

## BARS Committee Meeting Agenda

Please include your initials after any general entries that you make.

Attendance: Tim B., Juni M., Sean B., Michael W., Troy S., Terrell B., Dennis T., Scott B., Josh H-P., Stephen E., Andrew V. (via telephone), Steve B., Alex K.

### 1. Open Discussion from the Committee

- a. Want something discussed at the meeting? Think there is a problem? Have a good idea and want to get more involved? Toss it in the mix for discussion!
- b. Consistency in messaging for Open Play, last minute messages on the page which doesn't allow for planning. Last year - assumed understanding that open play would happen unless otherwise, which allows for easier planning. Possible solution - only announce when it is cancelled; schedule posts to happen to make it easier.

### 2. Updates from the Commissioner

- a. Winter Dodgeball Mini Tournament voted on by general board via Slack. Motion to have tournament passed.
- b. Executive board vote: altering scholarship arrangement. Change of GPA requirement from 3.0 to 3.2. Requirements extended to college level (first generation college students). Exec board passed, and must be approved by General Board. Motion passes.

### 3. Proposals + Sport Discussions

- a. Dodgeball rules revision (AK)
- b. The goal was not to alter rules, but to make it more gender inclusive and more representative of how the league plays. Sent out to the committee members and heard no feedback.
- c. Motion to vote for change of language: motion passes.
- d. Bowling score (team average) revision (SB)
- e. Current standing: need a minimum of four players for a score. Because of this, players discouraged from coming so the teams can plays. Change from counting four scores to counting seven scores. A flat score for 100 per person who is absent.
- f. Bowling grown in popularity over the last couple seasons (closed down in four and a half minutes). If people don't show, add people from the wait list and pro rate their fee. Non-refunded money back to players in a player appreciation effort.
- g. Motion to vote: motion passes on proposal.
  - i. Purpose: To revise the bowling team average from requiring a minimum of 4 individual scores to calculate team average of all team members in calculating team average. The score used for an

absent bowler will remain at 100.

Rationale: Individual bowlers have been discouraged by teammates or been discouraged themselves from showing up on certain weeks so as not to reduce the team's average. This new calculation encourages bowlers to show up to help with the team average and it evens out the teams.

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## 1. Brief Sports Updates From Directors

### a. Bowling

- i. Winter season begins January 21!
- ii. Possibly exploring vet status as the last few seasons have closed out within minutes and SB received a number of emails from frustrated vets who weren't able to get in

### b. Dodgeball

- i. Winter mini tournament begins January 22.
- ii. Registration is January 10.

Data base for past proposals for an easy copy/paste of information.

Volunteer opportunity (non-alcohol related): Tony D needs help repainting the space. Tim in conversation with head folks on exact date (would occur in the spring).

### c. Kickball

## 2. Philanthropy

## 3. Treasury

- a. 2017 taxes will be worked on and be mailed in February
- b. In current calendar cycle.

## 4. Press/Marketing

## 5. Social

## 6. Miscellaneous

- a. Dodgeball: General Discussion: Invitation to join USA Dodgeball. AV/TB
- b. On our part: no payment of fees, promotion of other leagues, play and enact policies. Goal of the org is to promote a positive image of dodgeball nationally. At most we would place a delegate on their national board, and logo for the league. It will serve as a means of connecting various dodge ballers across the nation, and to rally against perceived malpractices on part of the national dodgeball organization that creates the teams that traded internationally.
- c. He is hoping to get this league started in 2018.
- d. Motion to send a delegate to be part of the initial planning process (then in one year to reassess position in organization): motion passes.

Dodgeball rules Addendum

### 1) The Team

- a) Six (6) players will compete on each side; others players will stand on the side of the court to rotate in when needed.
- b) Teams are not allowed to add players from other teams to play for them at any time, even if they have fewer than 6 players. The minimum number of players a team can start playing with is two (2). Players who show up after the game starts can only be cycled in when a ball is caught and there are 5 or fewer players on the court.
- c) Teams are encouraged to be at the gym 15 min prior to the start of their first match. In the event that a court is running ahead of schedule, matches can start up to 5 min before the scheduled time.

