



**LISTER DODGEBALL LEAGUE**

## **Rulebook**

**Revision: November 2019**

# **Preamble**

**This book contains the Rules and Regulations of the Lister Dodgeball League (LDL) as set by the LDL Executive Team. These Rules and Regulations and their interpretation in the gym are based upon published documents, traditions, and precedent. All interpretation of the Rules and Regulations in the gym is to be done by the LDL Executive Team and/or their employees.**

**The Game of Dodgeball that we play in Lister is based on the rules imposed at its inception in 2003. This League was created to give people a break in their week, a way to bond with their floor, and a new way to have fun. Creating a fun environment in which to play Dodgeball is and has always been the greatest goal of this League. Dodgeball is for the enjoyment of all who play it.**

**Dodgeball is Everything to Everyone.**

## 1.0 - Object of the Game

The object of the game is to eliminate the players from the opposite team by hitting them with a ball. The first team that eliminates all the opposing players or has the most players on the court when game time expires shall be declared the winner, unless otherwise specified in 8.0 - Styles.

## 2.0 - General Conditions

These conditions affect all official Lister Dodgeball League Games

### 2.1 - Field of Play

The David Tuckey Gym is located in Lister Centre. This location is to be used for all official LDL matches, be it preseason, regular season, post-season, or All-Stars.

During game play, the gym doors shall remain closed at the head ref's discretion to ensure that the game balls remain in play.

Spectators in the gym shall be seated along the South wall, with discretion given to the referees and the Executive to limit the number of spectators. Spectators must remain seated behind the basketball side-line.

The player bench is defined on the North wall. Players on the bench must remain between the black basketball lines and the wall. Players may not pass the bench coach line, as this area is reserved for the referees and Executive.

The centre line is defined as the black basketball centre line. This line is considered to extend beyond the side-lines to touch each wall.

The basketball nets are to be lowered at all times during gameplay.

### 2.2 - Music

Music must be played at all times during a regulation dodgeball game

The music **must** be upbeat and loud

Teams may not supply their own music

Head referees may supply their own music to suit their style, pending the music meets the standards of the LDL executive team

### 2.3 - Singing of the National Anthem

Prior to beginning any match, each team must line up and sing the Canadian National Anthem. They will be led by their captains, who will hold the Canadian Flag. Teams should be respectful of the anthem, and may be penalized if it is deemed that they are being disrespectful. If the LDL executive, or Head Referee for a game, determines that there is not sufficient time to sing the Canadian National Anthem it may be skipped, and the match may proceed directly to play.

## **3.0 – Equipment**

The following equipment is used in sanctioned LDL matches

### **3.1 – Dodgeballs**

#### **3.1.1 - Classic, Doctor and Double Doctor**

There will be nine (9) 6.3” red Rhinoskin dodgeballs and 1 foam ball, a 6.3” dodgeball with the red cover ripped off, in play at all times. In the case of Double doctor, two (2) black Rhinoskin dodgeballs will also be added (as per Section 8.3.5)

#### **3.1.2 - Assassins**

There will be eight (8) 6.3” red Rhinoskin dodgeballs, 1 (1) 6.0” black Rhinoskin dodgeballs and 1 foam ball, a 6.3” dodgeball with the red cover ripped off, in play at all times.

### **3.2 - Uniforms**

Official Lister Dodgeball League Jerseys must be worn at all times to be able to participate in any dodgeball game. Jerseys must be of the current year and the correct colour for their team. The jersey must not be altered in a way such that either logo is not visible. Exceptions may be made during the Seeding Tournament or any season games if jerseys have not yet arrived.

It is the ultimate discretion of the Head Referee to decide if a player’s jersey is suitable for play and allowable in the gym.

LDL jerseys or LDL attire must be worn when acting as a side referee.

### **3.3 - Style Specific Equipment**

Some styles of dodgeball require additional equipment.

#### **3.3.1 – Doctor**

The doctors must wear an LDL pinnie, with the target on their back. This pinnie may not be a similar colour to their team's jersey colour, to prevent confusion.

