

PLEASANT VALLEY RECREATION AND PARK DISTRICT

ADULT DODGEBALL MANAGER'S HANDBOOK



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SPRING • SUMMER • FALL - 2020

Dodgeball Manager's Handbook

2020 Adult Dodgeball League Dates and Information

EVENT	SPRING 2020	SUMMER 2020	FALL 2020
Manager's Meeting	February 12, 6:30pm	No Manager's Meeting	No Manager's Meeting
Early Registration	Feb 24 – March 4	June 1 - June 10	July 13 - July 22
Late Registration	March 5 - March 6	June 11 - June 12	July 23 - July 24
Registration Deadline	Friday, March 6 8:00 AM - 5:00 PM	Friday, June 12 8:00 AM - 5:00 PM	Friday, July 24 8:00 AM - 5:00 PM
Schedule Release Dates	March 9 – March 13	June 15 - June 19	July 27 – July 31
League Play Begins	Thursday, March 19	Thursday, June 25	Thursday, August 6
League Play Ends	Thursday, May 21	Thursday, July 23	Thursday, October 8
Referee Fees	No Referee Fee	No Referee Fee	No Referee Fee



Table of Contents

Registration Procedures

A) Registration Location..... 3
B) Registration Requirements..... 3

Team Conduct and Eligibility

A) Team Conduct..... 3
B) Team Discipline..... 4
C) Team Eligibility..... 4

Team Players

A) Individual Players 4
B) Player Eligibility 4-5
C) Player Adds and Drops 5
D) Illegal Players 5

Rules and Regulations

A) League Rules 5
B) Official Time 5-6
C) Forfeited Games..... 6
D) Make-Up Policy..... 6
E) Music Rule..... 6
F) Jewelry Rule 7
G) Game Play..... 7-8
H) Protests..... 8
I) League Champions 9
J) Awards..... 9

Code of Conduct

A) Code of Conduct..... 10-11

Addendums

A) Blood Rule..... 12
B) Website Links to Additional Information..... 12

REGISTRATION PROCEDURES

Each team manager shall be responsible for completing their team roster. The team manager must accurately complete each roster and return it to the Pleasant Valley Recreation & Park District office.

Upon acceptance of the roster, each manager agrees that he/she has read all the rules and regulations, and further agrees that he/she will conduct himself/herself and control his/her team in accordance with all policies, rules and regulations. The manager shall report all player change of addresses to the League Director. The League Director will work through the manager to conduct official league business such as scheduling, make-ups, disciplinary actions and protests.

Team managers will be responsible for paying a registration fee to the Pleasant Valley Recreation and Park District office during team registration dates.

Important dates relating to the registration of teams and players are listed on the current sports information handouts available in the District office or on page 1 of this handbook.

Registration Location

Registrations will only be accepted at the Pleasant Valley Recreation and Park District office, [1605 E. Burnley St.](#) (Camarillo Community Center). *Office hours are: Monday through Friday from 8:00 am to 5:00 pm.*

Registration Requirements

You must have a completed roster which includes:

- 6 players (minimum), 10 players (maximum)
 - Necessary information regarding players. (Address, phone number, each player's signature on the back of the roster and the manager's information and signature.)

Registration Fee:

- **CASH, CHECK, VISA, MASTER CARD OR AMERICAN EXPRESS ACCEPTED.**
- **VALID CREDIT CARD NUMBER ON FILE USED ONLY FOR TEAM FORFEITS.**

TEAM CONDUCT AND ELIGIBILITY

Team Conduct

To provide an atmosphere of fun and sportsmanship, certain regulations are necessary and must cover all who relate to the program. Violations of these simple acts of good sportsmanship and common courtesy will not be permitted to impact the program.

The manager shall see that all players and team followers abide by the Pleasant Valley Recreation and Park District "Code of Conduct."

No comments or yelling by players, managers or spectators, regarding personal appearance, nationality, color, creed, etc. will be tolerated.

Referees are to officiate games, not to be abused by participants or spectators.

Teams, managers and players are to abide by all the rules of the program. The manager is the only person who may talk to the referees, and only one team member should be sent to the scorekeeper for an update. For detailed scorekeeping, each team is encouraged to keep its own book.

Discipline will be assessed as needed for violations listed under the "Code of Conduct" section. (*Please see page 10-11*) All Pleasant Valley Recreation and Park District sports leagues (male, female and co-ed) will be operated in accordance with the policies and regulations of the Pleasant Valley Recreation and Park District.

Team Discipline

Managers are responsible for all actions of his/her players. If necessary, a manager may have to discipline or remove a player(s) from the team to prevent any continual problems (see "Code of Conduct" pages 10-11).