## 2) Games / Matches

- a) Each team will play two (2) matches per night.
- b) Each match consists of three (3) games.

## 3) The Object of Dodgeball

- a) The object of Dodgeball is to eliminate players on the opposing team by getting them "OUT".

## 4) Definitions

- a) LIVE BALL: A ball that has been thrown.
    - (i) A THROW is defined as when a player who has possession of the ball throws (not taps, kicks, rolls, places, etc.) a ball toward the opposing side. A ball must be released before the whistle to count as a throw.
    - (ii) POSSESSION, while ultimately a ref's call, is defined as the ability to exert control over a ball. This is the ability to block, throw, and drop a ball at will.
  - b) DEAD BALL: A ball that has touched the floor, hit an opposing player then hit the floor, hit a LIVE ball, hit a player that is already out, hit an official, or hit any other fixture outside of the playing field (wall, ceiling, basketball hoop, etc.).
  - c) A CATCH: A LIVE ball that is in possession of a player where the player is in bounds (please see below the section THE GAME / BOUNDARIES for an explanation of being in bounds).
- i) Note: Trapping a ball against the floor is not a CATCH.

## 5) A player is defined as "out" if...

- a) The player is hit below the shoulders while standing upright with a LIVE ball that eventually dies. Clothing is considered an extension of the body (i.e. if a LIVE ball brushes a player's tee shirt and the ball dies, they are OUT).
- b) The LIVE ball that they threw is caught by the opponent before it is DEAD.
- c) The player crosses the center or boundary lines as defined by Section 8. Boundaries.

**6) A player is defined as "in" if...**

- a) The player is not OUT.
- b) A teammate catches a LIVE ball and the player is the first one to rotate in. Note that players can be cycled in only when there are 5 or fewer players on the court.

**7) The Game / Opening Rush**

- a) Dodgeball game begins by placing the 4 dodgeballs along the center midcourt line.
- b) On the west court (the back court), prior to the first game of each match, a coin toss will determine which team plays on which side.
- c) Players then take a position behind their end line. Following a whistle by the head ref, two players from each team "rush" the centerline to retrieve only the 2 balls to their right of the center of court.
- d) Players cannot cross the center line to grab a ball. Doing so will immediately result in that player being OUT.
- e) Once a ball is retrieved, the ball must be taken behind the back line (this is called "clearing" of the ball) before it can be legally thrown as a LIVE ball.
- f) "Clearing" must be done by a player; the player cannot bounce the ball against the back wall back to him/herself to count as "clearing."
- g) Once the balls have been "cleared," all players must be inside the boundaries and gameplay can begin.

**8) The Game / Boundaries**

- a) During play, all players must remain within the boundary lines.
- b) If any player crosses the boundary lines (back and side lines) with one or more than one whole body part, they are OUT. That is, if one player's whole body part is completely outside the court and touches anything other than a ball, then the player is OUT.
- c) If any player steps over the center line then they are OUT.
  - (i) By stepping over the center line it is understood that a player is out if any part of the body touches anything past the center line other than a ball. A player is in if they are ON the line and do not cross it.

**9) The Game / Timing**

- a) Each game will last 5-minutes.
- b) During the Game: time-outs, 5-second countdown
  - i) Each team is allowed ONE time out per game (remember: one match has three games).
  - ii) ONLY the captain can signal to the head or assistant referee.

- iii) The time out is NOT in effect until the referee signals for it.
  - iv) The clock will STOP during each time out.
  - v) If a team signals for a second timeout in a single game and play is stopped, then one player from that team will have to leave the court; in other words, a player is OUT.
  - vi) Only referees are allowed to call additional timeouts.
- (a) To keep gameplay moving, referees will initiate a 5-second countdown, at the end of which the team with the majority of the balls must throw a ball. The ball must be live as it crosses center court to count as a throw.
- (b) The countdown will go: “5, 4, 3, 2, 1, WHISTLE.” Failure of the team with majority balls to throw by the WHISTLE blow will result in a player from that team being called OUT by the referee. The captain decides who is OUT of the people who had a ball. If nobody had possession of a ball, the captain may pick any player.
- vii) If both teams have two balls, then BOTH teams must throw a ball within the 5-second countdown.
  - viii) Ball collisions (or other unforeseen interference) that prevent thrown balls from crossing the center line while live may count as throws and stop a countdown at the ref’s discretion.
- c) Ending the Game: winning, final whistle, sudden death
- i) If neither team has been eliminated by the end of 5 minutes, the team with the greater number of players remaining wins.
  - ii) The game is over when the final whistle is blown AND all balls are DEAD. If a ball is LIVE in mid-air when the final whistle blows, that ball is still LIVE until it becomes DEAD (see Section 4). If a LIVE ball hits a player after the final whistle, that player is OUT.
  - iii) In the case of an equal number of players remaining from each team when the final whistle blows, a 1-minute “sudden-death” overtime will be played. Each team selects one player to be added to the court. The first team to eliminate a player wins.
  - iv) If no team has eliminated a player by the end of the first one-minute round, one player gets