Each team gets a hockey net for their doctor to hide in. This net must be placed on the 3-point line of the basketball court, and the closed side must face the opposing team's court. The net may not be moved from this spot. If it is moved during play, the doctor, or a referee (side or head) shall put it back in its proper place. If a doctor dodges a ball rebounded into the net and while doing so, moves the net, the head referee may issue a warning to the doctor in question. If this reoccurs, the doctor may be called out, based solely on the head referees discretion.

#### **3.3.2 - Double Doctor**

All doctors must wear LDL pinnies, with the targets on their backs. These pinnies must not be similar in colour to their team's jersey colour, to avoid confusion.

### **3.3.3 – Assassins**

The Assassin must wear an LDL pinnie. This pinnie must not be similar in colour to the OPPOSING TEAM's jersey colour, to avoid confusion.

## **4.0 – Teams**

The following rules relate to acceptable teams and eligibility of players.

### **4.1 - Eligible Teams**

There will be no more than 18 players on the court per team at any given time. Of these players, there may be a maximum of 11 players of each sex. If a team fails to meet these numbers, they can play with as few players as they choose.

It is the responsibility of the teams to ensure that they meet the required player ratios. If a situation is discovered where a team has miscalculated their team ratio, or if there are more than 18 players on the court, they will be required to forfeit the game if the game is already underway.

In the scenario where both teams have miscalculated their ratio, or have more than 18 players on the court, the winner of the match will be determined by a coin flip called by the winner of a rock paper scissors match.

#### **4.1.1 - Docked Players**

In a case where a team has been docked players for missing or “bad” side referees, the team at fault must play with one (1) less male and one (1) less female for each missing referee (as per Section 9.2.1) The number of games missed by the referee(s) on the team in question will determine how many games that team must play short of a full roster.

In the event that a team has been docked players due to circumstances surrounding sportsmanship or any other violation of league rules, the penalty remains the same. For each player at fault, the team must play with one (1) less male and one (1) less female for the number of games specified by the executive team - based on the severity of the act in question.

### **4.2 – Substitutions**

Substitutions can be made prior to the start of a game. Subbed players must be on the team roster and the player who is being replaced cannot play for that game. No subbing will be allowed once a game has started with the exception of an injury (see Section 4.4.2).

### **4.3 – Eligibility**

In order to be eligible, a player must be a resident of Lister Centre, must be on their team's respective roster, and must have signed a waiver.

A player may only be on one roster at a time.

Players may register for their floor's roster at any time through their floor's dodgeball liaison.

A Head Referee or Executive may call into question a player's eligibility at any time and may check players' OneCards against their team's roster. If a player is deemed ineligible by the LDL executive team, the team in question may be docked one (1) male and one (1) female for the rest of the match,

and/or the entirety of their next match at sole discretion of the LDL executive team (as per Section 4.1.1)

The LDL does not recognize coaches or team officials of any kind, and all are considered spectators.

#### **4.3.1 - Floor Transfers**

As a player may only be associated with one team, if they transfer floors, they must make sure their new liaison informs the Executive team so that rosters may be adjusted. The player's new liaison will be informed when the transfer request is completed and they may begin playing for their new team once permission has been granted. The player will have to borrow a teammate's jersey until the next jersey order is made. If there are special circumstances (as in the player transferred near the end of the year and still wants to play with their old team) the Exec will review the transfer and make a decision as to what team they may play for. Players are not eligible to switch teams after the end of the regular season--if they wish to transfer to a new floor/team, they must play at least ONE regular season game as a member of the new team. Players who have transferred teams will only be eligible to make the all-star team of the tower where their new floor team is, thus making them ineligible for the tower they previously occupied. The exception to this will be if a player has already been selected to the All-Star team of one tower, and after their selection they switch floors to a different tower. In this instance, the player may remain on the All-Star team of the tower they were selected for.

#### **4.4 – Ineligibility**

The following conditions are grounds for a player being made ineligible for a match/game.

