

DROP IN DODGEBALL

Drop In Dodgeball is an adult program. Players must be at least 14 years old and show a valid high school ID or other qualifying ID if under 18 years old.

Players will form two (2) teams on one court upon arrival. Players should join either team as needed to keep the number of players balanced.

- Once 32 players (16 vs. 16) are reached, the group will be divided into four (4) teams (8 vs. 8).
- Players arriving after this point can join any team. Participants will attempt to maintain a balanced number of players on both courts.
- Open gym consists of two courts that play concurrently.
 - Two teams per court.
 - One court uses seven (7) balls of the same color, and the second court uses seven (7) balls of another color.

After splitting up into four (4) teams, there will be three (3) sessions of approximately 20-30 minutes each, depending on the time remaining. This allows all teams to play against each other.

- **FIRST ROTATION:** All teams rotate clockwise;
- **SECOND ROTATION:** The two teams on the southeast side (towards the Verdugo Aquatic Facility) will switch. The two teams on the northwest side (towards the tennis courts) do not move.

Intentional headshots are not permitted at any time and may result in removal from the game.

Headshot Definition: a direct throw at a player's head. Lobs that land on a player's head do not count as a headshot.

- In the case of an accidental headshot, the game will be paused to assess the player and circumstances.
- In the case of a standing headshot (the player hit was standing), it will be assessed as the equivalent of a caught ball. The thrower is out and a player on the opposing team is in. **NO EXCEPTIONS.** The thrower goes to the outline and will be eligible to get caught back in.

GAME START

- Games begin with seven (7) balls on the center line. One team starts with four (4) balls on their right side of the center line, and the other team with three (3) balls on their right side of the center line (this alternates every game).
- Players will stand along the back wall of their respective sides.
- When the game begins, players may only rush to get the balls on their right side of the center line.

BALL CONTROL

A team may not have the majority of the balls for more than 15 seconds.

- There will be an audible countdown for the last 10 seconds. The countdown resets when the team throws and no longer has the majority of the balls.
- If time runs out, the team must forfeit all balls to the opposing team.

REFEREEING

- Drop-in gym is self-refereed. Players must be honest and go to the out line when hit, caught, or out.

OUTS and OUT LINE

- When a player is out, they must line up in order along the side line.
- The first person out must stand at the back corner, outside the sideline.
- Players who are out cannot interfere with any ball in bounds.
- Players who are out can shag balls that are out of bounds and pass them to teammates.

CATCHING

When a player catches a live ball:

- The player who threw the ball is out.
- The catcher's eliminated teammate who is first in the out line comes back into the game.
- Any player that was hit by the live ball before the catch is NOT out.

ELIMINATIONS

A player is out when:

- They get hit by a live ball. This includes clothing and fingertips.
Exception: if the ball hits their head as the first point of contact, they are not out. Hair counts as part of the head.
- If the ball hits a player's head after bouncing off of someone else first, that is an out.
- They get hit in the head while having at least three (3) points of contact with the floor (e.g. two (2) feet and one (1) knee)
- They throw a ball and the opposing team catches it before the ball is dead.
- They drop the ball they are holding when attempting to block an incoming ball.
- They step out of bounds.
- They step over the center line.

NOTE: Players may step out of bounds only to retrieve balls, and only from the back corner of the court.

LIVE AND DEAD BALLS

- A ball is live when thrown by a player's hand.
- A ball becomes dead when:
 - It hits anything other than another player: the ceiling, wall, floor, another ball or anything out of bounds.
 - It hits a player's head as the first point of contact.

NOTE: A ball that bounces off a player or is blocked by another ball held by a player is STILL LIVE.

TIME OUTS

Time outs will only be allowed for injuries.

GAME ENDS

A game ends when all players from one team are eliminated from game play.

USE OF PROFANITY, ARGUING, TRASH TALKING, FIGHTING, DUNKING, OR ABUSE OF CITY PROPERTY OR EQUIPMENT MAY RESULT IN PLAYER EJECTION AND REMOVAL OF THE COURT(S) FROM FURTHER PLAY.



**PARKS AND
RECREATION**