



GARDEN CITY
PARKS & RECREATION

Garden City Parks & Recreation Dodgeball League



Information Packet

1. Roster must be filled out completely. All rosters must be signed by the player and rosters are due on the deadline. Players may not switch teams once they have signed the roster and played.

2. **Registration Fees:**

Max of 10 players per team

Registration Begins	Fee Before September 19	Fee After September 19	Registration Deadline
August 29	\$120	\$150	October 3

3. Regular season games will begin October 11th
4. Teams will play a 10-game regular season schedule followed by a single elimination post season tournament.
5. Awards will be given to the 1st place team in each division. Maximum of 10 awards will be given out.
6. League play will be held on Tuesday and Thursdays. If your team has a scheduling conflict, please note it at the top of the roster and we will try to schedule around it. No games will be rescheduled after schedules are completed. Makeup games due to weather or facility conflict will be rescheduled as space permits.
7. Rosters for signing will be available, at the gym, during the 1st and 2nd week of the regular season.

If you have any further questions about scheduling conflicts or league play, please contact Bobby Fossum by email at robert.fossum@gardencityks.us or call the recreation office at 276-1200

Dodgeball Rules

A. League Authority

1. The operation of this league will be fully governed by the regulations and policies set forth by the Garden City Parks and Recreation Department. The Parks and Rec staff will be responsible for the overall operation of the league.
2. There shall be no refund of team entry fees under any circumstances unless the program is cancelled due to the lack of participation.
3. The Garden City Parks and Recreation Department, its staff, officials, participants, and sponsors are not responsible for any injury sustained due to participation.
4. Games will only be rescheduled because of adverse weather conditions or conflicts in facility rental. Requests for conflicting nights will not be honored in the event of rescheduling.
5. The Garden City Parks and Recreation reserves the authority to forfeit any games and which an infraction of league rules has been committed.
6. Parks and Recreation Personnel - this being supervisors, officials, etc. - have the right to evict players from the game, from the bench, or to stop and forfeit a game to the opposition, if in their opinion unsportsmanlike conduct is being demonstrated by a player, his team, or fans. If evicted, you must leave the building within two minutes, or the game will be forfeited to the opposing team.
7. If a player, team, or fan is evicted from a game that person if deemed necessary could be evicted for not only that game but also the entire season. **This is recreation and we will not tolerate any unsportsmanlike conduct.**
8. Beer or alcoholic beverages are **NOT ALLOWED** in the building. Please pick up any trash brought into the building or parking area.
9. No Food or Drink will be allowed in the buildings or halls. Failure to obey this rule will result in the dismissal of the player involved for the evening. **NO EXCEPTIONS.**
10. No Dunking on basketball goals. If you break it, you've bought it.

B. Roster

1. All fees and the official roster must be turned into the GCPR on the deadline set. Players may be added to the roster during Garden City Recreation building hours **ONLY** and it must be done before the match they are to play. A player not on the roster and signed is illegal and any games in which they play will be forfeited. Players may not switch teams or play on more than one team after play has started. Rosters can be signed at 310 N 6th, Monday - Friday, 8:30am - 5:30pm.

C. Playing Rules

1. Team

- a. Teams will be made up of 6-10 players. A minimum of 6 players will compete on a side and a max of 10; others will be available as subs.
 - b. Co-Rec teams must start all games with not more male players than female players: 3 male and 3 female, 2 male and 4 females, ect.
 - c. Substitutes may enter the game only during timeouts, or in the case of injury. Co-Rec may not substitute male for female. In injury or ejection is a cause to fall below regulation the game will be a forfeit.
- The current International Dodgeball Association (IDA) rules will be used with the following modifications
- o Website: playdodgeball.org

2. Court Dimensions and Markings

- a. The game will be played at The Garden City Recreation, Gym.
- b. The Playing field is marked with sidelines, end lines, attack lines, and a centerline. The Basketball court dimensions will be use as the official GCPR Dodgeball facility.
- c. A restraining line will be located outside and parallel to each end line (basketball baseline and sideline). Only active players (those not out) will be allowed to pass through the area between the end line and restraining line.