##### **4.4.1 – Intoxication**

Players and side referees who are suspected of being under the influence of drugs/alcohol will not be allowed to play/ref. This is a safety concern, and as a result the player will remain ineligible for the entire game. However, at the Head Referee's discretion, you may stay in the gym to watch and cheer.

##### **4.4.2 – Injuries**

Should a player be injured and play be stopped to care for them, this player is ineligible to re-enter play for the remainder for that game, and must be removed from the court.

In the following circumstances, a replacement may enter play under the following conditions:

a) Classic: any player from the bench who did not begin the game on the court may enter as a replacement for the injured player. If the bench does not have a player who did not begin the game, a replacement will not be granted.

b) Doctor, Double Doctor and Triple Doctor: If the injured player is not a doctor, then a player from the bench who did not begin the game may enter as a replacement for the injured player. If the bench does not have a player who did not begin the game, a replacement will not be granted.

If the injured player is a doctor, then a player who is already in play may don a doctor pinnie as a replacement for the injured doctor. In order to replace that void, the team may then enter a player from the bench as a substitute for the new doctor. The player entering play must assume the same position on the court as the player they are replacing.

When a player is injured and removed from the game, the RA/SRA on shift MUST be notified of the injury/severity. It is crucial that injuries are handled with the utmost care, and gameplay may not continue until the injured player is in the care of a qualified individual.

### **4.4.3 – Suspensions**

If a player has been suspended, they are not eligible to play. A player who is serving a suspension is not allowed to be present in the David Tuckey Gym during LDL games, tournaments or any other LDL run event.

## **5.0 – Matches**

A match will consist of 5 games of 7 minutes in length. The team that wins 3 of the 5 games wins the match and is awarded a win and the corresponding +/- in the standings.

### **5.1 – The Selection of Games**

At the beginning of the match, the two captains will meet with the head ref upon entering the gym. The captains will play out rock-paper-scissors, and will have two options:

- a) Choice of styles for games 1 and 4 or games 2 and 5.
- b) Choice of playing side in the gym.

If the winner chooses option a, the other captain will have the choice of style for the games the first captain did not choose and their choice of playing side. If the R/P/S winner chooses option b, the other captain will be allowed to exercise option a, with the games they do not choose going to the other team.

#### **5.1.1 - Game of the Week**

During the LDL Regular Season, Game 3 is predetermined by the Executives as the “Game of the Week”. All four game styles (Classic, Doctor, Double Doctor, and Assassins) will be rotated evenly throughout the season.

#### **5.1.2 - All Stars**

Prior to the start of each match, the managers of the opposing teams shall meet with the head referee for the match. During this time the 2 managers shall play rock, paper, scissors. The winner of which will be given 2 options

- A) Games 1-3-5
- B) Games 2-4 and Side

If the winner chooses option 1 the loser shall be given the other option, and vice versa. Following this, the managers shall pick the games to be played from the selection of games that are available during the regular season.

#### **5.1.3 – Seeding Tournament**

The Executives will announce the Selection of Games process for the Seeding Tournament.

#### **5.1.4-Other Tournaments**

The Executives will announce the Selection of Games process for all other tournaments.

## **6.0 - General Play**

These rules relate to all LDL games. For more specific rules on each game style, refer to section 8, Styles.

### **6.1 - Beginning A Game**

Matches will begin with the balls split approximately evenly along the centre line (4 on the south side, 5 on the north side) with the Ball of Shame placed in the direct centre. All players eligible to run will be lying on their stomachs on their respective sides of half with both of their feet touching the back wall. Players' chests must be touching the floor. The game will start on a loud, audible signal from the LDL referee. Following this signal, eligible players from both teams will retrieve balls from the designated line. Players cannot grab the ball, but must swat the ball away from the line. If a ball is grabbed, the head referee may choose to roll the ball to the opposing team. This may also occur if a player is deemed to have not had their chest on the ground prior to the signal from the referee.

