

## **Clarifying on the Minimum Legal Set of Players**

### 1.2.1. Rosters

A. Each team is made up of between seven and 21 players.

B. A team must be able to field a legal set of eligible players to begin or continue a game, including during the seeker floor.

I. A legal set of eligible players must

a. Consist of seven players prior to overtime

b. Consist of six players during overtime.

c. Be able to legally be in play at the same time without violating the gender maximum rule.

ii. If a team has insufficient eligible players to continue at any time during the game, that team must forfeit the game.

iii. If a player's injury would cause their team to forfeit, and the onsite medical staff believes the player can safely return to the field with approximately a minute or less of treatment, the Head Referee shall keep the game stopped until the player returns, rather than declaring a forfeit.

Penalty: forfeit—having insufficient eligible players to continue the game

## **Fixing a Technical Error on Substitution Exceptions**

1.3.3.A.iv. A speaking captain changing positions with another player in play when assessed a speaking captain penalty card while in play (See rule 9.4.2.C. Proceeding to the penalty box) [Bump original iv. and v. to v. and .vi respectively]

## **Substitutes in the Bench AND Limited Coaching From Outside the Bench**

### 1.4.1. Team bench and substitution area restrictions

A. All substitutions must occur in the substitution area and not in the team bench.

B. Any extra equipment or property not necessary for play that is brought into the player area by a team must be kept securely stored in the team's bench.

i. Any extra balls kept in the bench must be stored in a bag or other storage container.

C. Substitutes and team staff must remain in the team bench whenever play is live unless they are about to substitute into the game.

i. A player is about to substitute into the game if the player they are replacing is actively moving in the direction of the bench, or is off-broom and is signaling their intent to substitute out after completing the back to hoops procedure.

D. One substitute or team staffer at a time may leave the substitution area or team bench to check information with the scorekeeper or timekeeper but must neither interfere with the scorekeeper's or timekeeper's duties, nor enter the pitch.

E. One player or team staff member at a time may enter the substitution area or coaching area to coach their team.

i. While in the coaching area, this person must cover their team jersey if they are wearing one.

F. Players and team staff may leave the bench and substitution area for any reason that would allow them to leave the player area under 1.4.2. Leaving the player area.

G. Violations of this rule are sideline infractions.

- i. The first called violation of this rule by each team shall result in a warning instead of a sideline infraction call.

Penalty: Blue Card—Sideline Infraction

1.4.2. Leaving the player area

A. The team's speaking captain may leave the player area in order to communicate with event staff.

B. Any person in need of medical attention may leave the player area to receive it.

- i. All players who leave the player area in this way may return to the game if they are medically cleared.
- ii. If necessary, anyone designated by the team's speaking captain may leave the player area to attend to an injured teammate.
- iii. In cases of head injuries, the head referee may, at their discretion, require that the injured person leave the player area to receive medical attention.

C. Intentionally and illegally leaving the substitution area or bench with the intent of circumventing other rules is illegal circumvention.

Penalty: blue card—illegal circumvention

2.1.10. Coaching Areas

Each team's coaching area is a 5.5 x 7 m rectangle between the pitch and player area boundary and adjacent to their penalty box.

### **Expanded Team Benches**

2.1.9. Each team's bench is a 19 by 2.75 meter rectangle between their substitution area and the player area boundary

A. Event directors may elect to expand the benches across the player area boundary to be up to 7 meters in width. If they elect to do so, the expanded portion must also be off limits to all personnel not allowed in the player area.

- i. The expanded portion of the bench shall be treated as part of the player area but is not subject to rule 2.1.11.B.

B. Both benches on the same pitch must be the same size.

### **Fixing The Dodgeball Specifications**

2.3.2.B. Between 68 centimeters and 70 centimeters in circumference.

### **Updated Broom Tape Rules**

2.4.1.D. Must not be reinforced by additional materials with the following exceptions:

- i. Grip tape or other adhesive materials may be applied to a single 20 centimeter section of the broom shaft.
- ii. Tape being reasonably used to cover the ends of a hollow broom shall be allowed, and shall not count as part of the 20 centimeter exception.

## **Metal Cleats**

### 2.5.2.D. Shoes or cleats.

- i. Spikes or studs must not be sharp.
- ii. Spikes or studs made wholly or partially of metal may only be allowed if the following requirements are met:
  - a. The venue hosting the game has explicitly permitted the use of metal studs.
    1. It is the responsibility of the player to ensure the venue allows them.
  - b. The studs must not have any burrs or sharp edges, including edges created by wear.
  - c. The studs must be no longer than 21 mm.
  - d. The ends must have a diameter of at least 10 mm.
  - e. The base of the stud must have a diameter of at least 13 mm.
  - f. The studs must have no external projections, except for a logo
    1. The logo may not project more than 0.3 mm from the surface.
  - g. The studs must be smooth and rounded, with no radius less than 1 mm.