3. Boundaries

- a. During play, all players must remain in boundary lines.
- b. Players may pass through their end line only to retrieve stray balls. Ball is one that has not been picked up and is lying on the ground.
- c. When retrieving a ball, the player must also immediately re-enter the playing field only through their end line. Note: A player not immediately re-entering the playing area may be declared out
- d. A player may be handed a ball, provided the player receiving the ball remains completely within their team's field boundaries. Players may be handed a ball while standing out of bounds
- e. A player shall not:
 - i. Have any part of their body contact the playing surface on or over sideline
 - ii. Enter or re-enter the field through their sideline
 - iii. Leave the playing field to avoid being hit or by attempting to catch a ball.
 - iv. Have any part of their body cross the centerline and contact ground on their opponents' side of the court. Note: A player may, without penalty, step on the centerline. Penalty: Player declared out!
 1. Exception to rule (e): During the opening rush many players may cross the centerline. Officials should refrain from calling players at this unless a definite advantage is gained by the action.

4. Equipment

- a. The official ball used in tournament and league play will be an 8-8.5" rubber coated ball.
- b. Participants must wear shoes without hard or colored soles
- c. Participants must wear shirt and shorts/pants.

5. Game Play

- The Game

- a. The game will be played (Best out of 5 Matches)
- b. Matches will begin with a coin flip to decide sides
- c. Teams will alternate sides after each match
- d. The object is to eliminate all opposing players by getting them out.
- e. An out is scored:
 - i. Hitting a player with a live thrown ball below the shoulders
 1. NOTE: If a player ducks and this is clearly the cause for the player being hit above the shoulders, the player is out and the throw is legal
 - ii. Catching a live ball thrown by your opponent.
 - iii. Causing your opponent to drop a live ball as a result of contact by another thrown live ball. (occurs when a ball is being used to block a thrown ball).
- f. An opposing player stepping out of bounds
- g. Live ball (def): a thrown ball that strikes, or is caught by, an opposing player without before contacting the ground, another player or ball.
- h. A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball.
 - i. Note: A ball deflecting off a held ball and striking the holder is no longer a live ball.

- Timing, Time-outs & Substitutions

- i. Each set will be 7-minutes long
- j. Each team will be allowed one 60 second time out per match
- k. Only the court monitor's whistle starts and stops the clock
- l. All players are in jeopardy until the Court Monitor recognizes and signals, the beginning of a time out or end of regulation. Exception: All balls in flight at the time of whistle are live until dead.
- m. During a time out, teams may substitute players. Substitutes may be players who did not start the game.
 - i. Note: Coed teams may not sub a male for female.

- Beginning the Game

- n. Prior to beginning the game, an equal number of dodgeballs are placed along the centerline on each side of the center circle. A standard game will consist of 6 balls, 3 on each side of the center circle.
- o. Players then take a position behind their end lines.
- p. Following a signal by the official, teams may approach the centerlines to retrieve the balls. Teams may only retrieve balls placed to the right of centerline (as they face the centerline) and return behind the attack line before throwing.

- Opening Rush Rule

- q. Each ball retrieved at the opening rush must first be taken beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent.
 - i. Example: Following the opening whistle, a player rushes and is the first to secure a ball from the centerline. That player must then carry or pass the ball into their backcourt before it may be legally thrown at an opponent.

- Declaring a Winner

- r. The first team to legally eliminate all opposing players will be declared the winner.
- s. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.
- t. In all overtime periods, the first team to legally eliminate any one opponent will be declared the winner (sudden death).

- Overtime

- u. If an equal number of players remain after regulation play, a 3-minute sudden death overtime will be played.
- v. To reduce time required to finish an overtime game, team captains may choose to add an equal number of players prior to start of the first overtime – sudden death still applies. Both captains must agree to the number of players added – If not, overtime will begin with the number of players left standing at the end of regulation.
- w. All over time periods will begin with equal number of balls in hand behind a team end line. This first team to eliminate any one opposing player will be declared the winner.
- x. No time outs during over time
- y. Substitutions and/or additions may be prior to the start of any overtime period.
- z. At the end of each overtime period, if no players have been eliminated, an additional player from each team- max of 6 will be placed back into play.
- aa. The sudden death format continues through all extra periods

- **Stalling & 5-second Violation**

- bb.** A team trailing during a regulation match must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.
- cc.** It's illegal for the leading team to control all the balls for more than 5 seconds. If the leading team controls all the balls they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. If this is not done within 5 seconds, a 5 second violation will be called. A team may avoid this by throwing or rolling a ball into the opponent's backcourt. This doesn't mean throwing the ball over and beyond the opponent's end line.
 - i. Note: Only the Court Monitor or official can call 5 seconds.
 - ii. 1st Violation: Stoppage of play and balls will be divided evenly between the teams. Play will continue with "Balls in Hand."
 - iii. 2ND Violation: Free Throw= A penalty in which one player is allowed an obstructed throw at their opponents without risk of elimination. This is possible because a caught free throw does not result in an out for the thrower.
 - iv. 3rd Violation: Ejection of one player from the offending team.

