



GLEN ELLYN PARK DISTRICT ADULT DODGEBALL LEAGUES

- Games are played on Wednesdays at the Ackerman Sports & Fitness Center
- 7 week regular season followed by a single elimination post-season tournament
- League fees – \$50 per player
- Players will form their own teams

NOTE: REGISTRATION WILL BE ACCEPTED ON A FIRST-COME, FIRST-SERVED BASIS. DEPENDING ON AVAILABILITY, THERE IS NO GUARANTEE THAT RETURNING TEAMS WILL BE ABLE TO SECURE A SPOT IN THE SAME LEAGUE THAT THEY PARTICIPATED IN LAST YEAR.

REGISTRATION CODE #

Co-Ed 112520

DATES TO REMEMBER

July 29, 2018	Registration opens. Please refer to the registration packet online at www.gepark.org . Registration must be submitted to 185 Spring Avenue, Glen Ellyn, IL 60137 or emailed to Brad Thomas at bthomas@gepark.org .
August 27, 2018	Registration deadline.
August 29, 2018	Mandatory coaches meeting. A representative from each team must be present. Rosters also need to be submitted at this meeting.
August 31, 2018	League schedules posted on www.quickscores.com/glenellyn .
September 5, 2018	Payment deadline.
September 5, 2018	Season begins.
October 31, 2018	No games.
November 7, 2018	Season concludes.

OBJECTIVE

To provide an opportunity for interested persons to play organized dodgeball. Fair play and sportsmanship are the responsibility of every player and captain.

CAPTAIN'S RESPONSIBILITIES

1. All teams should send a captain or team representative to the Captain's Meeting.

NOTE: Modifications to the league, including, but not limited to rules and awards, may take place at the Captain's Meeting. Failure of a team representative to attend shall not exempt that team from any modifications that may be made.

2. All captains are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter as necessary to make sure that no violations will occur.
3. It is the captain's responsibility to make sure all league fees, roster and waivers, and fees are submitted and paid.

4. All captains are expected to inform their players of scheduled games, schedule changes, make-ups and standings.
5. Captains are responsible for notifying the Recreation Supervisor of a change of address and/or phone number.
6. It is the captain's responsibility to check the score each game to insure accuracy and to check the final score which is listed on the Quickscores website.
7. Captains are responsible for the conduct of their team members and any team spectators at all times, including prior to, during, and after completion of the game.
8. Only captains are to discuss a disagreement with a referee.
9. If it is known that the captains will be unavailable during a certain period of time, it is the responsibility of that captain to call the Recreation Supervisor and submit another contact name, if other than the co-captain.

LEAGUE ROSTER/WAIVER

1. All teams must submit an official roster/waiver. Roster/waivers must include each player's name, address, home phone number and signature.
2. Players not listed on the roster will not be permitted to play. Any violations will result in the forfeit of that particular game and possible ineligibility for the remainder of the season.
3. Roster changes will be allowed as designated by the Park District deadline, **before the second game of the season**. Signatures are required on the official roster prior to participation in league play.
4. A player may only play on one team in each league. If a player is on more than one team's roster in a given league, he/she will be declared ineligible for that league.
5. Any team giving false information on a roster shall be dismissed from the league without any money being refunded.
6. Rosters will consist of a maximum of twelve (12) players.

SCHEDULES

1. The Glen Ellyn Park District reserves the right to modify any and all dodgeball schedules as necessary to operate the league.
2. Schedules will be available starting August 31, 2018 and can be found at www.quickscores.com/glenellyn.

PAYMENTS

1. Registrations will be accepted up until August 27, 2018 or once the leagues are full.
2. To guarantee your spot in the league, a \$200 non-refundable deposit must be submitted with your registration if you choose not to pay in full at the time of registration. The remaining balance must be paid by September 5, 2018. A team will not be included on the season schedule if full payment has not been received.

BENCH AND FIELD AREA

1. All teams are responsible for cleaning up their bench area after each game.
2. Spitting on the turf is strictly prohibited.
3. No gum, candy, food, or drinks are allowed on the field at any time. Water is permitted on the bench.