#### **6.1.1 - Live Balls**

Before the ball can be thrown/kicked/otherwise propelled, the player who ran for the ball must touch it to their own back wall in order to deem the ball "live". Any ball that has not been activated is not considered live, and therefore cannot be used to eliminate any player from play until it has been touched to the back wall, or 30 seconds of play has elapsed. In the case a player retrieves more than one ball from the line, other balls may be touched to the back wall by another player who ran to the line. Balls may not be propelled to the wall and then caught for activation. After 30 seconds, all balls are considered to be live, regardless of whether they have been touched to the back wall or not.

#### **6.1.2 - Putting Balls Back In Play**

If a ball leaves the court, it must be PLACED it at the edge of the court, near the point where it exited. DO NOT throw, roll, or propel the ball in anyway. Anyone caught violating this rule may be asked to leave the gym at the head referees discretion, and may face further disciplinary action at the discretion of the Executive Team.

#### **6.1.3 – Stopping a Ball**

If a ball has left the area of play (via the side lines), a member of the crowd may place the ball back where it exited play. However, a ball rolling along the side lines is considered in play, and must not be stopped until it exits the playing field.

## **6.2 – Mid-game**

Once the balls are in play, players are then allowed to throw/kick/punch the ball at the opposition. Players that are eliminated must leave the area of play (see Section 7.0, Eliminations). Once a player has been eliminated they cannot, under any circumstances, re-enter the match (excepting in Doctor, Double Doctor and Triple Doctor. See Section 8.0, Styles for more details).

### 6.3.1- Rate of Play

Both teams are responsible for keeping play moving. A ball must be thrown across the centre line approximately every ten seconds. Individuals are also subject to a ten second rule. Possessing a ball or balls as an individual for more than ten seconds of opportune throwing time will result in a warning from a referee to throw the ball in question. This includes the shame ball. If two balls are being held, each ball possesses the same 10 second timer. Possession is defined by the following:

- Ball in hand
- Clear motion made towards possession of a ball (ie. Stopping a ball at one's feet)
- A ball in hand subsequently dropped is considered still in possession of the player who dropped it
- Awareness of a ball that is purposefully not taken to the line i.e. "ball in the corner"

Players nearing their ten-second ball possession time limit are permitted to pass that ball to a teammate, however the possession time is passed to the teammate with the ball.

If a player has reached their ten-second ball possession time limit, they will be instructed to roll that ball to the opposing team. Players are not permitted to pass their ball to a teammate once their ten-second ball possession time limit has been reached. Balls thrown into the crowd are subject to the 10-second rule once a spectator, player or referee has returned it to the field of play. Any player who withholds a ball from returning to the field of play will be called out. If any spectator withholds a ball from the field of play, they may be asked to leave the gymnasium at the discretion of the Head Referee.

Any player not abiding by any of the above outlined rules may be subject to discipline by the Head referee.

#### 6.3.1.1 – "Icing"

Icing is defined as throwing a ball in a way so that the opposing team has no reasonable chance to gain possession of it. Icing involves a ball returning to the original thrower's team without anyone on the opposing team able to prevent it. This violates the spirit of the 10 second rule. Examples of icing include, but are not limited to, the following:

- Throwing a ball unreasonably high, usually defined as above the line dividing the green and yellow paint
- Throwing a ball off of the backboard, any object, dead player, or spectator if it returns without first bouncing off of the ground closer than the second nearest set of double white lines on the opponent's side. Exceptions are made when the throw results in a kill.
- Throwing a ball far away from any remaining players

In games where a doctor is in play, all icing infractions will result in the head referee rolling the ball away from the offending team. In games without a doctor such as classic, assassins, or the late stages of doctor games with no remaining doctors, a warning will be given for the first instance. Further infractions will result in the ball being rolled, given the head referee's discretion according to the following criteria:

- The number of players remaining on each team
- The time remaining in the game

The icing rule may not be enforced in cases where a team has no motivation to ice a ball (e.g. a team with fewer players alive, a game with a lot of time remaining). However ultimately it is the head referee's decision as to whether or not it is considered to be called icing. Extreme cases of circumventing the spirit of the icing rule may also result in an icing infraction.

