-of-bounds ball.
2.3.2.2 To retrieve balls outside of the court, teams may use up to two Ball Shaggers.
2.3.2.3 Teams must provide their own Ball Shaggers, who may, but need not, be on the team’s roster.
2.3.2.4 Balls Shaggers must wear a different colored shirt from the active players, so as to avoid confusion about who is playing. Offenders will receive a team warning then a yellow card.
2.3.2.5 Balls Shaggers may not step or reach within the boundary lines for any reason. Should they do so, the offending team must forfeit a ball to the opposing team.
2.3.2.6 Ball Shaggers may not reach within the boundary lines to acquire a ball. Should they do so, the ball must be forfeited to the opposing team.
2.3.2.6 Ball Shaggers and players in the outline must stay on their team's half of the court. Unlike players on the court, they are not allowed to reach over the center line to collect a ball.
2.3.2.7 Ball Shaggers must immediately return balls into play without delay. For example, Shaggers may not hold onto balls or leave them out of play until their teammate is ready for a ball.

2.3.3 Center Line
2.3.3.1 For the purpose of this section, the Center Line shall be considered to extend infinitely in either direction of the actual marked Center Line on the court.
2.3.3.2 A player touching the opposing team’s area (in or out of bounds) will be called out
2.3.3.3 Players may lean into the opposing team’s area, but no part of the player’s body may touch the ground in the opposing side for any reason. Players that make contact with a ball that is in possession of an opponent will be declared out.
2.3.3.4 Players who cross into the opposing team’s side of the court while or just after throwing the ball will be called out and their throw cannot result in an opposing player being out (though it may result in a catch and player re-entry for the opposing team).
2.3.3.5 If a player is able to control a catch on his/her side of the court and then falls to the other side immediately thereafter, the catch is considered valid but the player is then ruled Out for having crossed the center line.
2.3.3.6 Players who cross into the opposing side after attempting to sink a Scotty Shot will be called out but the Scotty Shot remains a good Attempt (if it goes in then that team’s remaining players, but not the shooter, return to the game).
2.3.3.7 Players who cross into the opposing side prior to releasing a Scotty Shot attempt will be called out and the Scotty Shot attempt is no good.

2.3.4 Out Queue
2.3.4.1 When players are Out, they must proceed immediately to the Out Queue, a marked area adjacent to the court (see Section 1.4.1 diagram).
2.3.4.2 Players that are Out are to queue in order such that the first person to be Out is lined up nearest to his/her team's baseline.
2.3.4.3 Players in the Out Queue must stay in the Out Queue; they are neither allowed to leave the Out Queue to shag balls nor reach out (with their hands or feet) to interfere with a live ball that is in play (those in the Out Queue are NOT allowed to touch balls in play).
2.3.4.4 Those in the Out Queue must return any balls that enter the Out Queue to the playing area with out delay.
2.3.5 Returning To Play
2.3.5.1 Players returning to the court from the Out Queue must enter the court from the baseline.
2.3.5.2 Players must reenter the game in an expeditious manner.

2.4 GAME TIMING
2.4.1 40 Minute Matches
2.4.1.1 40-minute time limit has been established for each contest in regular season league play. Teams will play as many games as possible during that time.
2.4.1.2 The official 40-minute game clock will begin its countdown at the scheduled start time for the match, whether or not the two teams are ready to begin play.
2.4.2 Match Start Forfeits
Teams have 5 minutes at the beginning of the match to satisfy the 3/3 rule. If they fail to do so within that time, a forfeit will be recorded.
2.4.3 End of Matches
2.4.3.1 No Game will start with less than a minute remaining on the 40-minute game clock.
2.4.3.2 The winner of the last game, being played at the expiration of the 40-minute period, will be determined by which team has more players remaining on the court.
2.4.3.3 If each team has the same amount of players remaining at the expiration of time, a “sudden death” will ensue (see 2.4.3.4).
2.4.3.4 Sudden Death. When time is called in a match and there are an equal number of players remaining, sudden death ensues with a game restart (balls placed at center court) involving those players on the court at the end of regulation. The sudden death game is won by the first team to successfully eliminate one player on the opposing team. Scotty Shots are not allowed in sudden death.
2.4.4 Delay of Game.
2.4.4.1 Teams shall minimize game stoppage between and during games.
2.4.5.2 For every 2 minute game delay that occurs once a match has been started, the delaying team’s captain will receive a yellow card.
2.4.6.3 Should a team be judged to be intentionally delaying the start of a game, a red card may be issued to the offending team’s captain.