4. Captains are responsible for the conduct of their players and parents.

PLAYERS, FIELD, EQUIPMENT

1. Teams will be made up of 6 to 12 players. Each game begins with 6 players competing on a side; others will be available as substitutes. Substitutes may enter the game only during time-outs or in the case of injury.
2. Only team captains may speak to a referee regarding a call. Team captains are responsible for the actions of their teams and spectators.
3. All games will be played at the Ackerman Sports & Fitness Center on the turf.
4. The playing field will be approximately 50'x25'. The field will be marking with sidelines, endlines, attack lines, and a center line.
5. During play, all players must remain within the boundary lines.
6. Players may pass through their endline only to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground.
7. When retrieving a ball, the player must also immediately re-enter the playing field only through their endline. A player not immediately re-entering through the endline may be declared out. A player retrieving a ball from the stands will not be called out if hit when doing so. A player may be handed a ball from out of bounds, provided the player receiving the ball remains completely within their team's field boundary.
8. A player shall not: have any part of their body contact the playing surface over a sideline, exit or re-enter the field through the sideline, leave the playing field to avoid being hit by or attempt to catch a ball, have any part of their body cross over the centerline and contact the ground on the opponent's side of the court, throw a ball while jumping in the air AND land outside of their boundaries, give a ball to anyone who is not playing in the game or to any player already declared out.
9. The official ball used will be an 8.25" rubber coated foam ball.
10. The number of balls used in a regulation game is 6.
11. Participants must wear shoes, shirts, and shorts/pants.
12. Participants may not wear any type of gloves during games.
13. All cloths/uniforms are considered part of the player's body.

GAME PLAY

1. The Referees will determine the side each team starts on.
2. Teams will alternate sides following each game.
3. The object of the game is to eliminate all opposing players by getting them out.
4. An Out is recorded by any of the following: hitting an opposing player with a LIVE thrown ball, catching a LIVE ball thrown by an opponent, causing an opponent to lose control of a held ball as a result of contact by a thrown LIVE ball (if a player regains control of the ball before it hits the ground, the player is still OUT), an opposing player stepping out of bounds.
5. A live ball is a thrown ball that strikes or is caught by an opposing player without/before contacting the ground, another player, a non-held ball, official, or other object.

6. Head hits count as a hit, though any player determined to be purposefully aiming at other players' heads will be given a technical foul.
7. A player may block a thrown ball with a ball being held, provided the holder does not lose control of the held ball as a result of the contact with the thrown ball. The held ball does not need to hit the ground to cause the holder to be out, only knocked loose of the holder's grip. Even if the holder regains control of the held ball, they are still out. A player may drop the ball they are holding in order to catch a ball. Referees must be sure to recognize the difference between a loose ball and an intentionally dropped ball.
8. A live ball deflecting off a held ball and/or striking the holder remains live only to the holder. If a deflected ball is caught, the thrower is out.
9. If a live ball is deflected off the body of Player A, the ball remains live only to Player A. If Player A legally catches the ball, the thrower is out. Teammates of Player A may not legally catch the deflected ball. If a deflected ball is caught by another player, the ball is called dead and the thrower remains in the game.
10. Once a player is out, they must drop any balls in hand and exit the playing field at the nearest sideline. If an Out player intentionally contacts a live ball before exiting the playing field, opponents will be awarded a free throw.
11. There will be a 4-minute time limit for each game.
12. Each team will be allowed one 20-second timeout per game.
13. Only the referee's whistle will start and stop the clock.
14. All players are in jeopardy until the referee recognizes and signals the beginning of a timeout or end of regulation time.
15. During time-outs, 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. Play will resume after a timeout with the same number of players and balls on each side when a timeout was granted.
16. Prior to the beginning of the game, 6 balls are placed on the center line. Players then take position behind their endline. Following the signal from the referee, teams may approach the center line to retrieve the balls. A false start will be called if players cross their endline prior to the referee starting the game. Any fouls will result in play being stopped and the offending team will lose one ball to be placed on the opposing team's side.
17. The team with the greater number of players at the end of the game will be declared the winner. If an equal number of players remain at the end of a game, a sudden death overtime will be played.
18. Overtime will be played with 3 players from each team. If less than 3 players were remaining at the end of the game, players must be added. The players starting the overtime may be any rostered players, not necessarily those left after regulation. Overtime will be a 1-minute period where the first team to get an opposing player out will be declared the winner. Overtime will repeat if no winner has been declared.
19. A team trailing during a game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team. It is illegal for a team to control all the balls for more than 5 seconds. If a 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 side. If this is not done within 5 seconds, a violation will be called. A team may avoid a violation by throwing or rolling a ball to the opponent's side. Only a referee can call a violation.
20. Penalties for violations are: stoppage of play and balls will be divided evenly between the teams, a free throw for the opposing team where one player is allowed an unobstructed throw at their opponent without the risk of elimination for the thrower (a caught ball does not result in an out for the thrower), ejection of one player from the offending team.

REFEREES

1. The referee is responsible for the control of the game and holds the authority for the duration of the game.
2. Any decision the referee makes during a game are considered final.
3. Abusive language, conduct, behavior, or threats to referees by players, coaches, or spectators will not be tolerated. Any person in violation of this will be removed from the facility.
4. Referees will abide by NADA rules for any situation during a game not stated in the league rules.

