

2019 Co-Ed Dodgeball Team Packet

Welcome to the 2019 Co-Ed Dodgeball League. The following is a list of events, dates, times and consequences, if any, for missing or being late to a particular event.

<u>Event</u>	<u>Date/Time/Location</u>	<u>Consequence</u>
1. Information Packet Pick-Up	January 14, 2019 between 8am and 5pm at the Kiwanis Community House – 4603 Lions Park Dr.	None
2. League Registration	January 14, 2019 – February 21, 2019 between 7:30am & 4:30pm at the Kiwanis Community House – 710 S Lions Park Dr.	\$200/Team – before 02/21. \$250.00/Team – If after 02/21 deadline
3. Schedule Pick-Up	Mandatory Team Representative Meeting at the Youth Activity Center, located at 1317 Parsley Blvd on March 12 th , 2019 at 5:15pm.	Forfeit one (1) game or \$50.00 Fine
4. League Begins	March 21st, 2019 at the Youth Activity Center. 1317 Parsley Blvd.	Forfeit one (1) game or \$50.00 Fine

You must have **ALL** the information on the **Registration Form** filled out completely. Any **Registration Form** not completely filled out, will **NOT** be accepted at the time of registration. The information on this sheet is very important to league scheduling and team breakdown(s).

I would also encourage the team representative(s) to read the 2019 Co-Ed Dodgeball League Bylaws and share the information with their team, team member's family, fans and spectators.

I look forward to a great 2019 Co-Ed Dodgeball season – Good Luck!

Scott Redman
Recreation Specialist



City of Cheyenne Co-Ed Dodgeball League Registration Form

TEAM NAME: _____ TEAM REPRESENTATIVE: _____

ADDRESS: _____ CITY: _____ ZIP: _____

CELL PHONE: _____ CELL PHONE PROVIDER: _____ WORK PHONE: _____

HOME PHONE: _____ E-MAIL: _____

Did you participate last year? Yes No Team Name: _____

Are you participating in any other city leagues this fall? Yes No

Scheduling Concerns: _____

*****PLEASE PRINT***** **TEAM ROSTER FORM**

PLAYER NAME	ADDRESS	CITY / ZIP	PHONE NUMBER
1			
2			
3			
4			
5			
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9			
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13			
14			
15			

2019 Adult Dodgeball Rules Packet

The Playing Area

- Games will be played at the Romero Youth Activity Center (1317 Parsley Blvd.)
 - Should games need to be moved to a different location, teams will be notified the Friday before their game.
- Playing area will be the same dimensions as a volleyball court (60' x 30')
- Cones will be placed on each corner of the court, and at the half court line.
- All players must remain inside the playing area at all times. Failure to do so will result in the player being out for the remainder of the game. Note: Players may leave the playing area only to retrieve a ball.

Equipment

- CPRD will provide game equipment. This will consist of an 8.25" rubber-coated foam ball and boundary cones.

Supervisors/Referees

- Games will be officiated by a referee who will be scheduled and provided by the Recreation Division.
- Only a team representative may dispute a call with the referee. The referee has jurisdiction over the play and may penalize a player, including game ejection, for unsportsmanlike conduct.

Participants

- All players must be 18 years of age or older. Players may only register for and play on one team.
- CLSD reserves the right to suspend any player at any time for unsportsmanlike conduct, violation of any rules, for failure to pay appropriate dues or for being disruptive, without any refund whatsoever. Any team wishing to suspend any member for just reasons must do so on their own and provide CLSD a written reason as to why. Again, no refunds. At the discretion of CLSD, any member suspended may not be allowed to participate in any future CLSD leagues and/or events.

Teams

- Each team must consist of a minimum of six (6) players and no more than fifteen (15) players.
- A team may not play more than eight (8) players at a time on the court. Each team is required to have at least three (3) women on the court at the beginning of each game.
- Every player present is required to be on the dodgeball lineup.
- Every player present is required to play at least one (1) game.
- If a team does not have the required minimum number of female players on the lineup, the team must forfeit.
- If a team cannot play at least six (6) players (minimum of three (3) females), they automatically forfeit.
- Any team that forfeits three or more games will be removed from the remaining schedule and not be allowed to participate in any playoff situations. No refunds will be given and a team dropped by the league may, at CLSD's discretion, not be allowed to rejoin the next season.
- Shirts among team members do not need to match, but are encouraged.
- Players may not quit one team and join another after 5:00pm on the day of their original team's first scheduled league game, regardless of whether or not the individual in question participated in the original team's game.