## **6.4 - Ending A Game**

A game ends when all players on one team are eliminated, or when the 7-minute time limit has elapsed, whichever occurs sooner. If the 7-minute time limit has elapsed, a count of the players remaining on each team will be conducted. The winning team is determined by who eliminates the other team first or which team has the greater number of players at the 7-minute time limit. If both teams have the same number of players after the 7-minutes has elapsed, a sudden death will occur.

### **6.4.1 - Sudden Death**

If the number of players at the end of regulation is the same, or if the only remaining players are deemed out at the same time by the referee, there will be a one-on-one 5-ball match. See Overtime/Tie-Breaker in Section 8.0, Styles.

## **7.0 – Eliminations**

The following section relates to the various ways players can be eliminated and what doesn't count as an elimination. Being hit by a live ball eliminates a player. Balls are only considered dead once they contact the floor or come to a rest on a surface, whether a ball has come to a rest is up to the referee's discretion. Under no other circumstance are they dead.

### **7.1 - Direct Hit**

A direct hit occurs when a ball that has been propelled by one player hits another player immediately. In this case, the player that is hit by the ball is eliminated. A "player" includes the player, any articles of clothing, their hair, any balls in their possession, or any other article attached to their person. Therefore balls cannot be used to block other incoming balls to prevent an elimination, unless it is released before contact is made.

### **7.2 - Indirect Hit**

An indirect hit occurs when a ball that has been propelled by one player hits a player, the ceiling, a wall, a referee, a bench, or any other object that is not the floor, and then hits another player. In this case, any player hit by the ball is eliminated, as long as the ball does not come in contact with the floor prior to contact being made.

### **7.3 - Line Infractions**

A line infraction occurs when a player steps on or over or touches a dividing line in the court, such as the centre line or the rear line in Assassins. Committing a line infraction causes a player to be eliminated. Players are permitted to reach over boundaries providing no part of their body - or

extension of their body - comes in contact with the opposing side. An “extension” of a player's body is considered to be any item (hats, shoes, dodgeballs, etc.) that the player is holding in such a way that extends their reach across boundaries. If ANY part of these accessories touches the opposing side, this is considered to be crossing the boundary and the player is eliminated from play immediately.

## **7.4 - Punching/Kicking/Suicides**

A player is also not eliminated if they throw/drop the ball, and then propel it with another body part. This means that players may kick/punch a ball without punishment. However, if the player is making an obvious attempt at suicide, such as throwing the ball in the air and allowing it to hit them in the head, they are eliminated.

## **7.5 - Teamkills**

It is possible to eliminate your own teammates. Any ball that has been intentionally propelled by a player is considered live until it hits the ground. If a live ball hits any player, that player is eliminated, regardless of who propelled the ball.

## **7.6 – Catching**

A player is not eliminated if a ball that they threw is caught by another player. Consequently, a player may NOT return to the game if one of their teammates catches a ball.

### **7.6.2 - Fair Catch**

A catch will only be fair if, in every case the ball is brought to rest in the hands of a player before it has been grounded or brought to rest on any surface in the gym. Balls caught against live surfaces such as a wall or caught using a body part apart from the hands will need to be transferred to the hands of the player for it to be deemed a fair catch.

## **7.7 - Touching a Ball to A Player**

Simply touching a ball to a player does not count as an elimination. The ball must be RELEASED for the elimination to count. This situation normally happens in close quarters combat, like in games of Assassins, or during suicide kills. Touching a ball to another player counts as touching the other side of the line, and you will be called out instead.

## **8.0 – Styles**

The following outlines the different styles of dodgeball.

### **8.1 – Classic**

Once a player is hit they are eliminated for the rest of the game. They cannot come back into play ever. The team who eliminates all of the opposing team's players, or who has the most players

remaining at the end of the 7 minute time limit is declared the winner.

## **8.2 – Doctor**

Each team denotes one doctor and will place one hockey net on the 3-point line facing their respective back wall. This Doctor may “save” eliminated players. However, the doctor may be eliminated as if they were any other player.