2.5 MATCH PROCEDURES
2.5.1 All matches will have an official timekeeper. The timekeeper will announce the remaining time at the twenty (20), five (5) and one (1) minute marks.
2.5.2 Teams will change sides during the regular season after 20 minutes have passed on the official clock.
2.5.2 In the playoffs, teams will change sides after every 2 games until one team has won 4 games.

2.6 GAME ENDING / SCOTTY SHOT
2.6.1 Games end when all players have been eliminated from one team.
2.6.2 “The Scotty Rule”
2.6.2.1 When a team has exactly one remaining player (all other players have been declared out), that player may try to shoot at the opposing team’s basketball hoop. If the shot is successful, all those in the out queue are freed from the out queue to return to the game.
2.6.2.2 While a player may begin shooting as soon as they are the final player, only players physically in the Out Queue at the time of a made shot may return to the game.
2.6.2.3 All returning players must enter the court from the back line.
2.6.2.4 A Scotty shot is successful if it hits a ball, backboard or rim before falling through the hoop. 2.6.2.5 A Scotty shot towards the opposing team’s hoop may NOT touch the ground, wall or ceiling.
2.6.2.6 Goal Tending
A player will receive a yellow card if they touch the net, rim or backboard at anytime. The referee shall declare a Scotty Shot good if a player on the opposing team interferes with the shot by touching the net, rim or backboard. In addition, a Scotty shot will be declared good if a player reaches through the net or rim to block the shot with either their body or another ball (the interfering player shall also be called out).
2.6.2.7 “Own Goal”
If, when the opposing team is down to their last player, a team sinks a ball in their own hoop – by accident or otherwise – it shall be declared a good Scotty shot for their opponent. Unlike Scotty shots from their opponent, Own Goal Scotties may hit off floors, ceilings, walls, or any other object.
2.6.2.8 Rapid Fire Scotty
2.6.2.8.1 A made Scotty Shot will count despite the shooter being hit by a ball between the release of the Scotty shot and it going in the basket. The shooter shall be out, but the rest of his/her team may return to the game.
2.6.2.8.2 A made Scotty Shot will count despite the shooter having another one of his/her balls caught by the opposing team while the Scotty Shot is in flight. The shooter shall be out, but the rest of his/her team may return to the game.
2.6.2.8.3 A made Scotty shot will count if a player makes a catch after releasing a shot.
SECTION 3:
Outs

3.1 THROW OUTS
3.1.1 A player is Out when an opponent throws a ball that hits the player before hitting anything else, and the player is unable to catch it before it touches the ground, wall, ceiling, another ball, or any other object other than a fellow team member.

Exception: See Head Shots, Section 3.4
3.1.2 A Save occurs if a player is hit by a ball, but after the hit, and before the ball touches the ground, wall, etc, a teammate catches the ball in bounds (as defined in Section 2.3.1). Neither thrower nor the hit player are Out and no Out players return to the game.
3.1.3 Players may deflect a thrown ball with a held ball and not be called Out. However, if the player does not retain control of the held ball (so that the ball touches the floor, wall or any other non-human object), he/she is Out. Players may be Saved by a teammate as per section 3.1.2 if they lose control of a held ball during deflection.
3.1.4 A ball that hits the floor and a player at the same time (a “Trap”) does not result in an Out. The referee should immediately communicate to both teams that all players are Safe.
3.1.5 Limbo: A player who has been hit by a valid out, but before the ball is dead (by hitting any non-human object), may attempt to cause outs (by throws/catches). Any such outs occurring during Limbo will only count if and when a player save or catch of the original ball occurs.
3.1.6 Pinching. “Pinching” is the act of squeezing in order to alter the flight of the ball when thrown or to gain a better grip on the ball. While holding a ball, players’ fingers must remain extended so as to “palm” the ball. See illustrations below. A player will be called out for pinching, whether or not the player has thrown the ball, while players hit out by a pinched ball will not be declared out. A pinched ball that is caught will still count as a caught ball.