Regulation Game

- The object of the game is to eliminate all opposing players by getting them "OUT" – This may be done by:
 - Hitting an opposing player with a live thrown ball below the shoulders.
 - A ball thrown that hits an opposing player in the neck and/or face is illegal & the thrower will be called out.
 - If a player ducks, and this is the cause for the player being hit above the shoulders, the player is out and the throw is legal.
 - Catching a live ball thrown by an opponent.
 - Causing an opponent to drop a live ball as a result of contact by another thrown live ball (usually occurs when a ball is being used to block a thrown ball).
 - Once the ball is blocked, it becomes a "dead ball" – If a blocked ball hits the blocker or another person, they are still in.
 - Once a thrown ball hits a player it is a dead ball – If it bounces off and hits or is caught by another player, only the first player it hits is out.
 - An opposing player stepping out of bounds.
- When a player is ruled out, they must immediately remove themselves from the court with their hand raised in the air, to indicate their out status, and return to their team bench.
- "Squishing" balls down in size is strictly prohibited & any player doing so will be out for the remainder of the game.

Timing, Timeouts & Substitutions

- A three (3) minute time-limit has been established for each game and a “match” consists of best-of-seven games. If a team is not present at game time, they must forfeit. Game time is forfeit time.
- Each team will be allowed one (1) 60-second timeout per game.
 - All players are in jeopardy of getting out until the referee recognizes and signals the beginning of a timeout or end of regulation time.
 - Exception: All live balls in flight at the time of an official's signal to end regulation time or begin a timeout remain live, and may eliminate an opponent, until they become dead.
 - During timeouts, teams may substitute players. Substitutes may be players who did not start the game or players who wish to re-enter after having been declared out. The following requirements are in place for substitutes: 7-8 players must have 2 girls, 4-6 players must have 1 girl, 3 or fewer is open.
 - Note: This takes affect only during the allowed substitute times during timeouts, therefore a team will not be required to substitute mid-game, just to meet the requirement.

Beginning the Game

- Prior to beginning a game, eight (8) dodgeballs will be placed along the centerline.
- Players must take a position behind their end line.
- Following a signal by the referee, teams may approach the centerline to retrieve the balls. All dodgeballs are open to either team on the opening rush.

Opening Rush

- Each and every 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.
 - 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

- The first team to legally eliminate all opposing players will be declared the winner.
- 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.
- In all overtime periods, the first team to legally eliminate any one opponent will be declared the winner.
- Each match will be best-of-seven (7). First team to win four (4) games is the winner.

Overtime

- If an equal number of players remain after regulation play, a 4-minute sudden death overtime period will be played.
 - Team captains may choose to add an equal number of players prior to the start of the first overtime. 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 time.
- All overtime periods will begin with an equal number of "ball-in-hand" behind a team's end line. The first team to legally eliminate any one opposing player will be declared the winner.
- No timeouts are allowed during overtime.
- Substitutions and/or additions are permitted only prior to the start of any overtime period.
- The sudden death format continues through all extra periods.

Stalling & 5 Second Rule

- A team trailing during a regulation game must be given the opportunity to eliminate an opposing player.
- It is illegal for the leading team to control all the balls for more than five (5) seconds. If the leading team controls all the balls they must make a legitimate effort to get at least one (1) ball across the attack line and into the opponent's backcourt. If this is not done within five (5) seconds, a violation will be called. A team may avoid a 5-Second Violation by throwing or rolling a ball into the opponent's backcourt. This does not mean throwing the ball over and through an opponent's end line.
- Penalty for a 5-Second Violation:
 - First violation: Stoppage of play and the balls evenly divided between the teams. Play continues with "ball-in-hand."
 - Second violation: Free throw for the opposing team – a penalty in which one player is allowed an unobstructed 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.
 - Third violation: Ejection of one (1) player from the offending team.
- The stalling rule does not apply to overtime periods.

CITY OF CHEYENNE PARKS & RECREATION DEPARTMENT

Athletic Bylaws

Introduction

Games will be played under sport specific governing body rules and amended by the Recreation Division – Athletic Bylaws. The Recreation Division Athletic Leagues are organized, administered and supervised by the Cheyenne Parks & Recreation Department. League Director's will render any necessary decisions regarding situations that may develop which are either not addressed, or only partially addressed in the Athletic Bylaws and Divisional Code of Conduct. Decisions made by the League Director are final and may not be disputed. Any questions as to policies, rules or regulations should be referred to the Recreation Division at 637-6423. It is up to the Team Representative to ensure that the Athletic Bylaws and Divisional Code of Conduct are shared with the full roster.