Each manager shall ensure that their team is on the basketball court at the designated hour.

Team Eligibility

All teams must file an official team roster in the District office prior to the registration deadline set for the season to be eligible to play. Teams entering the Adult Dodgeball League must post a registration fee. The registration fee should be paid prior to any practices or league games scheduled. The registration fee is payable to the Pleasant Valley Recreation and Park District either by cash, check, Visa, Mastercard, or American Express card. Each team will be required to provide a valid credit card number charged only if a team forfeits and payment to the referees are not made on site.

If any team is deemed to be of higher caliber compared to its competition, than Pleasant Valley Recreation and Park District reserves the right to prohibit the team from playing or allow the team to move to a higher division the following season.

TEAM CONDUCT AND ELIGIBILITY

TEAM PLAYERS

Individual Players

Individual player(s) who are interested in joining a dodgeball team are welcome to attend the manager's meeting. There will also be a free agent list available on PVRPD website (prvvpd.org). Managers looking to add players and individual players are urged to contact the sports office at (805) 482-1996 x 201.

Player Eligibility

Team players are those persons who are listed on the original team roster or legally added. All players must sign the roster/waiver form. Each player is to read the liability responsibilities. Players participate at their own risk.

At no time shall a manager or other person sign a roster/waiver form for another person. Managers are responsible for all information submitted to the District. Managers are subject to disciplinary action for information found to be incorrect or fraudulent. (An individual may be liable for signing another person's name on the roster/waiver form in the case of injury.)

The maximum number of teams a player may participate on during one season is one (1).
A player can only play on one team per night.

Players must be 16 years of age to play in Pleasant Valley Recreation and Park District sports leagues. Please view [Parent Authorization Form](#).

High School students currently engaged in inter-school or community athletic association competition are ineligible to play on any team. However, they may be placed on the roster providing they do not play until inter-school competition has terminated. It will be the manager's responsibility to notify the League Director when they sign students who are temporarily ineligible to play.

A pregnant player may not participate without written notification from her doctor.

Player Adds and Drops

Completed rosters are due at the time of registration. **No additions or drops will be allowed after 4:00 p.m. the Thursday of your team's fourth scheduled week or unless specified on PVRPD's sports website except*:**

If a team falls below six (6) roster players because of medical reasons, job transfers, work shift changes or any valid reason making the player(s) unable to compete for the remainder of the regular season. The manager may appeal to the League Director to add a player(s) to bring the roster up to six (6) players. This exception applies to regular season games only. **No additions will be made for playoff games.**

Player additions and drops must be filled out in writing using the District Dodgeball Add/ Drop Form located at the Pleasant Valley Recreation and Park District office. **This form should be submitted prior to 4:00 PM to be effective that night.** Add/Drop Forms received after 4:00 PM will be considered effective the following business day.
This rule is only in effect if teams can add or drop players.

***Please Note:** Any player dropped from a team roster during the season will not be eligible to be added by the same team or another team in the same division. Player's part of a disbanded or dropped team will be eligible to be added by another team in the same division.

Illegal Players

Players must use their legal (no alias names) names listed on the team roster when playing. Any team that willfully falsifies a player's name in a game or has a player participating under an assumed name loses that game. The team manager or player responsible for the action may be suspended.

The Pleasant Valley Recreation and Park District reserves the right to see proper identification of any player questioned. This includes scorekeepers, referees, and supervisors of the league asking for identification. Opposing managers may request to have a player in question show proof of identification. Any player unable to present positive identification to league officials will be considered an illegal player and prohibited from playing. The use of "illegal players" will result in an immediate forfeit.

Rules and Regulations

League Rules

No food or drinks are permitted in the gym. No alcoholic beverages are allowed before or during the games. Any area considered part of the Pleasant Valley Recreation and Park District/School District facilities will be governed by this provision.

The gym monitor or official will keep the official score of the match.

The maximum number of players to start a game is 6 per team. Substitutes may be located off the playing area.

Coed teams must have two (2) women and two (2) men at the start of the game.

Each league match is played as the best of five (5) games. Each match will have a time limit of twenty-five (25) minutes. The team to win three games will win the match.

Each team is permitted one time out per game. All time outs are no more than one (1) minute in length. (see timeouts on page 8)

Substitutes may enter the game only when permitted by the official(s). Any substitute entering the game without first being permitted by the official will be assessed a penalty of a lost player. Substitutes are allowed to play for one starting player position only. A substitute and the starter originally substituted for may not be in the game at the same time. Substitutions may only be made during a timeout by either team.