## **Shin Guard Knock Test Exemption**

2.5.5.A.ii.a. Plastic portions of shin guards are not subject to the knock test, so long as the shin guards are worn properly and fully covered by the player's socks.

## **Medical Alert Bracelets**

2.5.5.G. Additional equipment on the arm—nothing other than sleeves, gloves, braces, or medical alert bracelets designed for contact sports are allowed to be worn on the forearm.

2.5.10.B.iii. Medical Alert Bracelets that are specifically designed for contact sports shall not be treated as jewelry.

[Bump original iii. to iv.]

## **Expanded NGB Equipment Waiver Rules**

DELETE 2.5.5.H. (Original Equipment Waiver Provision)

2.5.11. Players may request appropriate exemptions to any personal player equipment rules from the league governing an event through that league's equipment waiver policy. The governing body shall approve or deny the request after considering the safety of players and officials, the compatibility of the request with fair gameplay and smooth adjudication of the game, and any other factors the governing league deems appropriate.

## **Updated Restart Procedure (Multiple Rules Updates)**

### 3.3.3. Restarting play

In order to restart play:

- A. The head referee indicates to the players that play is about to resume by calling for the players to "remount!"
  - i. Players must remount their brooms where the brooms were left when play was stopped.

- ii. Players must stand at the call to remount.
  - iii. Players must release all contact with their opponents during the stoppage, and must release their hold on any jointly controlled balls.
    - a. If a player had an opponent legally wrapped when play was stopped, they still must release all contact. Prior to the restart whistle the formerly wrapping player may choose to move to any side of the formerly wrapped player.
      - 1. The player must remain within 1 meter of their opponent.
      - 2. If either the formerly wrapped player would not resume play with possession of a ball, or a penalty card or turnover penalty is assessed against the wrapping player's team during the stoppage, the player shall not be allowed to move around their opponent.
    - b. If two or more players shared joint control of a ball at the moment when play was stopped, each may retake hold of that ball before the restart.
      - 1. They do not need to hold it in the same way they had when play was stopped, but they must not prevent the other players involved from getting an equal grip.
  - iv. While preparing for play to resume, players may:
    - a. Lean towards a loose ball, but they may not place any part of their body or equipment directly over the ball, unless it is impossible to do so.
    - b. lean towards and reach around their opponents to prepare for contact after the whistle, but must not contact their opponent.
  - iv. Players may otherwise reposition themselves to prepare for the restart but must not commit a false restart.
    - a. It is a false restart if a player does any of the following before the restart whistle:
      - 1. Begins the forward motion of a throw.
      - 2. Initiates new contact.
      - 3. Begins to move off of their location.
      - 4. Attempts to directly affect a ball that the player does not solely possess.
      - 5. Enters the cylinder above a loose ball.
    - b. If there is a false restart, play remains stopped, and any player who moved is returned to their previous location.
    - c. The first false restart of a stoppage will result in a warning to all players on the field.
      - 1. Any subsequent false restart by any player on the same stoppage shall result in a penalty.
- B. The head referee blows one short whistle blast. On this whistle blast:
- i. Play resumes.
  - ii. The timekeeper resumes the game time and all other time clocks.

Penalty: back to hoops—second false restart

## Heat Stoppages

### 3.3.5. Heat Stoppages

At some point within 24 hours of the start of an event day, the event director or their designated representative shall check the weather forecast for the location and hours of the event. If the conditions in Appendix X are met or exceeded at any point during the event day, heat stoppages shall be in effect for the event's games that day.

A. When in effect, heat stoppages shall be triggered when the game clock reaches 15 minutes, 25 minutes, and every 5 minutes thereafter.

B. For each heat stoppage, the head referee shall stop play at the end of the drive that is in progress when the trigger time is reached.

i. If the volleyball is dead when the trigger time is reached, the head referee shall stop play immediately.

ii. If play stops for any other reason prior to the end of the drive, the heat stoppage shall occur as an extension of that stoppage.

C. The first heat stoppage shall last 4 minutes. Other heat stoppages shall last 2 minutes.

D. If both heat index and hourly humidity information are not reasonably available to the event director, they may use a "feels like" temperature or similar metric. If used, a "feels like" temperature of 32 or greater during the event hours shall require the use of heat stoppages.

- *One adjustment may be made to this rule before the release of the rulebook. That adjustment has been sent back to the Rules Committee for review, and involves a potential for skipped heat stoppage near the end of a game.*

## APPENDIX X

The following are the heat and humidity combinations that require the use of heat breaks as listed in rule 3.3.5. These equate to a rounded heat index of 32C. Therefore, a predicted heat index of 32C or more during event hours may be used in place of using heat and humidity combinations directly. If forecasts are only available in Fahrenheit, please use the second table, or a heat index of 90F.