3.1.7 Slapping / Punching. Slapping / punching the ball is the act of striking the ball with an open or closed hand or arm in an attempt to get a player out. This is NOT considered a valid throw attempt. Players caught Slapping or Punching the ball will first receive a team warning, with the referee’s discretion to issue cards for further violations.

3.2 CATCH OUTS / GAME REENTRY
3.2.1 A player is Out when an opposing player catches a ball they threw in bounds (as defined in Section 2.3.1) before it touches another player, the ground, wall, ceiling, another ball, or any other object.
3.2.2 Additionally, when a player makes a Catch, one player may return from their team’s Out Queue
3.2.3 Players must return to the Game in the order in which they got Out
3.2.4 Players must be in the Out Queue at the time of the Catch to be able to be caught back in.
Note: this rule also applies to Scotty Shots. A player must be in the Out Queue to be eligible to be returned via a successful Scotty Shot
3.2.5 Returning players must enter the court from the baseline, as explained in Section 2.3.5.
3.2.6 Players returning to the Game out of order, intentionally or not, may be subject to a Card
3.2.7 Trap: A ball that hits the floor at the same time as it hits the opponent’s body does not result in an Out or player return. The referee should immediately communicate to both teams that all players are Safe.
3.2.8 A player may make a valid catch resulting in an out while holding another ball as long as the two balls do not touch each other prior to or during the catch.
3.2.8.1 If the thrown ball touches the held ball prior to contacting the player, no players are out.
3.2.8.2 If the thrown ball contacts the player first, then hits the held ball (including using the held ball to complete the catch), the receiving player shall be ruled out.
3.2.8.3 If the thrown ball contacts the player and the held ball simultaneously, no players are out.

3.3 EXITING THE COURT
3.3.1 Players who are Out must expeditiously leave the court behind all remaining live players, indicate they are Out by raising their arm, then line up in the Out Box in the order in which they got Out.
3.3.2 If a player exits the court in front of live players in a way that is contrary to this rule, the referee shall issue a team warning, with the discretion to issue yellow cards to any player subsequently acting contrary to this rule.

3.4 HEAD SHOTS
3.4.1 A player that throws a ball (the “thrower”) that hits an opposing player (the “hit player”) above shoulder level will be declared out except for the following circumstances:
i. The hit player had another part of his/her body, besides his/her two feet, in contact with the floor (such as his/her knees, hands, or a ball that being held by the player) at the time he/she is hit in the head -- the hit player is declared out under such circumstances; or
ii. The hit player was already out, for example when already declared out and exiting the playing area or when in the out line.
3.4.2 Shoulder Level.
3.4.2.1 “Shoulder level” is the line that extends from the top of one shoulder to the top of the other shoulder, so that the thrower is declared out if any part of the ball hits the player above this line.
3.4.2.2 If the ball hits facial hair or head hair extending below the shoulders, the hit player will be declared out.
3.4.3 Head Shots and High Throw Warnings: a player throwing a head shot may also receive a High Throw Warning, Yellow or Red card, based on the actual height of their throw and whether they were previously warned. See section 4.3.9.
3.4.4 A Head Shot Doesn’t Nullify an Out. If a head shot occurs at the same time or just after a player is hit cleanly at the shoulder level or below by another ball, the thrower is out but so is the hit player (on account of the prior or concurrent clean hit).
3.4.5 Head Shot Can’t Cause a Fumble. A player hit in the head will not be called out if he/she drops another ball because of the head shot and will also not be called out for getting hit by a ball at the shoulders or below immediately after the head shot.
3.4.5.1 Referees have sole discretion to call timeout if it appears a player hit in the head, or another otherwise injured player, needs a substitute, regardless of who has been called out on the play.
3.4.5.2 A restart, whether because of a head shot or another injury, or any other reason, should occur with each ball placed on the back line of whatever side it was on at the time the referee called timeout.
3.4.5.3 If a referee cannot determine what side of the court a ball or multiple balls were on at the time the timeout was called, those balls should be placed at center court for a rush.
3.4.6 Intentional Head Placement. Referees have discretion to call the hit player out for intentionally placing his/her head in front of a thrown ball.
3.4.7 Intentional Head Hunting. Referees have discretion to call a player out (and issue a card as warranted) for intentionally throwing a ball at the head of any other player (in or out), a referee, or a spectator.
SECTION 4:
Additional Infractions – Slow Play, Interference, Sportsmanship Violations

