



## GAME PLAY SUMMARY

- ❖ Format 6 on 6. 4 Men and 2 Women on the court
- ❖ 4 players required to start game (3 Men, 1 Woman)
- ❖ 6 dodgeballs on the court (4 regulation size, 2 small size). Men may THROW regulation size balls ONLY. Females may throw ANY ball. Men may use female balls to block
- ❖ Game times will be 7 minutes long
- ❖ A player is out when hit by a live ball, throws a ball which is caught, crosses the center line, is forced out-of-bounds avoiding a throw or is called out for a head shot
- ❖ Once a player is out, they must move to the sidelines as quickly as possible
- ❖ Players can re-enter the game (as discussed below) after a teammate catches a live ball thrown by the opponent
- ❖ **NEW RULE: A defender holding a ball for blocking, may now discard the blocking ball to catch a thrown ball. However, they MUST make a clear/intentional (in the eyes of the ref) motion to throw the blocking ball away before catching the thrown ball. If they simply drop the blocking ball straight down and then catch the thrown ball, they will be called out.**
- ❖ After 6 and ½ minutes, players are allowed to throw from the ¾ line, instead of just the center line. The referee will indicate when this lightening round begins.
- ❖ The team that has eliminated the opposition before the end of regulation wins. If there are still players remaining at the end of regulation, the team with more players wins
- ❖ **If a game should end before 5 minutes is up, the referee will issue a Quick Restart (6 on 6). There can be as many Quick Restarts as the 7 minute time limit permits. See below for scoring details**
- ❖ Headshots are illegal
- ❖ Any unsportsmanlike behavior will result in that player/team being suspended/removed from participating in all ZogSportsNJ leagues for one year

## TEAM SIZE

- ❖ 6 players per team (4 Men, 2 Women)
- ❖ 4 players required to start game (3 Men, 1 Women)

## PICKING UP PLAYERS

- ❖ You should be able to field a team with only roster players. ZogSportsNJ will allow teams to pick-up a maximum of 2 players/game. However, the player picked-up must start the game "out" and wait for re-entry to join the game
- ❖ If a roster player arrives at the court after the game has started, the non-roster player must be replaced by the roster player and the non-roster player may not re-enter the game
- ❖ **DURING THE PLAYOFFS, ONLY PLAYERS ON YOUR ROSTER ARE ALLOWED TO PLAY**
- ❖ A forfeit will be given to any team who picks up players and does not inform the referee
- ❖ Protests in regards to non-roster players must be made before leaving the court

## SCHEDULING

3 teams will play round-robin style for 1 hour. Each team will play the other two teams twice (i.e., each team will play a total of 4 games/night)

## COURT BOUNDARIES

- ❖ Court will be marked with sidelines, endlines, ¾ lines, and a centerline, all indicated by the placement of cones, tape or by the referee's explanation of existing markings
- ❖ Players are allowed to travel out-of-bounds to recover a dead ball or catch a live ball. Normal rules of the game apply in this area, except that the player may not throw their ball at a member of the opposition while out-of-bounds. A player who does so will be out and any opposition hit will remain in



## START OF THE GAME

There will be a total of 6 dodgeballs (4 regulation size and 2 small size). 2 regulation and 1 small ball will be placed on each team's  $\frac{3}{4}$  line. When the referee's whistle is blown, players may race from behind their own end line to their own  $\frac{3}{4}$  line to pick up balls. Players picking up balls may not throw them until they have first returned behind their own end line. Men may only throw regulations size balls. Women may throw any ball. Men may use small balls for blocking only.

## GAME TIME AND SCORING

- ❖ Each game will continue until all opposing players have been eliminated, or 7 minutes have elapsed, whichever comes first
- ❖ If a game should end before 5 minutes is up, the referee will record the score based on how many players are left (i.e., if Team A had 3 players left and Team B has 0, the score is 3-0) and issue a Quick Restart
  - If a ball is caught to end a game (which normally results in the re-entry of a teammate), the winning team **will not** get credit in the score as if a player had come back on after the catch.
- ❖ In a Quick Restart, the teams will go the same sides and start a second game from the beginning. **There can be as many Quick Restarts as possible time wise in each official game**
- ❖ If more than one game is played in a 7 minute period, the winning team will be the team with the highest combined score (e.g., if Team A won the first game 3-0, but after the Quick Restart, Team B has 5 players left and Team A has only 1 at the end of time, Team B would win 5-4)
- ❖ If the initial game in the 7 minute period should reach the 6  $\frac{1}{2}$  minute mark, the referee will blow the whistle to start the lightning round. Players will be allowed to attack up to the other team's  $\frac{3}{4}$  line for the final 30 seconds
- ❖ There will only be a lightning round if there is 1 game being played in that 7 minute period
- ❖ There will be no overtime in regular season play
- ❖ Games can end in a tie