Temp (C)	Humidity	Temp (F)	Humidity
26	N/A	79	N/A
27	93%	80	99%
28	76%	81	91%
29	63%	82	83%
30	53%	83	75%
31	44%	84	68%
32	36%	85	61%
33	26%	86	55%
34	13%	87	50%
35	8%	88	44%
36	0%	89	39%
		90	35%
		91	31%
		92	27%
		93	23%
		94	19%
		95	15%
		96	12%
		97	8%
		98	4%
		99	0%

- *“Appendix X” is a placeholder appendix title.*
- *Tables will appear with additional formatting*

### **20 Minute Seeker Floor (ONLY NUMBERS ARE CHANGING)**

3.3.4.A.ii. Change 17 to 19 twice

3.4.2. Change 18 to 20

3.4.2.C. Change 17 to 19 (twice)

3.4.2.D. Change “17 and 18” to “19 and 20”

3.7.2. Change 17 to 19

8.3.1. Change “17- and 18-” to “19- and 20-”

8.3.3. Change 23, 28, and 33 to 25, 30, and 35

10.1.8. Change 17 to 19

Definitions: Seeker floor Change 18 to 20

### **Heatbeat Regulations**

#### **5.2.6 Headbeats**

A headbeat occurs when a player releases a dodgeball, and the first contact it makes after being released is with the head or neck of an opponent.

- A. The legality of headbeats is subject to the following guidelines in order of precedence:
  - i. A headbeat is legal if any of the following apply:
    - a. The struck player changes the speed or direction of their head after the possessing beater begins the final motion of their knockout attempt and as a result puts their head into the path of the dodgeball.
    - b. It grazes the head or makes contact with negligible force.
    - c. It is propelled without excessive force when the opposing player is approximately 5 m or farther away.
  - ii. A headbeat is illegal if it has not been deemed legal by 5.2.6.A.i. and any of the following apply:
    - a. It is made using excessive force (see appendix A).
    - b. It is made on a chaser without the volleyball or a seeker.
    - c. It is likely to push the struck player's head into the ground.
    - d. It contacts the back of the struck player's head.
      - 1. The back of a player's head is defined by the plane bisecting the ears and the center of the neck.

Penalty: yellow card—illegal headbeat

Penalty: red card—excessive force headbeat

#### APPENDIX A: DEFINITIONS (related to headbeat rule)

Excessive force - Using excessive force is defined as when a player both exceeds by far the necessary use of force to complete the action initiated and as a result is in danger of injuring an opponent.

Negligible force - the force a dodgeball makes when hitting the ground after being dropped from a height of 2 m or less.

### **2 Arm Wraps and Tackles (And Related)**

#### 5.3.3. Making contact as an off broom player

- A. An off broom player may not initiate any physical contact, other than incidental contact.
  - i. If a player is in the final motion of making contact before becoming knocked off broom by a dodgeball, they may complete that motion if it could not reasonably be stopped.
    - a. The player still must immediately act to cease that contact under the provisions of 5.3.3.B.
    - b. If a player takes multiple steps between being knocked off broom and initiating contact with an opponent, then that is illegally initiating contact while off broom.
  - ii. If a player initiates a push, body block, charge, or wrap after becoming off broom by dismounting, it is illegally initiating contact while off broom.
- B. If a player becomes off broom while already in contact with an opponent, they must immediately act to cease contact safely and with as little effect on the opponent as reasonably possible.
  - i. Failure to do so is illegally continuing contact while off broom.

- ii. If the player was off broom by dismounting, and then adds force to the contact that brings their opponent to the ground, that player must be penalized regardless of whether there was sufficient time to react to the dismount.

Penalty: blue card—Illegally continuing contact while off broom

Penalty: yellow card—illegally initiating contact while off broom

Delete 6.1.8.A.i. (Two arm stealing prohibition)

Delete 6.2.4.B. (Shift up C-H) (Two arm wrapping prohibition)

### **Immunity Rules Updates**

5.5.2.E. If the immune beater opens their fist, or lowers their fist below their shoulder, they shall lose their immunity until they return to having a closed fist above their shoulder.

- i. While the immune beater is directly attempting to pick up the third dodgeball, the beater shall retain their immunity until they gain possession of the third dodgeball, even if their fist is lowered below the shoulder or opened during that process.

- ii. Losing immunity in this manner does not relieve the player of their obligations under

5.5.3. Immunity limitations

5.5.3.

After legally claiming immunity:

A. The beater must directly and immediately proceed to gain possession of the third dodgeball.

- i. The beater may approach the ball from any direction they prefer.

- ii. Taking any other action after claiming immunity is an immunity violation.

B. The beater remains subject to the above limitations until one of the following occurs

- i. There is no longer a third dodgeball

- a. If the status of the third dodgeball changes, the immune beater immediately loses immunity and must lower their hand.