### **8.2.1 – Eliminations**

When a player is eliminated, they are to immediately drop to the floor (with their butt on the floor, no kneeling) and are considered out. If they don't drop where they were actually hit, the refs may move them back to whichever position they were eliminated - and then some if the referee deems it necessary. Players are to sit with their legs pointing up the court or with their legs crossed, not at a ninety-degree angle to the play. Players are to keep their butt on the ground at ALL TIMES. Once the doctor for a team is eliminated, all players on the ground must exit the court immediately, as they can no longer be saved. If the game is in the final 30 seconds or the music has turned off eliminated players are to stay sitting even if their doctor is hit as to avoid confusion for the count at the end of the game

### **8.2.2 - Saving Players**

The doctor may save their players by dragging them to the back wall, and touching them to it. While the doctor is saving a player, that player must be dead weight, on their butt, and may not assist the doctor in saving themselves (i.e. propelling themselves with their hands or feet). If the doctor is eliminated in the process of saving a player, that player is not saved, and must remain eliminated. If a player that is being saved is hit, the doctor may continue to save them. However, since the player being saved is dead weight, they cannot block balls to protect the doctor. Doing so will result in the doctor being called out, at the discretion of the referee. As a general rule of thumb, any deliberate motion made by the player being saved to interfere with the path of a ball will be considered blocking. In order to properly save a player, the doctors must touch the players' hand to the back wall while touching the wall themselves at the same time.

### **8.2.3 - Using the Net as Cover**

The Doctor is the only player allowed to use the net as cover. Any other player using the net as such may be called out. The basketball key, from the 3-point line to the white badminton lines, is essentially a “3-in-the-key” situation in doctor. You may move into the key briefly, but cannot remain in that zone for longer than three (3) seconds at a time. The referee will issue a verbal warning, and if you continue to break this rule, you will be called out, & the referee may sit you directly in front of the net. Additionally, the doctor net must remain stationary at all times.

### **8.2.4 – Deception**

Players who sit down when not hit in an attempt to deceive the other team will be called out upon standing up. Players sitting down to protect a doctor on the back wall must then also be saved before standing up even if they were never hit by a ball.

### **8.2.5 - Balls In The Net**

The doctor can possess 1 ball inside the net at all times; this ball is not subject to the 10-second rule. If another ball resides in the net, it is subject to the 10-second rule and may be rolled regardless of line possession when 10 seconds has elapsed.

### **8.2.6 - Hoarding Balls**

If a team has possession of all (or most) of the red balls, and refuses to throw these balls after 10 seconds, they must forfeit all balls to the other team. This will be done at the referee's discretion.

### **8.2.7 - Stalemate**

If a game lasts the full 7 minutes, the team with the most players standing will be declared the winner. This means even if a team has only 5 players on the court with their doctor eliminated, they would still win if the other team had only 3 players standing and their doctor is still in. Players sitting down are not counted in the victory determination.

### **8.2.8 - Bunkering**

If in the event of a doctor being caught out of his/her net, the doctor may wish to "bunker" against the back wall and use their teams players as a shield, instead of returning to the net. With the exception of moving up to the double-white lines, all players in the bunker must adhere to the rules outlined in Section 8.3.2 - Guarding. The doctor in the bunker **MUST** remain standing/kneeling on one knee or they will be subject to elimination upon the head referees discretion (as per Section 8.2.4)

## **8.3 - Double Doctor**

This game has the same basic rules as a game of doctor, except there are 2 doctors instead of one, and there is no net to use as cover. There are a few other additional rule changes.

### **8.3.1 - Doctor Eliminations**

If one doctor is eliminated, they must sit in the middle of the gym in the centre circle. The other doctor may attempt to save an eliminated doctor if they wish. If both doctors are eliminated, all eliminated players leave the court, as in a normal game of doctor.