4.1 SLOW PLAY AND POSSESSION
4.1.1 Players/teams will get official warnings for slow play.
4.1.1.1 Slow play warnings will be called if a player/team has, for 10 seconds, held/possessed a ball or balls without attempting to eliminate opposing players.
4.1.1.2 Once a slow play warning is given after ten seconds, the referee will begin a count down from 5 to zero. If at zero, a player is still in possession of the ball (as defined in 4.1.2), the player is out.
4.1.2 Possession
4.1.2.1 Each possessed ball has its own slow play count (although a player who picks up two balls at once only has to relinquish one within 15 seconds).
4.1.2.2 Dropping a ball (even to catch another ball), passing a ball to a teammate, or throwing a ball to the back of the court does not reset the count.
4.1.2.3 The player holding the ball, or nearest to it, when time runs out, will be declared out.
4.1.2.4 Possession does not necessarily necessitate physical contact with the ball. Balls in a player’s general vicinity can count as possession.
4.1.2.5 Players must make an effort to retrieve and throw stagnant balls.
4.1.2.6 For possession to be considered lost, the ball must physically cross the center line of the court.
4.1.2.6.1 Exception: If a player is making a reasonable effort to throw a ball across the center line and their ball collides with another ball such that the originally thrown ball does not cross the center line, the thrower will not be considered Out for failing to relinquish possession.
4.1.4 All Balls on One Side: When all the balls are on one team’s side of the court, a team has 15 seconds to put a ball into play on the other team’s side of the court, even if none are possessed by a player. Should the team fail to put a ball into play, the referee will declare the opposing team the winner of that game.

4.2 INTERFERENCE
4.2.1 Other Rostered Players
4.2.1.1 Shaggers and Rostered players who are not participating in a game must remain on their team’s side of the centerline.
4.2.1.2 Shaggers and other Rostered players must immediately return balls into play.
4.2.1.3 If a player is injured and cannot join his/her team on their side of the court, the player must sit in the bleachers and cannot interfere with stray balls that may come within the proximity of their seat.
4.2.2 Spectators/Other Teams
4.2.2.1 Spectators and players from other teams are not to interfere with game play.
4.2.2.2 If a ball strays from the court, spectators and players from other teams must without delay redirect the ball back into play at the nearest location.
4.2.2.3 Failure to obey this rule gives the Referees the authority to ask spectators and players from other teams to move to another location.
4.2.3 Warming Up
4.2.3.1 Unless there is a court that is not in use, players are not allowed to warm up (by throwing dodgeballs) inside the gym while matches are being played.
4.2.3.2 Each violation of this rule, at the discretion of Board members and referees, may result in a yellow card for each participating player. If you need to warm up while games are in progress, please do so outside.

4.3 SPORTSMANSHIP VIOLATIONS
4.3.1 Referees and Board Members have the authority to issue warnings, Yellow, or Red cards to players or spectators for unsportsmanlike or dangerous behavior.
4.3.1.1 Referees shall whistle and stop the game for all Red and Yellow card infractions.
4.3.1.2 Red and Yellow cards may be issued without warning or previous citation.
4.3.1.3 All suspensions may be reviewed by the RSL Dodgeball Board, who may adjust the terms and duration of suspensions at their discretion.
4.3.2 Levels of Penalties
Warning: No penalty, but if behavior is repeated, result should be card issuance
Yellow Card: Offending player must sit remainder of current Game AND next Game. Team may not replace player and must play with no more than 7 players on the court.

Red Card: Offending player is ejected from their current Match AND the team’s next Match. Team may not replace player and must play with no more than 7 players on the court.

