

**LAWRENCE PARKS AND RECREATION DEPARTMENT  
DODGEBALL LEAGUE  
CONSTITUTION AND BY-LAWS**

I. OBJECTIVE:

- A. To provide an opportunity for interested men and women to play dodgeball in an organized league.
1. This program is designed with recreation in mind, stressing fair play and sportsmanship and giving adequate time and place to pursue dodgeball as a leisure activity.

II. MANAGEMENT AND AUTHORITY:

- A. The general management of this league shall be vested with the Sports Supervisor and final authority with the Parks and Recreation Department.

III. SPORTS SUPERVISOR:

- A. The Sports Supervisor shall be an employee of Lawrence Parks and Recreation Department.

IV. PLAYER ELIGIBILITY AND TEAM ROSTERS:

- A. **Rosters** must be completed and received by the Sports Department before the start of the first game. It is the managers' responsibility to see that this is done. Teams will have until the completion of half of the scheduled games to adjust the roster.
1. Teams may have an unlimited number of players on their roster but only 6 may play at one time, others will be available as substitutions.
  2. A minimum of 4 players will be needed to start a game. No players may be added until the next game.
  3. Coed teams must start all games with no more male players than female players: 3 male and 3 female, 2 male and 4 female, etc.
  4. Substitutes may enter the game only during timeouts, or in the case of injury. Coed may not substitute male for female. Once a player is declared out of a game he/she cannot return as a substitute.
  5. A player who signs a roster with a team is the property of said team for that season or until the team disbands or releases the player.
  6. All players become free agents at the end of the playing season.
  7. The team manager **MUST** come to the Sports Office and release team members. Managers cannot release players over the phone. To release a player, manager must come to the office in person.
  8. Eligible participants must be at least 16 years old prior to the first game.

V. PLAYER CONDUCT

- A. The City Dodgeball leagues are designed solely for the recreational values derived by the players, managers, coaches and spectators from the sport of dodgeball. Players will conduct themselves at all times according to the rules of the game.
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  2. A player who is ejected from a game for unsportsmanlike conduct (one technical called on same player in one game, language directed at opposing players or officials, etc.) will be penalized as follows:
    - a. The first technical: The player must miss the remainder of the match and leave the match site, or penalty will be at the discretion of the Adult Sports

- Supervisor, or League Supervisor as the incident may warrant. Exception:  
If the misconduct ejection occurs after the game is completed, the player will be suspended for the next scheduled game.
- b. The second technical: A two game suspension (so stated to mean the next two league games in all leagues in which you play).
  - c. The third technical: Automatically disqualifies the player from further competition for one full playing season.
3. Any player or representative of a team that verbally or physically harasses an official or opposing team player(s) before, during, or after a game will receive a minimum of (1) one year probation and players team same degree of penalty.
  4. Any player who strikes, intimidates, or deters any official or representative of the Parks and Recreation Department from completing his and/or her assigned duty will be prohibited from playing or coaching dodgeball in any league sponsored by the Parks and Recreation Department for a minimum of two years. Second offense will result in an indefinite exclusion from Parks and Recreation Department programs.
  5. Any player or players who strike another player (including a player who strikes back after being struck) will be penalized as follows:
    - a. First ejection: Ejection from game and two game suspension, also players and players team a minimum of one-year probation. Adult Sports Supervisors and Governors discretion as the case may warrant.
  6. A player has a right to appeal the decision to the Board of Governors. The Board of Governors in turn will review the case.
  7. The Parks and Recreation Department reserves the right to disqualify any player, coach, or team who does not follow the rules of the league. Any person(s) ejected from the game shall leave the facility and/or Park immediately. Failure to do so will warrant a forfeiture of the game by the official. The coach or manager shall be responsible for actions by his/her players and spectators and for informing them of all rules. Badgering or taunting of opponents, officials or spectators is prohibited.

## VI. \*\*LEAGUE AWARDS

Team t-shirts will be awarded to the league champion in each division. League champions will be determined by win / loss records. If two teams have the same record at the end of the season, the tie will be broken in the following manner:

- A. Head-to-head win / loss record
- B. If teams split head-to-head meetings, the total games won by the teams in both meetings will be computed. The team with the greater number of wins will receive the higher place finish.
- C. If the teams are still tied, the fewest games lost against the team you are tied with will decide the higher place finish.
- D. If there is still a tie, the placement will be decided by a coin toss at the league office. Should three (3) or more teams be tied for a place finish, the tie will be broken by computing the win / loss record in head-to-head competition with the other tied teams. Should the win / loss records show that the teams are still tied, then the methods mentioned above (B, C or D) will be used to break the tie(s).

## VII. TEAM REGULATIONS AND EQUIPMENT:

- A. The official ball used in league play will be an 8 ¼ and a 6 ¼ inch rubber coated foam balls provided by the Parks & Recreation Department.
  1. The standard number of balls for a 6 player game is four 6 ¼ inch balls and two 8 ¼ inch balls.