### **8.3.2 - Guarding**

Using "guards" to protect your doctors is perfectly legal. However, if there are multiple players in front of the doctor and a ball goes into that cluster and bounces around, the doctor may be called out on the basis of "when in doubt, you're out;" this is because the referee can see the ball bouncing but cannot tell whom it hits. If a guard is hit, they must immediately sit down. If they try to block additional balls after being eliminated, their doctor may be called out at the referee's discretion. Any player who is guarding the doctor will be considered eliminated if both knees, or butt are in contact with the ground at any point. This player must move up to the double-white lines and sit down immediately (as outlined in Section 8.3.4) If a player intentionally blocks a ball directed toward the double doctor which would have resulted in a double doctor kill - and the head ref deems it so -the double doctor in question may be called out and is then subject to the rules outlined in Section 8.3.1. The only situation where this is not in effect is when a team builds a wall at the centre line to allow for

one Double Doctor to save another. If at any point a member of the wall at the centre line moves in an attempt to block the Double Doctor from being hit, that double may be called out as outlined above.

### **8.3.4 - Badminton Lines**

Any player eliminated BEHIND the second (most forward) badminton line must IMMEDIATELY move up to said line, and sit down as if they had been eliminated there. This rule is to prevent constant guarding of a team's doctors.

### **8.3.5 – Black Balls**

In the Double Doctor style, 2 black balls will be added to the game. These balls will be additional to the 9 red balls and the shame ball. These balls will start on the centre line, one on each opposing side of the court. The ten (10) -second rule does not apply to the black balls and can be held for as long as a team feels the need to do so.

## **8.4 – Assassins**

Assassins follows the basic rules of Classic, with a few key changes.

### **8.4.1 – Assassin**

Each team designates a player to be their Assassin. This player must proceed to the Assassin zone at the back of the opposing team's court. The Assassin may only throw the black balls, known as the Assassin balls, or the Ball of Shame. The Assassin may ROLL red balls to their team on the other side. In order to be counted as a roll, the red ball must touch the ground before the double white badminton lines, the one nearest to the wall. If a red ball thrown by an assassin touches the ground after these lines, the assassin will be called OUT. While the Assassin counts as one of his/her team's 18 players, they DO NOT have to be eliminated in order for the opposition to be declared the winners, however in the event of a game going to time an Assassin must be counted by the referee when determining the winner.

### **8.4.2 - Assassin Balls**

In the Assassins style, 1 black Assassins balls will replace 1 of the classic red balls. While Assassins can only throw black balls and the Ball of Shame, other players CAN throw black assassins balls as if they were a normal red ball.

### **8.4.3 - Assassin Zone**

The Assassin Zone is located at the back of the opposing team's court. The back wall, the side basketball line if it continued to the back wall, and the black baseline of the basketball court define its boundaries. If the assassin leaves this zone (stepping on the black line counts), they are eliminated from the game. If any other player enters the Assassin Zone (once again, stepping on the black line counts), they are also eliminated. If the Assassin in the Assassin Zone has been eliminated, the Assassin Zone ceases to exist, and other players are allowed to occupy the area behind the black line.

## **8.5 - Sudden Death**

This is a one-vs-one game of classic. Each team will pick one player for this game. This player may be any player on a team's roster, and must have been playing in the match leading up to the 1v1 (ie. If the player did not play the game that ended in the tie leading to the 1v1, they are not eligible to participate in the 1v1). The referees will place five red balls on the centre line inside the centre circle. Then the game will start as if it were a normal classic game. The team whose champion eliminates the other team's champion wins. If an overtime match reaches 1 minute in length, each team will send a second champion onto the court. This addition of champions will continue to happen at 1 minute intervals till one champion is eliminated. The reserve champion must be decided and announced to the Head Ref prior to the overtime match beginning. Champions must enter by being held on the shoulder by the Head Ref and can only proceed onto the court once the Head Ref releases them. They must touch the back wall before they can be considered "active" in an overtime match. Reserve champions cannot be hit nor can they touch a ball until they are activated. From this point on, the match is still sudden death. First team to have a player eliminated will lose the overtime match. This process is repeated until one champion has been eliminated.