4.3.3 Two Yellows = 1 Red.
4.3.3.1 If a player receives two yellow cards in the same match, that will result in a red card and immediate ejection.
4.3.3.2 A yellow card issued to a player at the conclusion of a match or later that evening will be treated as issued during that evening’s match; thus it may lead to a red card if the player has already received a yellow card that evening.
4.3.4 Cards and Gender Minimum Forfeits
4.3.4.1 If player ineligibility due to card receipt causes a team to become unable to meet minimum gender requirements, the penalty Game (yellow) or Match (red) shall be recorded as a forfeit loss.
4.3.4.2 The forfeited Game (for yellow) or Match (for red) shall count as suspension time served, even though no Game/Match was actually played.
4.3.4.3 A Game/Match forfeiting by the opposing team will also count as suspension time served.
4.3.5 Additional Red Card Penalties
4.3.5.1 Players who receive a red card may not attend their team’s next match unless given specific exemption from the Board.
4.3.5.2 Players earning two red cards in one season forfeit their right to play in Recess Time Sports Leagues for a period of no less than two months, unless given specific exemption from the Board.
4.3.6 Red Cards on Multiple Teams
4.3.6.1 Players who receive a red card and are registered on two or more teams will be ineligible to play for any team while serving their suspension.
4.3.6.2 The team receiving the red card will play shorthanded; the player’s secondary team(s) may play with up to 8 rostered players.
4.3.7 Cards and Playoffs
4.3.7.1 A player receiving a red card in the last match of the regular season is ejected in that match and is ineligible for the first match/round of the playoffs; a player ejected from the last match of the playoffs is not eligible to play in the first match of the next season for which the player is registered.
4.3.7.2 A player receiving a red card in the playoffs will be ineligible for all remaining matches; their team will be forced to play short during the match in question and the next match.
4.3.8 Automatic Card Situations
4.3.8.1 Intoxication: If a Board member or referee has reason to believe a player is intoxicated while playing, that player will be given a red card.
4.3.8.2 Drug or Alcohol Use: If a player is witnessed consuming alcohol or illegal drugs at or near a playing facility, that player will receive a red card.
4.3.8.3 Touching a net, rim, or backboard at anytime (see 2.6.2.5). Players witnessed doing this will be given a yellow card.
4.3.8.4 Use of Ineligible players (see 1.2.2.1). Captains to receive cards as outlined in noted section.
4.3.9 Repeated Unintentional High Throws
4.3.9.1 Includes most throws that would be above shoulder height on an upright 6-foot tall player, whether or not a player is actually hit in the head.

Exceptions:
- Scotty Shot Attempts,
- Legal Hit Outs (i.e. higher throws that get a player who is tall or jumping Out)
4.3.9.2 Penalty Escalation
1st Unintentional High Throw in Match: Player Warning
2nd Unintentional High Throw in Match: Yellow Card
3rd Unintentional High Throw in Match: Red Card
4.3.9.3 Unintentional High Throw Warnings do not carry over to future Matches.
4.3.10 Illegal Bounce Back Throws
4.3.10.1 Players who, in the referees’ judgment, throw a ball with the intent to make it return to their side the court (including throwing off walls, bleachers, backboards, etc), AND are neither shooting a Scotty shot nor attempting to eliminate an opposing player, shall be cited for an Illegal Bounce Back Throw.
4.3.10.2 Penalty Escalation:
1st Illegal Bounce Back Throw in a Match: Ball must be forfeited to opponent, player warning.
2nd Illegal Bounce Back Throw in a Match: Ball must be forfeited to opponent, Yellow Card
Illegal Bounce Back Throw in a Match: Ball must be forfeited to opponent, Red Card

4.3.10.3 Illegal Bounce Back Throw warnings do not carry over to future Matches.

4.3.11 Communication with Opponent

4.3.11.1 Any and all communication directed toward the opposing team. This includes verbal and non-verbal communication (foul or abusive language, arguing, questioning, pointing, flipping the bird, etc.)

4.3.11.2 Penalty Escalation:

1st Communication: Ref will blow whistle to stop game and issue a warning to BOTH teams.

2nd Communication: Yellow Card

3rd Communication: Red Card

4.3.13 Additional Examples of Unsportsmanlike or Dangerous Behavior (not comprehensive)

i. Abuse of Sportsmanship Code
ii. Unnecessary roughness
iii. Arguing, especially by non-Captains, with a Referee or League Official
iv. Foul or abusive language directed at a spectator, Referee, or League Official
v. Kicking a ball
vi. intentionally throwing a ball at a Referee or spectator
vii. Intentionally aiming at another player's head
viii. Confrontational posturing
ix. Any and all physical violence or threat of physical violence
x. Pinching, punching or slapping a ball (see 3.1.6 and 3.1.7)
SECTION 5:
Game Scoring, Protests, and Rankings