6. Officials & their Duties

- a. All contestants will be supervised by a Court Monitor
- b. Rules will be enforced primarily by the honor system. Players will be expected to rule whether a hit was legal or if they were legally eliminated. Exception: In tournament situation officials will make rulings.
- c. The Court Monitor's responsibility will be to rule on any situation in which teams cannot agree. A team may appeal to the Court Monitor if they feel a player has violated any rule. The Court Decision is final!!!

7. Unsportsmanlike Conduct

- a. The Court Monitors may warn players and call Technical fouls on those who display unsportsmanlike conduct. Any players receiving a technical foul will be ejected and suspended a minimum of one GAME (best of 5 matches). Player does not need to be present. Suspension will include automatic removal from facility and suspension from the next schedule game. Further ejections may be subject to removal from remainder of league or lifetime band from DODGEBALL!
- b. Profanity or verbal abuse towards the official will warrant a Technical.
- c. A player that is disqualified from a match will be suspended from their team's next match. No appeals.
- d. Any player that is disqualified from three matches during the season will be suspended from the remainder of the season and will have to apply for reinstatement formally the following year.
- e. Since these are gyms used under rental agreements and you have signed the official team roster, you are liable for anything they may be destroyed or broken; YOU BREAK IT YOU BUY IT!!! NO DUNKING ON BASKETBALL GOALS!!!!
- f. Zero Tolerance Rule - There will be zero tolerance for players, coaches and spectators who engage in harassing and/or unsportsmanlike behavior with umpires / officials, other spectators, game supervisors, other players, or GCRC Athletic Staff. Officials, game supervisors and GCRC Athletic Staff have the authority to penalize the player, coach, spectator, or team if an official is sworn at, harassed, argued with, or insulted. Penalties will range from: warning, to ejection from game, to suspension from future games and possible forfeiture of the game.



OFFICIAL LEAGUE OR TOURNAMENT ROSTER

WAVIER AND RELEASE OF LIABILITY

GARDEN CITY
PARKS & RECREATION

TEAM NAME: _____ SPORT: _____ LEAGUE: _____

MANAGER NAME: _____ MANAGER EMAIL: _____

ADDRESS: _____ CITY/STATE/ZIP: _____

PHONE (HOME): _____ CELL PHONE: _____

READ BEFORE SIGNING

In consideration of being allowed to participate in any way in Garden City Parks and Recreation (GCPR) athletic/sports activities, events, leagues, and tournaments, the undersigned acknowledges, appreciates, and agrees that:

1. The risk of injury from the activities involved in the program is significant, including the potential for permanent paralysis and death, and while particular rules, equipment, and personal discipline may reduce the risk, the risk of serious injury does exist;
2. I knowingly and freely assume all such risks, both known and unknown, and assume full responsibility for my participation;
3. I willingly agree to comply with the stated and customary terms and conditions for participation. If, however, I observe any unusual significant hazard during my presence or participation, I will remove myself from participation and bring such to the attention of the nearest official immediately;
4. I, for myself and on the behalf of my heirs, assigns, personal representatives and next of kin, hereby release and hold harmless the GCPR and the City of Garden City, Kansas, its officers, elected officials, employees, agents and volunteers, and, if applicable, owners and lessors of premises used to conduct the event, with respect to any and all injury, disability, death, or loss or damage to person or property.

I have read this waiver, release of liability, and assumption of risk, and I fully understand its terms. I understand that I have given up substantial rights by signing it, and I sign it freely and voluntarily without inducement.

TYPE OR PRINT NAME	PLAYER SIGNATURE	ADDRESS	CELL #	Receipt #
1	I HAVE READ THIS RELEASE			
2	I HAVE READ THIS RELEASE			
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4	I HAVE READ THIS RELEASE			
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SPONSOR FEE: _____ DATE PAID: _____ RECEIPT

#: _____

MANAGER'S VERIFICATION

This is to certify that to the best of my knowledge that this roster does not include any assumed names and that each player is eligible to participate in this program. MANAGER'S SIGNATURE: _____