Rules and Regulations Continued

Official Time

Games must start at the scheduled game time if the preceding game is completed and both teams have four (4) or more rostered players. No player(s) name should appear on the line-up card unless the player is available in the team area. To do so will mean forfeiture of the match. No games may start with less than four (4) legal rostered players (min 2 female, min 2 male). Players arriving late must wait until the current game is completed or may be substituted for another player at the appropriate time.

Each team takes opposite courts prior to the start of the game. The designated home team chooses the court to begin play on. If no designation exists, it is determined by coin toss or mutual consent. Teams will switch sides after each game.

The start of the game shall begin on the official's whistle. The teams will run into the "dead zone" to retrieve balls situated halfway between the two start areas. Balls may not be thrown in the "dead zone." They may be passed from the "dead zone" to a teammate in live territory to be thrown.

Generally, play is continuous as each team makes attempts at throwing the other team's players out until either all players on one team have been put out or time expires.

In case of a tie at the conclusion of the game, the teams shall play a sudden death overtime with one player on each side. The first player to hit an opponent fairly wins the game. Time will not be kept in the sudden death period.

Forfeited Games

If a team is not ready with at least 4 players to start play within ten (10) minutes after the scheduled game time, the game will be forfeited to the opposing team. This refers to the 6:00 PM game only. Game time is forfeit time for the 6:30 PM, 7:00 PM, 7:30 PM, 8:00 PM, 8:30 PM, and 9:00 PM games.

Out of courtesy to the other teams, notify the District Office as soon as possible if your team will be forfeiting.

Any team forfeiting two games will be dropped from league play with the possibility of re-entering. A third forfeit will eliminate the team from further league play.

In the event of a team dropping out of the league before the end of the season, all games played before the team dropped will count as originally recorded in the league standings. All remaining games that have not been played will be awarded to the scheduled opponent as a forfeit win.

Make-up Policy

Any cancelled games due to unexpected facility closures shall be made up at the end of the season. The cancelled games shall be replayed in the order of their cancellation the first week after the conclusion of the regular season. If time does not permit a replay of games missed, only games affecting first place will be played. Make-up games may be played on weekday evenings, weekend days or nights, depending on gym availability.

Equipment

Two 9"-10" in diameter balls will be provided at the start of the game. If balls are not provided, a ball of similar size and material may be used.

Shoes must be worn that are suitable for indoor court play.

Music Rule

The following rules are in effect with regards to music played in the gymnasium:

- 1) Music may not be played in the gymnasium at any time.
- 2) iPods may not be worn by any player during games.

- 3) Do not bring Boomboxes, speakers, or heavy equipment as into the gymnasium.

Jewelry Rule

To prevent injuries, jewelry may not be worn during basketball games without protective covering (tape, etc.). If there is no protective covering remove **ALL** jewelry which includes earrings, neck chains, wrist watches, bracelets, rings, or any body piercings.

Game Play

Generally, play is continuous as each team makes attempts at throwing the other team's player out until either all players on one team have been put out or time expires. No player may leave the court of play to avoid being struck by an attempt. A player may only leave the court to retrieve a ball that has left the court after an attempt is complete. Effect: the offending player is called out and retires to the player return area in the order put out.

During play, stepping on any boundary marker is considered leaving the court. All players must remain inside the play area during action. Leaving the court or stepping out of bounds to avoid or make an attempt is illegal. Effect: the offending player is called out and retires to the player return area in the order put out. Possession is natural to the team who gains it.

A player may step into the dead zone at any time to retrieve a ball. The player must have both feet in their territory to retrieve the ball.

Players may not taunt the other team. Taunting will result in a player or team warning for the first offense. The second offense by a team member may be ejected from the contest

A player is called out when...

When they are struck by a ball before the ball strikes the ground or other permanent structure/surface not within the playing court. Effect: the player is retired (put out) during the game to the Player Return Area in the order they are put out. (In games where players are allowed to return, players return in FOFI order (First Out, First In).

When their attempt is caught by a player of the opposing team prior to striking the ground, wall, or other surface outside the playing court. The ball may strike another player first. Effect: The player is retired during the game to the Player Return Area in the order they are put out. In games where players are allowed to return, players return in FOFI order (First Out, First In).

When the player violates the jewelry rule after they or another player on their team has received a warning for jewelry previously during the same match. Effect: The player is ejected for the remainder of the match. The team may use a valid substitute if one is available, otherwise they play with what players they have.

When, in the opinion of the official(s)* he/she shows signs of impairment that may endanger themselves or others playing the game. Effect: The player is removed from the playing area to the viewing area. The team may substitute the player if they have a valid substitute available.