## **9.0 – Refereeing**

This section relates to the various issues regarding referees.

### **9.1 - Head Referees**

Head Referees are responsible for supervising the play of any LDL sanctioned game. The Officiating Executive hires them at the beginning of the season.

### **9.2 - Side Referees**

Every team is responsible for supplying 4 side refs to the game that is scheduled for the timeslot before their own game (this will not be exactly the same night every time, so pay attention to the schedule!) Refs should split up so that each refereeing team is not all on the same half of the court. Side referees should be informed of the general expectations like making a call and sticking with it, paying attention to the game (not watching it like a spectator), wearing close toed shoes, and wearing their team jersey. If a player does not conduct themselves in this manner they will be deemed a "bad" side ref. See Section 9.2.1. Docking Players.

#### **9.2.1 - Docking Players**

If a team fails to provide side referees, they will be docked two players (1 male, 1 female) per side referee that they fail to provide. Additionally, a team may be docked players for providing a "bad" side referee. The Head Referee and/or the LDL Executive present will determine the quality of the referee. Docked players will not be based on the maximum players a team has on game day but rather on the playing number of 18 (11 and 7). In addition, if a liaison is not present at the previous LDLPA meeting, they will not be able to play in their next game (whether that be regular season or playoffs).

#### **9.2.2 - Rescheduling Side Referees**

If a game is rescheduled, it is the responsibility of the rescheduling liaison(s) to notify the side refereeing teams. Failure to do so will result in the responsible rescheduling liaisons teams being docked for the missing side referees, according to 9.2.1.

## **10 – Lister Dodgeball League All Star Tournament**

This section relates to the Annual All Star tournament

### **10.1 – Introduction**

The All Star tournament is a week-long celebration of the Lister Dodgeball League and everything it is to Lister. Although there was an All Star game in the inaugural year of the LDL, it was not until Michael Janz, Matt Reid, and Lisa Dockman created the tournament style competition we see today that the All Star tournament took form. The First All Star game was held during the inaugural 03-04 season with two teams, Henday-Kelsey (original Lister) and Mackenzie-Schaffer (afterthought Lister), battling it out over a best of five matches weekend. With the changes Dockman, Reid, and Janz introduced in the 04-05 season, the All Star tournament began its evolution into the week-long celebration we see today.

### **10.2 – Player Selection**

Each set of liaisons from a tower is responsible for selecting the players to represent the tower during the All Star Tournament, with input and final approval dependent on the LDL Executive team. This selection process during an All Star Meeting (10.3) during a time designated by the LDL Executive. The selected players are those within the tower who display the 4 Pillars of the LDL (sportsmanship, teamwork, love of the game, and skill) to the highest level, with the most emphasis placed on sportsmanship. The finalized roster of players shall consist of 28 players with a minimum of 11 players of each gender, with the addition of 1 male and 1 female reserve. The players selected as reserves shall be given the opportunity to fulfil a roster position should a selected player decline the invitation.

### **10.3 Practices**

Each All Star team shall be given the same amount of practice time leading up to the tournament in order to get accustomed to playing alongside each other. These practices shall be run by the selected managers.

### **10.4 All Star Tournament**

The All Star tournament shall occur during 2 stages to take place during the course of a week.

- A) Round Robin Stage: during this stage all of the teams shall play each other. After this stage is completed, the teams shall be ranked following the same procedure as regular season (W/L record, head to head, plus minus, etc).
- B) Playoffs: following the ranking of the teams, a single elimination playoff bracket will be created. The winner of this stage will be crowned the winner of All Stars.

#### **10.4.1 Game Selection**

Prior to the start of each match, the managers of the opposing teams shall meet with the head referee for the match. During this time the 2 managers shall play rock, paper, scissors. The winner of which will be given 2 options

- A) Games 1-3-5
- B) Games 2-4 and Side

If the winner chooses option 1 the loser shall be given the other option, and vice versa. Following this, the managers shall pick the games to be played from the selection of games that are available during the regular season.