SPORTSMANSHIP

1. Good sportsmanship is mandatory at all times on and off the field. Park District staff reserve the right to dismiss any disruptive patrons from the facility.
2. Players or coaches using profanity against referees, players, coaches, parents, or staff may be suspended from the game and asked to leave the facility.
3. Teams found to be guilty of playing ineligible players shall forfeit all games in which those players participated.
4. Fighting or instigating a fight will not be tolerated. The game shall be terminated and additional penalties may be applied to the team and players after a referee report and league investigation. Additional penalties may include but not limited to expulsion, monetary fines, or point deductions.
5. Anyone found guilty of willfully damaging Ackerman Sports and Fitness Center property will be banned from the facility and face legal action.
6. Any spectator who enters the field of play will be removed from the facility and the game will result in a forfeit for that team. Additional league sanctions or penalties may also be applied pending a referee report.

LEAGUE STANDINGS

1. Matches consist of 5 games depending on time constraints.
2. Teams will receive 1 point for each game won.
3. Teams will receive 1 point for each player still in play at the end of each game.
4. Teams will receive 0 points for each game lost.
5. The winning team in an overtime game will receive 1 point and the losing team will receive 0 points.
6. The team with the most points at the conclusion of the season will be deemed champions if no playoff is scheduled.
7. The post-season tournament will be single elimination and each match will be a best of 5 series. The team with more players in play at the end of each game will be declared the winner of that game. Regular season overtime rules will apply for the post-season tournament.

PROTESTS

The referee and site supervisor must be notified at the time of the protest in order to gather pertinent information (i.e. score, players, time elapsed, etc.). **In addition, the captain must submit any protest in writing, along with a \$50 fee, within 24 hours of the game in question.** Judgment calls cannot be protested. If the protest is valid, the protest fee will be returned. If the protest is not allowed, the protest fee will not be returned. Rule protests will not be allowed in any post-season tournaments.

RULE VIOLATIONS (CONDUCT)

1. **Use of tobacco products is prohibited within the playing/spectator areas of Ackerman Sports and Fitness Center by all participants, spectators, and staff. Violation of this rule may result in forfeiture of the game.**
2. Active participation in any type of disorderly conduct (fighting, etc.) will result in expulsion from the league for a minimum of one (1) full year, beginning the day of the incident, for the player and possibly the team.
3. We ask that you respect the rights of the referees and Park District Staff. If, for any reason, a referee or Park District Staff is physically or verbally threatened or abused, or struck by a player or captain before, during or after a game, that person will be expelled from participation in any league indefinitely.
4. Use of excessive foul language by spectators, or spectators in possession of alcohol on park property, must be policed by their respective team members. Violation of this rule will result in forfeiture of the game.
5. Use of an unrostered (illegal) player will result in the forfeiture of the game in which he is caught illegally playing.

In the event that a team suspects that the opposing team is using an unrostered (illegal) player, a roster check may be requested. At that time all players from **both** teams will be required to produce photo identification.

Should the roster check occur prior to the beginning of the game, all players without photo identification will not be allowed to play. Should the roster check occur during the game, the game shall immediately be stopped and photo identification of all players from **both** teams will be checked. Any players unable to produce photo identification at that time shall be declared an unrostered (illegal) player.

NOTE: Roster checks must be called prior to the start of the game.

In either situation, applicable forfeit rules apply, including the possibility of a double forfeit. In addition, the time taken to complete the roster check shall be considered as part of the game time.

NOTE: Staff shall have the right to request a roster check on any individual player or team at any time.

GENERAL INFORMATION

1. If you have any questions regarding the league, please contact Brad Thomas, Recreation Supervisor, at 630-858-2462 x 148.
2. Teams are reminded that the Glen Ellyn Park District does not carry medical insurance covering injuries incurred while participating in the Glen Ellyn Park District Indoor Soccer Leagues.
4. League information, including schedules, standings, and rainout information will be available at ***gepark.org/recreation/youth-indoor-soccer/***.
5. The Glen Ellyn Park District reserves the right to modify any and all league rules, regulations, and procedures as necessary.



TEAM INFORMATION FORM

Team Name: _____	
Coach: _____	Primary Phone: _____
Home Address: _____	Secondary Phone: _____
City/Zip: _____	E-mail Address: _____
Primary Contact: _____	Home Phone: _____
Home Address: _____	Cell Phone: _____
City/Zip: _____	E-mail Address: _____

Dodgeball League

Code: 112520

Fee: Fall Season- \$50 per player

All rostered players must be paid in full by September 5, 2018 or team will not be placed on the league schedule.

If you have any questions, please contact: Brad Thomas at bthomas@gepark.org

Method of Payment:																				
Deposit: _____	Date Paid: _____																			
Balance: _____	Date Paid: _____																			
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