Players shall immediately leave the playing area when put out or called out. Failure to leave the playing area immediately can result in a forfeit of the game by the offending team as determined by the official.

When a player steps on or over the dead zone marker in an attempt to throw a ball or avoid being hit by a ball.

A throw that hits an opponent in the head will result in the thrower being called out. Exception: Throwing oneself to the ground to dodge an attempt is legal BUT - the headshot rule is off. The headshot rule is also off when the official believes a player intentionally made the attempt come into contact with his head to have the thrower put out by the head shot rule. If a player repeatedly does this, he/she shall be ejected.

Illegal Attempt

Any attempt that strikes a player above the shoulders is illegal and the thrower is called out. This is called a headshot. The struck player is given time to recover if hurt and play resumes after the official is satisfied the struck player has recovered.

Kicking a ball is illegal. Effect: An intentionally kicked ball is dead at the point the ball was kicked. The player intentionally kicking the ball is called out as if put out by an attempt of the other team. The official verbally declares "Dead ball" and must put the ball back into play by bouncing the ball into the opponent of the offending team.

Possession

Possession changes after an attempt is retrieved by the team being played upon and the player with the ball returns to the playing court (if he/she left the court to retrieve the ball). Or if, after an attempt, the ball returns by bouncing, rolling, etc., to the team making the attempt. This is called natural possession.

Each team has five (5) seconds to make an attempt on the other team after gaining or re-gaining possession. If the team holds the ball longer than five seconds, the official may rule it a dead ball and possession goes to the opponent. Play continues.

When a dead ball is declared for reasons of kicking or team interference, the possession is taken by the official from the offending team and given to the other team by bouncing the ball into their court.

Teams change court/sides after each game.

Timeouts

Each team can call no more than one timeout per game for a rule's clarification. All timeouts are no more than one minute in length.

To call timeout, the team must have possession of a ball and the player(s) on the court verbally ask for the timeout prior to making an attempt and prior to having five seconds elapse on the possession. A player calling for a timeout after their team has already used one during the same game is called out as if he was struck by an attempt of the other team.

Ending a Game/Match

A game is ended when:

- A. All players on one team have been put out or called out.
- B. Time expires
- C. A forfeit occurs
- D. Any unforeseen circumstances whereas the participants, spectators and officials may be harmed or put in danger or other reasons concerning safety may jeopardize those in the area.

The winner of a game is the team that has the most players left at the end of a game. If both teams have the same number of players at the end of the game, time is extended, and a sudden death overtime is played. Each team starts with a ball and 1 designated player appointed by each team manager. Play starts with the official's or monitor's blow of the whistle. One overtime period is allowed.

A match is ended when:

- A. One team wins the majority of games within the match.
- B. One team voluntarily or involuntarily forfeits the match.

Protests

All rule protests must be made verbally to the referee by the manager immediately following the situation and prior to the stopped play. The protest must then be recorded on the scoresheet and signed by the protesting manager and the game referee.

Protests must be made before the stoppage of play (legal or illegal). Protests may only be made on rule interpretations. Decisions made by the referee regarding judgment will not be accepted for protest.

All rule protests must be made in writing and filed to the District Office using the Protest & Complaint Form. This form must be completed before 5:00 PM the next business day following the disputed game. Protests filed must be accompanied by a \$10.00 protest fee. This fee will be refunded if the protest is upheld. All protests regarding illegal players will be directed toward the referee and the opposing manager. In the event of a person playing under an assumed name, the protest must be made prior to the end of the game, at which time the player in question will sign the score sheet and present identification. Without identification, the player will be assumed illegal and a forfeit victory will be awarded. If an illegal player is noticed by the District staff, corrective action may be taken at any time during the season.

If the protest is allowed, or disallowed, a final decision will be given to both managers regarding the protested game by the League Director.

League Champions

The team with the best win/loss record at the end of the season will be deemed champions.

Awards

The Pleasant Valley Recreation and Park District will award a sponsor plaque and up to 8 individual awards to the first-place team in each league.

All players must be at least 16 years of age to be eligible.

Code of Conduct

To provide an atmosphere of fun and sportsmanship, certain regulations are necessary and must cover all who relate to the program. Violations of these simple acts of good sportsmanship and common courtesy will not be permitted to impact the program.

The manager shall see that all players and team followers abide by the Pleasant Valley Recreation and Park District "Code of Conduct."

A. The following regulations should be kept in mind and no person, player, manager, coach or others in the program should be in violation of the following:

1. Consuming alcohol before participating or while participating in an athletic contest. (Any area considered part of the Pleasant Valley Recreation and Park District facilities will be governed by this provision.) Referees are required to immediately remove player(s) from the game, or if observed prior to game, prevent that person from playing.

