



Adult Sport League Standard Rules for all adult sport leagues.

Player Eligibility

1. Rosters are to be submitted on the official roster form. Each Player's full name, signature, age, address and phone number(s) must appear on this form. Players listed without signature and age are ineligible.
2. Any individual whom has been subject to disciplinary action(s) by the Department may be placed on a public on-line ineligibility list maintained by the Department of Recreation and Parks. The list shall include the name of the individual suspended and the release date.
3. Managers must check the on-line ineligibility list prior to the start of the season. Any team using an ineligible player shall automatically forfeit each game in which the player participated. If a team uses a suspended player or a player under an assumed name, that team shall automatically be dropped from the League without refund and or be subject to disciplinary actions as deemed necessary by the department Each game played with that player and all scheduled games not played shall be forfeited to the opponents.
4. Protests as to the use of an ineligible player must be made within 48 hours of game time and no protest fee is required. The protest must be submitted in writing to the Department.

DISCIPLINARY ACTION

1. A player, coach or manager who is ejected from a game by an official shall be suspended from any participation for at least 1 game (not including the game from which he/she was ejected). Any further ejection during the current season shall be dealt with more severely by the League Director.
2. Anyone who strikes, shoves, pushes, bumps or otherwise physically or verbally threatens an official or a member of his/her team or any other team or spectators shall automatically be suspended from all Department sponsored activities for at least 1 year from the date of the incident.
3. The use of vulgar or profane language may result in the ejection of that player from the game.
4. The team manager is responsible for the conduct of their team and spectators.
5. A team member and or spectator may be removed from the immediate field area when deemed necessary by the game official or HCRP staff. Failure to leave the area when requested may result in immediate forfeiture of the game.
6. The Howard County Employee Manual requires the Department to take action against anyone who harasses any Department of Recreation and Parks staff.
7. Substance abuse by player personnel during the game shall be subject to ejection by game officials and/or disciplinary action to be taken by the League Director.
8. Any player, coach or manager suspended from play from another program or jurisdiction shall also be suspended from participation in any program operated by the Howard County Department of Recreation and Parks.

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9. Individual player disciplinary protest must be made in writing to the league director within 48 hours of the disciplinary action. Individual player protest can only be received through the team manager. All team or individual disciplinary actions are communicated to the team manager. It is the team managers' responsibility to notify their team/player of disciplinary action taken by the department.

Miscellaneous

1. ALCOHOLIC BEVERAGES ARE PROHIBITED IN THE PARKS. Action will be taken against any individual or team in violation of this policy.
2. No smoking or the use of Tobacco products is allowed on the playing field or Bench area.
3. A player who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. An athlete shall not continue competition unless the bleeding is controlled and the wound covered.

Forfeit Policy

Teams who forfeit a game will be required to pay the officials fee for that game. The fee will be based on the per game fee the game officials are paid. If a team forfeits 2 games (doubleheaders for adult softball) they may be dropped from the league without refund. Teams who participate in a league where a forfeit bond is required must repay the forfeit bond before their next scheduled game.

HOWARD COUNTY DEPARTMENT OF RECREATION AND PARKS

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Dodgeball League Rules 2010

Rosters

- Each player must sign the waiver form and be on the official roster to be able to participate.
- Maximum of 12 players per team.

Area of Play

- The black lines used for basketball out-of-bounds will be used as the field of play.

Playing Rules

- Players attempt to eliminate members of the opposing team by hitting them with the ball.
- Each team is given one, thirty-second timeout per game.
- There will be a maximum of 6 players on the field with a minimum of 5 at all times. In co-ed leagues at least 2 females must be on the floor at the start of each game. If 2 females are not, the game will be forfeited.
- Teams will play 8 games in an hour time frame.
- The number of balls for a game will be six; two 5" and four 7".
- Prior to each match, the referee will conduct a coin toss to determine choice of ends. If there is no coin the referee will do odds and evens to determine court. Teams will rotate sides after each game.
- Players then take a position behind the end line. After a signal by the official, teams approach the centerline to retrieve the balls. If a player crosses over the line in the middle of the court at the beginning of the game to retrieve balls, they are out. If the player attempting to retrieve the ball is pulled over by the other team they are not eliminated.
- Balls must be taken back across the end lines before they can be thrown at an opposing player (**you do not have to touch the wall with the ball**). If the ball is not taken behind the end line before it is thrown, the throw will not count.
- If a player steps on the sidelines they are out.
- If a defender attempts to catch the ball and the ball is dropped, they are eliminated. If a ball that has not touched the floor, ceiling, hanging structure or wall hits a player, that player is eliminated. Headshots resulting from a high thrown ball result in the thrower being eliminated. A player hit in the head while ducking or dodging is eliminated.
- The officials will designate an area where eliminated players will stand. When a player is eliminated they stand out of bounds in the designated area.
- If a player catches a ball the thrower is eliminated and the team catching the ball returns a player from out of bounds. Players enter the game in the order they were eliminated. A maximum of six players is all that is allowed on the floor at one time.
- A ball rebounding off an attempted catch can be caught by a player in bounds. This will result in the thrower being eliminated. If the deflected ball, that is attempting to be caught touches any part of the wall, ceiling or any other hanging structure, the player that was hit with the ball initially is out.

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- If the ball hits a player and then hits another player in the air, the person that was hit initially is out and the player hit second is still in. There are no double-shots.
- A player may use the ball in their hands to deflect a ball. A ball deflected off a held ball, whether caught or not, does not result in player elimination.
- If a player deflects the ball with a ball in their hands and then drops the ball in their hands, they are not eliminated.
- A player may drop a held ball to attempt to catch a thrown ball.
- If a player kicks a ball they are out.
- Any ball that touches the ceiling or wall is a dead ball and cannot be caught for elimination.
- Uniforms are considered to be part of a player's body.
- Players that have been eliminated may retrieve stray balls, on their side of the court only, for their team. Players may not reach over the line to the other team side to retrieve a ball. If they do they will be out. If they are currently out they will not be allowed in for the rest of that match.
- During play, all players must remain within the boundary lines. Players may leave the boundaries through their end line only to retrieve stray balls. They must also return through their end line.
- A player retrieving stray balls may not be eliminated until they are back in the field of play.
- A player out of bounds may not throw a ball at the opposing team. If this occurs another player from the team that threw the ball will be eliminated and the player that threw the ball will be out for the rest of that game.
- Each game may not exceed a time limit of 10 minutes. If the 10 minute game time has been reached the team with the most players left in the game is declared the victor. If each team has the same amount of players the game is declared a tie.
- All referee calls are final.
- Play continues until one team is eliminated.

New Throwing / Timing Rules

- Players cannot pass or trade balls among teammates. A held ball must be thrown over the line at midcourt within ten seconds of gaining possession.
- If all 6 balls reside within one team's court, that team has ten seconds to throw at least one ball over the line at midcourt.
- If there are balls residing within one team's court (but not in possession by any player) and there are players on that team who are not holding any balls, those players will be encouraged by official(s) to pick up a ball and it must be thrown over the line at midcourt within ten seconds of gaining possession.

Equipment

- Players must wear tennis shoes, shorts or athletic pants and a team shirt.
- Official game balls will be provided.
- Players are allowed to wear kneepads, elbow pads, protective headgear and goggles if needed.