- ii. The beater becomes dismounted.

- iii. Another dodgeball becomes unpossessed.

- a. The player must give up their immunity to attempt to gain possession of the newly unpossessed dodgeball.

- b. If the player chooses to retain their immunity, they must continue to attempt to gain possession of the third dodgeball.

### **Contact From Behind Momentum Exception and 6.1.9. Rewording**

6.1.9. Initial point of contact

When pushing, body blocking, charging, or wrapping, a player must not make initial contact with an opponent from behind.

A. The contact must be initiated from the front of the opponent's torso.

- i. The front of the torso is defined by a flat plane bisecting the player at the middle of both shoulders.

- ii. To be considered to the front of the opponent, the navel of the player initiating contact must be in front of this flat plane when contact is initiated.



iii. As long as the body of the contacting player is positioned in this manner the actual point of contact may occur at any legal part of the opponent's torso, arms, or legs above the knee.

B. If the contacting player has both feet planted and no substantial forward momentum, they may initiate contact on a player in possession of a ball from behind.

i. The contacting player may step forward in order to initiate contact but must initiate contact before both feet have moved from where they were initially planted.

C. If a player initiates contact by leading with their back, the opposing player may continue the contact, and there is no foul.

D. If a player spins or turns just prior to contact, and the opposing player did not have reasonable time to react and completely avoid contact, the opposing player may initiate contact, and there is no foul.

E. Once contact has been legally established, a player may continue contact even when it results in contact from behind, so long as contact is not broken.

i. This includes changing the type of contact.

- *NOTE: The old 6.1.9.E. will now be covered in the casebook due to these changes.*

### **Clarifying Leaving Feet Before a Charge**

6.2.3.D. It is illegal for a charging player's feet to be completely offleave the ground while applying the primary force of a charge, unless the player left their feet as a part of a direct attempt to pass, shoot, or otherwise throw a ball.

### **Stalled Volleyball Resolution**

7.4.2. A volleyball is considered stalled if the volleyball is either possessed by a grounded player who is in contact with an opponent, or jointly controlled by two or more players, one of whom is grounded, and the volleyball is not significantly moving in the general direction of either set of hoops.

A. Upon the volleyball becoming stalled, the head referee shall begin a 10 second countdown.

i. The first 5 seconds of the countdown shall be silent.

ii. The remainder of the countdown shall be conducted out loud.

iii. If the volleyball ceases to be stalled, even momentarily, prior to the official beginning to say "zero" the count shall end. If the volleyball becomes stalled again, a new 10 second count shall begin.

B. If the volleyball is still stalled when the head referee begins to say "zero," the head referee shall verbally declare a "stalled volleyball."

i. The team that was on defense the last time the volleyball was possessed by a non-grounded player shall be declared the "receiving team" (see: 7.3.2. Offense and defense).

ii. The volleyball shall be inbounded by the receiving team.

a. The inbounding point shall be the closest point along the boundary to the location of the volleyball at the time when the stalled volleyball was declared.

- b. The inbound player shall be the closest eligible chaser on the receiving team to the inbound point.
    - iii. If the volleyball was in the receiving team's keeper zone when the stalled volleyball was declared, and that team's keeper is protected and had a joint hold of the volleyball, "keeper ball" shall be declared instead. The keeper must take possession of the volleyball where it was stalled, and no inbound shall be necessary.
  - C. The head referee generally should not stop play for the purpose of adjudicating a stalled volleyball.

### **Resetting Over Both Lines is Two Resets**

7.4.3.D. (7.4.3. is the former 7.4.2.) If a single resetting action causes the volleyball to cross backward across both restrictor lines, it shall be considered two resets.

### **Illegal Force Out Update**

7.5.3.C.iii. If a ball carrier is forced out through illegal contact by an opponent, or by an opponent who is off broom, they are not considered out of bounds.

- a. To avoid being called out of bounds, the ball carrier must act to return inbounds immediately

### **Ejection Penalty Wording Update (only opening sentence changed)**

If a foul or penalty results in an ejection:

### **Opportunity to Concede Before a Forfeit Penalty in OT**

9.1.7.B. If a forfeit penalty would be assessed to a single team during overtime, the head referee must first offer the offending team's speaking captain the opportunity to concede before administering the forfeit. If the speaking captain concedes the forfeit will not be administered.

### **Other New Definitions**

Grounded (Person): A person who is in contact with the ground with any part of their body other than their hands or feet.

Joint Control: When two or more players have a grip on, or otherwise share control of the same ball, leaving neither player with possession.

Threat: Verbally or non-verbally signaling intent to cause harm outside of legal gameplay.

**The above list does not contain all changes of terms or formatting where there is no effect on the game from the change in terminology or formatting.**