Registration Information

1. Registration may be done at the Kiwanis Community House, 4603 Lions Park Dr, from 7:30am to 4:30pm. Fees and complete rosters must be turned in at the time of registration.
2. Payment will be accepted by check from Team Sponsor(s) for full amount, or one Team Sponsor(s) check and one Team Representative check for player fees will be accepted, and or all cash (no individual checks will be taken). Teams must pay either the team fee or player fees at registration. No refunds will be given for dropped players. No refunds will be allowed after the registration deadline. Teams must have all fees paid by the end of the second week of the season or teams will forfeit games until all fees are paid. Team Representatives are ultimately responsible for all fees associated with play in the league.
3. Teams with sponsors who wish to be billed for payment must make arrangements with the League Director prior to registering to avoid a late fee. A letter from the sponsor will be required. Checks should be made payable to City Treasurer. Holding of checks will not be allowed.
4. Rosters must include the league minimum of players and all information must be filled in completely or your registration will not be accepted, all player fees must also be paid at time of registration. After the registration period, an additional player fee will be required for any of the following; adding a player, deleting a player, or adding one player then deleting another player. NOTE: Approval must first come from the Team Representative, on all player additions.
5. Teams will be divided into divisions by the League Director and other Recreation Division staff. Team division preference will be taken into consideration, as well as, previous team standings and overall team ability. Division selection by the League Director and committee is final. No team will be allowed to make division placement a condition to withdraw their team's registration.
6. We do not guarantee any team's requests to play or not to play on certain nights or times. We will try to accommodate these requests if the schedule allows.
7. League entry fees do not cover tournaments or team health or liability insurance.
8. All players who participate in the Recreation Division's Athletic Leagues waive and release all times, all rights and all claims for damages they may have against the City of Cheyenne, athletic governing bodies of Wyoming and the Cheyenne Parks & Recreation Department and City of Cheyenne facilities, for any and all injuries suffered by themselves as a result of participating in the Recreation Division Athletic Leagues.
9. Individuals and teams who register for athletic leagues accept, as a condition of participation, the Athletic Bylaws, Divisional Code of Conduct and decisions rendered by the League Director.

Eligibility

1. All participants must be at least 18 years of age prior to the start of the league. High School participants are responsible for ensuring participation in a City League does not affect their WHSAA status.
2. A player may participate in on one (1) division and on only one (1) team.

Team Representatives Responsibility

1. If Team Representatives choose not to formally add a player to their roster, Player Passes are available for instances when you do not have enough players to field a team. There is a maximum of 5 player passes per season, per team. If illegal players are discovered the team will forfeit any games won with the illegal player.
2. Players may not quit one team and join another team, after 5:00pm, on the day of their original team's first scheduled league game, regardless of whether or not the individual in question participated in the original team's game.
3. You must notify the Recreation Division, as soon as possible, of any make-up concerns your team may have. If you know of any conflict which may affect your team's ability to play either a weekday make-up or weekend make-up you should call the Recreation Division as soon as you know about the conflict. Do not wait until your game has been postponed to inform the Recreation Division that you will be unable to play on a given date because make-up schedules may be created as soon as it is known that games have been postponed. After the make-up schedule is started no changes will be made. We will do our best to work our make-up schedule around your schedule, but you must notify us prior to the making of the make-up schedule.

4. The Recreation Division will not give out reschedules over the phone. We will post all reschedules at www.cheyennecity.org, within 48 hours of the cancellation. Postponed games may be made up on Saturdays, Sundays or at any time designated by the League Director and Recreation Division staff.
5. In case of disputes, team representatives are the only ones allowed to discuss the situation with the official. All others will return to their respective bench or position(s). Anyone violating this regulation will defer to the division Code of Conduct.
6. Team representatives are responsible for keeping the players bench clear of all persons except players and scorekeeper. Players of other teams may not sit on bench. No team may have more than one attendant. Please be sure that the attendant is old enough to appreciate danger, and keeps out of the way of plays.
7. Officials may not call and play in the same league division, the exception to the rule is if they are the only official available to call the game. Forfeits will result if a team refuses to play a game because of this rule.
8. Rosters may be checked by umpires to verify that no illegal player(s) are being used. The Recreation Division will maintain updated rosters at each game location. If you are short on players, please call the Recreation Division at 637-6423.