## PLAYER ELIMINATION

- ❖ A player is out if they are hit by a "live ball." A live ball is a ball thrown by the offensive team that has not touched the ground, walls or ceiling and has not gone out of bounds. Any ball that touches the ground, ceiling, walls, or passes out of bounds is considered a "dead ball." Any player hit by a dead ball is still in
- ❖ Clothing is considered part of the player's body
- ❖ A defender may catch a live ball. If a defender catches a live thrown ball the thrower is out and one player then returns to the defender's side
- ❖ If a defender attempts to catch a live ball, but drops it, the defender is out
- ❖ If a ball is blocked or deflected by a player, using another ball, that ball is still considered live until it hits the floor, wall or ceiling
  - If a ball is blocked into oneself or a teammate and the ball falls to the ground, whoever was hit after the block is out
- ❖ If a blocking ball is dropped as a result of contact from a live ball, then the player who drops the ball is out
- ❖ A player may block a live ball and catch the live ball as long as they do not drop the blocking ball
- ❖ **NEW RULE: A defender holding a ball for blocking, may now discard the blocking ball to catch a thrown ball. However, they MUST make a clear/intentional (in the eyes of the ref) motion to throw the blocking ball away before catching the thrown ball. If they simply drop the blocking ball straight down and then catch the thrown ball, they will be called out.**



- ❖ Any player leaving the playing area to avoid being hit is out. One foot must be in bounds as per "college" dodgeball rules
- ❖ Players are allowed to go out-of-bounds to recover a dead ball or catch a live ball. If a player is hit with a live ball while out-of-bounds, they are out. The player must immediately return to the court after retrieving/catching the ball or they can be called out at the discretion of the referee
- ❖ When a player is out-of-bounds, they may not throw their ball at a member of the opposition. A player who does so will be out and any opposition hit will remain in
- ❖ Head shots resulting from a high thrown ball result in the thrower being out. Several head shots thrown by the same player will be considered dangerous play
- ❖ Head shots resulting clearly from the defender dodging or ducking result in the defender being out (i.e. you can't get the other team out by "blocking" with your head)
- ❖ Players who have been called out must proceed to the sideline and cannot retrieve stray balls for their teammates, or that ball will be given to the other team

## PLAYER RE-ENTRY

A player may re-enter the game if and only if that player's team catches a live ball. A player who is waiting to re-enter is now a substitute and must follow substitution rules.

## SUBSTITUTION

- ❖ Players who do not start must stand in line on the sideline
- ❖ Players who were in the game and called out will proceed to the end of the line in the order in which they were eliminated
- ❖ Players will return to the game in the order in which they are standing in line
- ❖ You may NOT have more than 2 Males enter the game consecutively UNLESS all available Females are currently on the court
- ❖ There may NEVER be more than 4 Men on the court at one time

## FOULS AND VIOLATIONS

- ❖ It is illegal for the leading team to control all the balls for more than 5 seconds
- ❖ **It is also illegal for either team to control 4 or more balls for more than 15 seconds**
- ❖ **If either of the above occurs and the teams still possess all/4 or more balls after a time warning from the referee, the balls will be divided evenly among both teams and play will resume on the referee's whistle**
- ❖ Any player repeatedly throwing head shots (more than 2 accidental or 1 blatant shot) will be called for dangerous play. Said player will be ejected from the current game, and play will be paused to allow opposing team an unobstructed free shot. Anyone from this team can throw the free shot at any/all of the remaining defenders. On the free shot, if the defender catches the live ball, the thrower will not be out
- ❖ Continuous dangerous play in the next game will result in player being ejected from the match and suspended from next match
- ❖ Any player whose foot crosses the center line (or the  $\frac{3}{4}$  line in the lightning round) will be automatically called out. If any defender was hit by a ball thrown by this person, the defender will remain in the game.