5.1 GAME SCORING
5.1.1 Scoring Procedures
5.1.1.1 The team that wins the most Games is declared the winner of the Match.
5.1.1.2 Ties will stand during regular season play.
5.1.1.3 A running unofficial Match score will be displayed on each court.
5.1.2 Scoresheets
5.1.2.1 The official Match score will be recorded by one of the game referees on an Official RSL Dodgeball Scoresheet (to be provided).
5.1.2.2 Team Captains MUST sign off on the scoresheet at the end of their Match. Failure to do so may subject the captain to a yellow card. Should the captain disagree with the recorded game result, they may file a Game Protest form, following the procedures outlined in section 5.2.
5.1.2.3 Team Captains are required to complete the Sportsmanship Review. Failure to do so will result in a 0 sportsmanship score for your own team. All Reviews are confidential.
5.1.2.4 Team Captains are highly encouraged to complete the Referee Review. All Reviews are confidential.

5.2 GAME PROTESTS
5.2.1 If a team captain disagrees with either the final score as recorded on the Official Scoresheet or the issuance of a yellow/red card to a member of his/her team, the captain may file a Protest form, explaining in detail the grounds on which they are protesting.
5.2.2 Blank Protest forms will be held by the Court Coordinator
5.2.3 In the interest of reaching timely resolution, all Protest forms must be submitted to a Board Member or the Court Coordinator within ONE HOUR of the completion of the last games on day of the protested match.
5.2.4 The Board will carefully consider all game protests, and may request additional information from other participants and/or witnesses before reaching a decision.
5.2.5 In considering protests, the Board will begin with the assumption that the recorded score / issued card is correct, and the burden of proving otherwise lies solely with the captain filing the protest.
5.2.6 Protests will be judged, and should thus be filed, based strictly on the rules outlined in this document. Judgment calls by referees (safe/out, etc) will NOT be considered grounds for outcome reversal.

5.3 TEAM RANKINGS
5.3.1 For purposes of playoff seeding, teams will be ranked by Points, with teams receiving 2 Points for Wins and 1 Point for Ties. **Sportsmanship points (0-3) will be factored at the end of the regular season.**
5.3.2 Tie Breakers
5.3.2.1 Two Team Tie Breakers, listed in order of consideration:
(1) Head-to-Head Result (if the teams played each other)
(2) Game Win/Loss Differential
(3) Rock-Paper-Scissors (best 2 of 3) between captains or designated team representatives.
5.3.2.2 Multi-Team Tie Breakers, if all teams played all other teams:
(1) Overall Record Within Tied Group
(2) Game Win/Loss Differential
(3) Rock-Paper-Scissors (best 2 of 3) between captains or designated team representatives.
5.3.2.3 Multi-Team Tie Breakers, if all teams DID NOT play all other teams:
(1) Sort by head-to-head results: a team cannot be ranked behind a team they defeated.
(2) Teams not sorted by head-to-head results will compare their Game Win/Loss Differential against the highest possible attainable seed, then compare from highest to lowest.
(3) Rock-Paper-Scissors (best 2 of 3) between captains or designated team representatives.

**Example:** Team A, Team B, Team C and Team D all have identical W-L-T records.
- Team A beat Team B
- Team D beat Team A
- Team D beat Team C
- Team A = +5 Game Dif; B = +10; C = +7; D = -5.

Team A MUST be ahead of Team B, D MUST be ahead of A, and D must be ahead of C, based on H2H. At this point, the known rankings are as follows: 1) D, 2) A, 3) B. We know C is behind D (based on H2H), but don’t
know how C compares to A and B because they didn’t play. At this point, we move to the second tie-breaker (Game Dif). C is compared to the highest possible attainable seed, which is #2 (they have to be behind D at #1). Since they are at a +7 Game Dif compared to Team A’s +5, the final rankings are:

1) D
2) C
3) A
4) B

Confused? Didn’t Follow all that? Then I guess you’ll just have to trust us on this one.

5.3.3 Mercy Rule. For the purpose of rankings, there is a game differential maximum of 10 Games in any Match, even if the actual game differential is greater.

5.3.4 Forfeits and Game Differential

5.3.3.1 A team that forfeits a match during the regular season will be penalized -10 games (as though it lost the match 0 games to 10 games).

5.3.3.2 The team on the “winning” end of a forfeit is only rewarded +5 games (as though it won the match 5 games to 0 games).

5.3.5 Weekly Stats / Standing Reporting: Weekly standings (posted on the RSL website) are unofficial rankings, and typically do not consider head-to-head results.