Cape Canaveral Adult Dodgeball Rules
Leisure Services Department

Leisure Services Manager:
Aaron Leyte
A.leyte@cityofcapecanaveral.org
(321) 868-1220

Recreation Leaders:
Greg McKay
G.McKay@cityofcapecanaveral.org
(321) 868-1226

Jazmen Holstein
J.holstein@cityofcapecanaveral.org
(321) 868-1226

General Rules:

6 players are needed to take to court at the start of the game. (2 subs allowed)

A maximum of 9 players may be on the roster. At least two of each gender must be on the roster.

Best 2 out of 3 games will be declared the winner. One point will be scored for each game won by a team.

6 standard 8.5 inch dodgeballs will be used for each games

- Opening Rush: The balls will be lined up on the center line with all players touching the back line on their half of the court. After the count of “3, 2, 1 DODGEBALL” players may rush to the center line to retrieve balls. Balls must be returned to the teams back line before being eligible to be thrown.

- Players are attempting to eliminate their opponents by hitting them with a ball or by catching their throws. If a player is hit below the neck without the ball bouncing or touching the ground, that player is out. If a player catches a ball thrown before the ball bounces or touches the ground, the player who threw the ball is out. Catches must be made with both feet inbounds to get the opposing player out.
  - Tips/deflections: If a ball is tipped or deflected and another player catches the ball inbounds, before it touches the ground, the player who threw the ball is out.
  - All live throws must be made from the players own half of the court. Any contact or crossing of the centerline after the opening rush will result the elimination of that player.
• Eliminated players will line up in the order they got out along the sideline designated at the beginning of the game. One eliminated players will be brought back into the game for each ball caught by their teammates still in the game.
  o Eliminated players must return to their team’s back line before becoming eligible to return to the game. An eliminated player must immediately return to the back line and cannot be called out until reactivated.
  o Eliminated players cannot purposely interfere (block, throw or disturb) the game in any way while they are eliminated
  o Eliminated players must remain in line in the order that they got out. Changing the order of the line will cause an automatic forfeit for that team.

**Hits:**

• A thrown ball that touches any part of an opposing play below the neck will be called out.
  o Hits in the head/neck area, the throwing player will be called out
  o Clothing counts as a part of the body and throws that graze clothing, the player will be called

**Boundaries:**

• All throws must be made within the designated boundaries. If a throw is made from outside the designated boundaries, the ball will be considered a dead ball and not live for that throw.
  o Players are still eligible to get eliminated while outside the designated boundaries.
  o Players may only leave the designated boundaries to retrieve balls. Players may not hide out outside the designated boundaries
  o A player dodging a ball who lands or goes out of bounds in order to dodge the throw will be called out (players should only leave the boundaries to retrieve balls)

**Blocks:**

• A player may use a ball to block a throw from the opposing team.
• A failed block. The player is out if:
  o An opponent’s ball hits a player’s blocking ball and then hits the blocker’s body or clothing afterwards.
  o A ball hits the blocker’s fingers or hand first, or after, while trying to block.

**Stalling play:**

• To encourage continuous play, the umpire can start a 10 second holding rule if players are stalling game play. If felt necessary, the umpire will shout 10, 9, 8... and so on. Any ball being held by a player must be thrown by the time the count reaches zero.
Stoppage of Play:

- The referee will immediately stop play in the event of an injury.
- Each team is allotted one 30 second timeout per game.
  - A timeout may not be taken while a ball is in motion
  - All balls will remain where they lie and players will have 30 seconds before returning to their back line and “3, 2, 1 DODGEBALL” is called to resume play

Attire and Safety:

- Players must be wearing close toed tennis shoes. Players wearing open toed shoes will not be permitted to play.
- Players may not wear clothing, gloves or accessories to gain a competitive advantage.
- Shirtless players will not be permitted to play.

Schedule and Standings:

Schedules, scores and standings will be maintained through the Cape Canaveral Recreation website at https://capecanaveral.recdesk.com/Community/Home.

Playoffs:

All teams will make the playoff tournament. Brackets will be created and distributed before the start of the tournament. The first round matches will be highest seed.

Alcohol on City Property is prohibited!
Any person violating this rule will be escorted off City property and issued a one week suspension for 1st offense. 2nd offense will incur a 3 week suspension and 3rd offense will cause for removal from the league.

Cancellations will be made via text message and posted on the City’s official Facebook page at www.facebook.com/cityofcapecanaveral.

- Rain or lightning will force staff to cancel the games in order to ensure the safety of all players