## TEAM REFEREES

The team not playing will help the ZogSportsNJ Head Referee officiate the game. The volunteer refs have the authority to call players out without consulting with the head referee (i.e., inform players that their ball was caught, that they were hit by a ball, went out of bounds to avoid a throw, etc.). The refing team shall position themselves:

1. One player directly across from the head ref (gets a whistle)
2. Two additional players on the far side, one on each end line and
3. The balance on the same side as the head referee

**TIE BREAKERS FOR PLAYOFFS/SEEDINGS**

1. Total number of points
2. Head-to-head competition
3. Record against other teams in or tied for playoffs (winning percentage – i.e., 0-1 is same as 0-2, but 1-3 is better than 0-1)
4. Number of wins
5. Record against next best common opponent
6. If team forfeited, loses tie breaker if other tiebreaker rules don't resolve seeding

**PLAYOFFS**

Playoff format is three team round-robin just like the regular season. While every game counts (as does the score), there will only be one winner in each match. Thus you will play 4 games in a 50-minute time period. The winner will be the team with the best record (i.e., 3-1 advances v. 2-2 and 1-3). We will conduct quick restarts during the playoffs because heck you came out to play. If **two** teams have the same record at the end of the round-robin (i.e., two teams are 3-1), the tie breakers are as follows:

1. Head-to-Head Record between tied teams
2. Tied Team Point Differential in games between only tied teams. We will add up the scores for each of your games and determine the differential (e.g., team 1 and team 2 are tied at 3-1 and they split their head-to-head games 1-1 and the scores were 4-0 and 2-3 with team 1 listed first, team 1 would win 6-3)
3. If Tied Team Point Differential (#2 above) is the same (i.e., the head-to-head games were 4-0 and 2-6 for a 6-6 tie, then we will go to Total Point Differential for all four games played (e.g., team 1 had scores of 4-0, 7-5, 2-6 and 5-0, their differential would be 18-11=7). The team with the larger differential wins
4. If Total Point Differential still leaves two teams tied, we will play a 2-minute sudden death game with no quick restarts

If **three** teams have the same record at the end of the round-robin (i.e., three teams are 2-2), the tie breakers are as follows:

1. Head-to-Head Record among tied teams
2. Tied Team Point Differential in games among all three teams. We will add up the scores for each of your games and determine the differential (i.e., if all three teams are tied at 2-2, we will determine the total point differential in all four games for each team). The team with the largest differential wins
3. If Tied Team Point Differential (#2 above) still leaves two teams tied, but eliminates the third, we will
  - a. Compare head-to-head records. If they are still tied, we will
  - b. Calculate the head-to-head point differential between the two remaining teams. The team with the larger differential wins
  - c. If these two teams are still tied, we will play a 2-minute sudden death game with no quick restarts
4. If all three teams are still tied after all of the above, we will play a single round-robin (3 total games) consisting of 2-minute sudden death games, no quick restarts and go through the tie breakers again

**SPORTSMANSHIP**

ZogSportsNJ is a charity-focused, social sports club for young professionals. Our goal is for you to have fun. We hope that you keep this in mind when participating. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by the referee or ZogSportsNJ staff may result in suspension and/or ejection from a game or the league.



**SUSPENSIONS/EJECTIONS**

- ❖ Any player(s)/team(s) that are involved in a fight will be suspended from all ZogSportsNJ Leagues for life. Any teams will forfeit all remaining games
- ❖ Any player abusing the referee will automatically be ejected from the game without a warning
- ❖ A player ejected for ANY reason will be suspended for the next game. If that player is caught playing in that game, the team will forfeit

**BEER/CLEAN-UP**

Unfortunately beer is not allowed in/at the schools. Please wait until after the games to join us at our Happy Hour bars for the drinking to begin. Please do your part to keep the gyms clean and use the trash cans provided. This is really important. **If we do not clean-up, we risk losing our permits.**

**FORFEIT NOTIFICATION**

If you know in advance that your team is going to forfeit a game, you **MUST** contact us by 12 pm on the day of the game at [info@zogsportsnj.org](mailto:info@zogsportsnj.org). It is not considered notification unless you receive a reply.

If your decision is not made until after 12 pm, you should still try to reach ZogSportsNJ, and we will make efforts to contact the other team. If we can reach them in time to keep them from showing up, no extra penalty. If you do not do this, your team will be eliminated from the rest of the schedule.

There is no additional penalty if you show up short-handed (and need to add other ZogSportsNJ players to field a full team) and have to forfeit the game, since you did make an effort to get a team to play.

Once ZogSportsNJ is notified you are forfeiting, it is official (you cannot change your mind), and the other team will be notified.

**FORFEIT PENALTIES**

First Offense: Loss of game and warning issued

Second Offense: Loss of game and removal from the playoffs

Third Offense: Removal from the rest of the schedule and future ZogSportsNJ leagues