Protests

1. All protests will be handled by a Protest Committee made up of the League Director and Recreation Division staff.
 - a) Official protests must be filed at the Recreation Division within two (2) working days of the protested game.
 - b) \$50.00 (cash) bond is required to be deposited with the Recreation Division at the time the protest is filed.
 - c) If the protests are the cash bond will be forfeited and no further action will be taken.
 - d) If the protest is considered valid, the Protest Committee shall render its decision within two working days of the filing of the protest, and the \$50.00 bond will be returned.
 - e) Player eligibility must be protested before the game is complete for the game in question. Be sure the official notes the protest, including; protested players name(s), number(s) and signature(s) in the scorebook.

Trophies

1. In the event of a tie at the end of league play, standings for teams vying for awards will be decided in the following order:
 - a) Results of head on play during the league.
 - b) Point differential between tied teams.
 - c) If, point differential is tied, an alternate method will be determined by Recreation Division staff. Note: Teams may be given the option to have the alternate method be a game played, if teams pay for the officiating cost of the game and if a date and time can be agreed upon. Single game cost \$50 or \$25 per team.

Forfeits and Disqualifications

1. Game time is forfeit time, teams must be on time for their games as scheduled. Any team forfeiting an entire game will be fined \$50. This fee may be avoided by notifying the Recreation Division at 637-6423, by 1:00pm, on the day of the game your team needs to forfeit. The fine must be paid, in cash, by the next scheduled game or the offending team will not be allowed to play and will be credited with another forfeit. This fine is intended to be punitive, not recuperative for lost fees. Player passes are available for times when you cannot field a team; there is a maximum of five player passes per season.
2. Officials will not be required to work any forfeited game. Teams may agree to a scrimmage with the understanding that the game will be called 20 minutes prior to the next scheduled game time. Supervisors and officials have the authority to terminate any such game at their discretion.
3. If a team forfeits two (2) games without good reason, that team may be dismissed from league play. Teams will always be allowed to add approved players to keep from forfeiting a game, even if it's the last game of the season.
4. One (1) ejection from a game, with no sub, will result in that game being forfeited by that team. Two (2) ejections from one game, from one team, regardless of the number of substitute players, will result in that game being forfeited by that team. If the two (2) ejections rule is violated a second time, the entire team will be ejected from the league for a minimum of an additional three (3) games.
5. Additional penalties may be found in the Divisional Code of Conduct

General Information

1. Friends, Spouses, and children are all encouraged to come watch the game. If you do bring children to the park, you must have another adult available to provide immediate supervision while the game is being played.
 - a. First offense: The non-offending team will be awarded one (1) additional point/run.
 - b. Second offense: A team offending this policy a second time in one (1) game will forfeit the game.
2. No smoking at the facility. Violation of these rules may result in player suspension from league play.
3. No alcoholic beverages will be allowed at games. Players, Team Representatives, and Spectators are requested to refrain from drinking alcoholic beverages before or during the game. Anyone violating this rule may be suspended for at least the remainder of the season and their team will immediately forfeit that day's game(s). They may, at the discretion of the League Director, be removed from the league.
4. Please take their families to watch these games. Help control the swearing in the stands and on the player's bench. Teams should control both their players and spectators.
5. Leave valuables at home. The Recreation Division will not be responsible for lost valuables.

CITY OF CHEYENNE PARKS & RECREATION DEPARTMENT **Code of Conduct**

Introduction

All rules in this Code of Conduct are in effect for all sports administered by the City of Cheyenne Community and Recreation Department's Athletic Leagues. These rules have been developed for the protection and wellbeing of all participants/spectators. All rules remain in effect for all participants before, during and after the play of any game.

The primary purpose of any league is fun and enjoyment. Good sportsmanship is required of all participants. There is no justification for unsportsmanlike conduct by players or spectators regardless of the situation. Team representatives, players and spectators may be fined, ejected and/or suspended from further participation, including spectating, due to unsportsmanlike acts. Therefore, team representatives, players and spectators who become upset before, during or after a game should remove themselves from the situation.

Any player who disagrees with the decision of the League Director about Code of Conduct cases may appeal the decision in writing and turn it in to the Kiwanis Community House, 4603 Lions Park Dr. Monday-Friday between the hours of 7:30am-4:30pm. The appeal will then be considered through the chain of command of the Parks & Recreation Staff as follows: (1) Recreation Coordinator (2) Recreation Manager.

Any action not covered in the Code of Conduct, or only partially covered will be handled at the discretion of the League Director.