2. Participants must wear shoes. No street shoes, cleats or shoes that leave a visible mark on the floor will be allowed.
3. Participants must wear shirts.
4. All exposed jewelry must be removed. If a player refuses to do so the player is ejected from the match. Exception: medical alert bracelets and necklaces, wedding bands and earring posts.
5. Any player drinking beer or alcoholic beverages while participating in a City sponsored league game or tournament will result in the game being forfeited immediately by the officials. Players cannot go to the parking area to drink between or anytime during a game. **NO EXCEPTIONS!**

#### VIII. POSTPONEMENTS:

- A. Rainout Information: Please remember there are several numbers to contact for information, so please assign a team member who has access to a phone to act as team coordinator. **Information is available on our web site at [www.lprd.org](http://www.lprd.org) under Adult Sports Current Playing Conditions**, or by calling 832-7999 mailbox #1123. Field condition information may be sent by email to individuals requesting this service. Field condition information is not available until after 4:30 P.M. during the week and 11:00 A.M. on weekends. Officials have been instructed to make field condition decisions if inclement weather occurs after 4:30 P.M. Officials will then contact the Sports Office and notify as soon as possible and our office will make information available on recorded messages.
- B. The reschedule information is made available by calling 832-7999 mailbox #1124 after 1:00 the next day following any cancellation and on Monday for weekend games. This information will remain on the recording for 48 hours after which it can be obtained by logging on to our web site at [www.lprd.org/adultsports/reschedule.shtml](http://www.lprd.org/adultsports/reschedule.shtml) or by checking the bulletin board in the Community Building Gym at 115 West 11<sup>th</sup> Street. The Sports Office will make every attempt to keep rescheduled games on the same nights of the week that the various leagues and divisions normally play. However, the number of teams involved and the space available dictates to us our ability to do so. Therefore, rescheduled games may fall on any night of the week. Rescheduled games will be not rearranged or rescheduled to meet an individual's particular need. Teams that cannot make scheduled game time will be required to forfeit the game(s).
- C. Forfeited games that are rained out will NOT be rescheduled.

#### IX. STARTING TIME AND GAME OFFICIALS:

- A. Game Times: - Games will be held Monday through Friday and on Sunday. Game time is starting time.
- B. All contests will be supervised by a Game Official. Officials will use their watch or timepiece as the games official timing device.
- C. Rules will be enforced primarily by the honor system. Players will be expected to rule whether or not a hit was legal or if they were legally eliminated.
- D. The Game Official's responsibility will be to rule on any situation in which teams cannot agree. A team may appeal to the Game Official if they feel a player has violated any rule. **The Game Officials decision is final.**
- E. If a team forfeits a scheduled game they may be subject to a forfeiture fee. If the team notified the sports office at least 48 hours in advance no fee will be assessed. If less than 48 hours notice is given they will be subject to a \$10 fee. Fees must be paid in person at the Community Building, 115 W. 11<sup>th</sup> prior to the teams next scheduled match. If payment is not received prior to the teams next scheduled match the game official will be notified and the team will not be allowed to play until the fee is paid. A subsequent \$10 forfeiture fee will be assessed to each game that the team is not allowed to play.

X. LENGTH OF GAME:

- A. A 50 minute time limit has been established for each match. Teams will play as many games as possible within the 50 minute time limit. Please do not waste time getting organized, your time is game time. A game is concluded when all the players on one team have been eliminated.
- B. Each team will be allowed one 30 second time out per game.
- C. Only the Game Official's whistle starts and stops the clock.
- D. All players are in jeopardy until the Game Official recognizes and signals the beginning of a time out or end of regulation time. All live balls in flight at the time of a Game Official's signal to end regulation time or begin a time out remain live and may eliminate an opponent.
- E. During time outs, teams may substitute players. Substitutes must be players who did not start the game. Players who have been declared out are not eligible to return until the next game with the exception of replacing an injured player when no legal substitute is available. Injured players are not eligible to return until the next game. **Note:** Coed leagues may not substitute male for female.

XI. PROTESTS

A. Legal Protest

- 1. The only legal protest is one that involves an interpretation of playing rules or a team's use of an ineligible player to participate in a game who is not on the team roster.
- 2. A protest based on an official's judgment is not valid and officials shall not accept protests of this nature, nor shall the Sports Office.

B. Process of Protesting

- 1. The protesting manager shall immediately notify the officials that he or she is protesting. This must be done before the beginning of the next game. **(EXCEPTION: The team manager must notify the official before completion of the match when protesting player eligibility.)**
- 2. To protest, the manager of the protesting team must contact the Sports Office (115 West 11<sup>th</sup> Street) within forty-eight (48) hours of the protested incident. Accompanied with the protest must be a \$25.00 security fee. If the protest is upheld, the security fee will be returned and the game replayed from the point of protest. If the protest is not upheld, the fee will be forfeited to league funds. (A team must have been represented at the league rules meeting in order to protest a game).  
**EXCEPTION:** Team using an ineligible player will automatically forfeit the match in which the ineligible player participated.

\*\*\*\*NEW RULE WINTER 2006

**Bolding denotes changes**

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