Effect: Two (2) game suspensions, to one (1) year suspension and/or probation of one (1) year.

2. Intimidating or aggressive action toward a referee, spectator or other player will not be allowed.

Effect: Two (2) game suspension to one (1) year suspension and/or probation of one (1) year.

3. A physical attack on a referee, spectator or other player will not be allowed. Referees are required to immediately eject the player and report such player to the League Director.

Effect: Three (3) game suspension to five (5) year suspension and/or one (1) year probation, depending on the severity of the infraction. After two (2) years a player may appeal to the League Director.

4. No profane, obscene, derogatory or racial remarks to a referee, spectator or other player, or speak in such a manner as to cause a disturbance will be allowed. Referees are required to immediately eject such a person from the game.

Effect: Ejection from game and/or two (2) games to one (1) year suspension, and/or one (1) year probation.

5. Participants shall abide by the referee's final decision. Referees are required to immediately eject the player from further play and report such player to the League Director or for failure to comply with decision. Managers have the opportunity to speak with the referee.

Effect: One (1) game suspension to seasonal suspension and/or one (1) year probation.

6. Participants shall not use flagrant rough tactics in the play of the game against an opposing player. Referees are required to immediately eject the player from further play and report such player to the League Director.

Effect: Two game suspension to one (1) year suspension and/or probation of one (1) year.

7. Participants, referees and spectators shall not smoke or use tobacco at any Pleasant Valley Park District field or facility.

Effect: Probation for one (1) year to three (3) game suspension.

Code of Conduct Continued

8. There shall be no unnecessary throwing of equipment or any other objects.

Effect: Ejection from the game to season suspension and/or one (1) year probation.

9. There will be no cause for defacement or destruction to any public facility or equipment.

Effect: One (1) game suspension to one (1) year suspension and/or payment to replace damaged facility or equipment.

10. Participants (managers, players, coaches, etc.) at no time shall falsify their own name or any other player's name on a team roster or scorecard to participate in a game.

Effect: Manager and/or player will be suspended for the remainder of the season to one (1) year, and/or one (1) year probation. The team that the illegal player is playing for will forfeit all games thus far (proven to have played in) when the illegal player is discovered.

11. There shall be no illegal players participating in any athletic contest.

Effect: Manager and/or player will be suspended for the season to one (1) year, and/or probation for one (1) year.

12. Any participant (manager, player, coach, etc.) ejected from two contests during the season shall be suspended.

Effect: One (1) year suspension, effective the date of the last ejection and probation for one (1) year.

13. Dunking, hanging, swinging on the rim or net is not permitted during the game or at any time the basketball facility is open.

Effect: One (1) game suspension, effective the date of the last ejection and probation for one (1) year.

If any violations occur, a written report by the referee(s) is required to be submitted to the League Director.

A player, manager, coach or team spectator ejected or removed from an athletic contest will leave the facility within five (5) minutes. The team manager will be responsible to remove the offender within the same five (5) minute period or forfeit the game. The person(s) will be completely removed from the field/ gym facility and under no circumstances may come back.

The League Director may discipline and/or suspend teams, players, or managers for incidents not specifically covered in this handbook and the code of conduct, but which might constitute poor conduct and/or are considered detrimental to the sports program and the Pleasant Valley Recreation and Park District.

Addendum

Blood Rule

A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical treatment or care can be administered in a reasonable time, the individual would not have to leave the game. (The length of time considered reasonable is referee judgment.) If there is an excessive amount of blood on a uniform, it must be changed before that individual may continue playing.

The referee will be responsible for determining whether an open wound or bleeding condition requires treatment. The referee will also determine in his/her judgment if a uniform/clothing needs to be changed due to excessive blood.

It is highly recommended that teams bring first-aid supplies to each game to treat potential bleeding situations. It is each team's responsibility to provide bandages & dressings and administer appropriate care for a player determined by the referee to need treatment.

Website Links to Additional Resources

(Control + Left Mouse Click to view links listed below)

[Map to District Office](#) for Pleasant Valley Recreation and Park located at 1605 East Burnley Street, Camarillo, CA 93010.

[Map to Monte Vista Gym](#) located at 888 Lantana Street, Camarillo, CA 93010.

[PVRPD Website](#) to find flyers, roster form and add drop form

[Team Sideline](#) to view schedules, standings, free agents, and to sign up as a free agent.

[Assembly Bill 2007](#)

[Parent Authorization Form](#) is required for a child under the age of 18 to participate (Must be at least 16).

Team Notes