Definitions

1. **PARTICIPATION** - Any involvement in the Cheyenne Parks & Recreation Department activities such as spectating, officiating, playing and coaching.
2. **TEAM REPRESENTATIVE** - A person designated as team leader. This person can be either a player or a non-player. This is the person with whom the Recreation Division staff communicates the league information. Team representatives are required to inform team members of the rules that govern the league.
3. **PLAYER** - A person who actively participates in the game (even if sitting on the bench) and who is on the official team roster.
4. **SUPERVISOR** - A person hired by the Parks & Recreation Department to supervise league activities during city sponsored league play.
5. **LEAGUE DIRECTOR** - A full-time Parks & Recreation Department employee designated to organize and administer the activity.
6. **EJECTION** - To be removed from a league game. Players who are ejected from the game must leave the playing area within one minute of when the official ejects them. Ejected players are to leave the facility as soon as they gather their belongings (these are important factors that are considered by the League Director when deciding whether the player should be suspended). Any player that is ejected must minimally pay a \$50 re-entry fine and may serve a one (1) game suspension before participating in another game. If the player does not pay the fine but shows up to play anyway, the game or games will be forfeited by his/her team.
7. **EJECTION FORM** - A form filled out by the ejecting official(s) describing the incident. If you witness an act and wish to comment, you may do so by locating the supervisor and asking them for the form. If you cannot locate the ejection form, your written and signed report will be accepted at the Recreation Division offices the following working day.

8. **PROBATION** - A player who is on probation is allowed only one (1) more ejection. Players may be allowed two (2) ejections, depending on severity, per league before being suspended for the remainder of the season.
9. **SUSPENSION** – To be eliminated from future games for a specific period of time. A player who is on suspension is not allowed to participate or spectate in any sport administered by the Parks & Recreation Department.

Unsportsmanlike Penalties

The following is a list of actions that are detrimental to City League play. Each action is followed by a minimum and maximum penalty which will be imposed on players.

1. **NO ONE SHALL:** At any time lay a hand upon, shove or threaten an official, player or spectator. Officials are required to immediately eject anyone who violates this rule from further play that evening and report such individual(s) to the League Director.
 - a. **MINIMUM PENALTY:** Suspension for up to three (3) league games, \$50 re-entry fine and placed on probation for the remainder of the season.
 - b. **MAXIMUM PENALTY:** Suspension from all City sponsored league play for an indeterminate number of years, plus up to three (3) years of probation.
2. **NO ONE SHALL:** Refuse to abide by any officials decision. First offense will result in a verbal warning. Second offense May incur an ejection from further play that evening. Officials are to immediately eject the player and report such individual(s) to the League Director.
 - a. **MINIMUM PENALTY:** \$50.00 re-entry fine and placed on probation for the remainder of the season.
 - b. **MAXIMUM PENALTY:** Suspension for half of the remaining league games or three games whichever is longer.
3. **NO ONE SHALL:** Be guilty of obscene gestures, or objectionable demonstrations of dissent at the official's decision. Anyone who violates this rule shall be ejected from further play that evening. Officials are required to report such individuals to the League Director.
 - a. **MINIMUM PENALTY:** Ejection from game, \$50 re-entry fine.
 - b. **MAXIMUM PENALTY:** Removal from the complex and suspension for up to the remainder of the season.
4. **NO ONE SHALL:** Before, during or after a game, be guilty of continued verbal abuse upon any player, official, supervisor or spectator. Officials are required to impose a game misconduct and shall submit a written report to the League Director.
 - a. **MINIMUM PENALTY:** Ejection from game, \$50 re-entry fine.
 - b. **MAXIMUM PENALTY:** Removal from the complex and suspension for up to the remainder of the season.
5. **NO ONE SHALL:** Discuss with an official in any manner the decision reached by such official, except the Team Representative.
 - a. **MINIMUM PENALTY:** Warning by the official.
 - b. **MAXIMUM PENALTY:** Ejection from the game, \$50 re-entry fee and placed on probation for the remainder of the season.
6. **NO ONE SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body of an opposing player. Such actions will result in sitting out one (1) inning/quarter/period. A repeat offence will require the official to immediately eject anyone who violates this rule from further play that evening, and report such individual(s) to the League Director.
 - a. **MINIMUM PENALTY:** \$50 re-entry fine and placed on probation for the remainder of the season.
 - b. **MAXIMUM PENALTY:** Suspension for the remainder of the season and one (1) year probation.
7. **NO TEAM/PLAYER SHALL:** Appear at the facility to play under the influence of drugs or alcohol.
 - a. **MINIMUM PENALTY:** Suspension from all league games until team re-entry fine is paid, \$50 re-entry fine and placed on probation for the remainder of the season.
 - b. **MAXIMUM PENALTY:** Suspension for the remainder of the season and one (1) year probation.