added to each team and the sudden-death continues for another minute, and so on.

- v) If two players from opposing teams get out simultaneously during a sudden-death round, the clock does not stop. The remaining players will play until one person gets out or until the end of the minute when another player will be added, and so on.

#### **10) The Game / Cycling In**

- a) When a member of your team catches a ball thrown by your opponent, a member of your team who is OUT can come into the game. Players will rotate into the game in the same order they were called out. A team can never exceed 6 players on the court.
- b) Players waiting to rotate in cannot interfere with the game in any way.
- c) When a member of a team is injured and would be considered IN, a player who is OUT may substitute in for said injured player. The substituting player must be the next one in the rotation. Substitutions can only be made when play has stopped. No other substitutions will be made for injured players.

#### **11) The Game / Balls**

- a) A team holding the majority of balls must throw a ball (within the 5 second countdown as warned by referees). No ball can be placed by a player anywhere on their opponent's court.
- b) Pinching the ball (where a player squeezes rubber to rubber inside the ball, or exerts excessive squeezing deemed close enough to pinching by a ref) while THROWING at an opponent will not be permitted. If a referee sees a player pinching, that ref can issue a warning. A player hit by a pinched ball thrown at them is IN. A second pinching call results in an out for that player. The impacted player may be caught back into the same game.
- c) Pinch BLOCKING (where a player blocks by squeezing rubber to rubber or excessive squeezing deemed close enough to pinching by a ref) will not be permitted. If a referee sees a player pinch blocking, a warning is issued. A second warning results in an out for that game. The impacted player may be caught back into the same game.

#### **12) Scenarios**

- a) If a LIVE ball hits one teammate, then bounces off that teammate and hits another, and the ball dies, then BOTH teammates are OUT.

- b) If a LIVE ball hits a ball that a player is holding, bounces off that ball and hits another(s) teammate(s) and the ball dies, then that(those) other(s) teammate(s) is(are) OUT.
- c) If a LIVE ball hits a ball that a player is holding, bounces off that ball, is caught by another teammate and then it dies, then the person who threw the ball is OUT, and one player can cycle IN depending on the number of teammates on the court.
- d) If a LIVE ball hits a ball that a player is holding, bounces off that ball without knocking the first ball out of the player's possession, and then it dies, neither the thrower nor the opposing teammate are OUT.
- e) If a LIVE ball hits a ball that a player is holding, and knocks that ball out of their possession, then that player is OUT. Players are not out if they drop a ball first to catch a LIVE ball thrown by an opponent player.
- f) A LIVE ball deflected off a teammate can be caught by another teammate, resulting in the person that threw the ball being OUT, and one player being cycled in depending on the number of teammates on the court.
- g) A LIVE ball caught by a player who is in the air will only be considered a CATCH if said player lands with at least one foot fully in bounds before going out of bounds.

### **13)Code of Conduct**

- a) NO HEADSHOTS OF ANY KIND: A player who throws a ball that hits an opposing player above the shoulders while that player is upright will be called OUT. A player who throws a high ball will be officially warned. Should said player throw a second high ball, they will be called out.
- b) NO KICKING BALLS: Flagrant kicking of balls is not allowed on the dodgeball court. A player that kicks a ball during a game will be called out.
- c) SHAGGING: When players are shagging a ball that is out of bounds, they must place the ball in bounds on the side of the court in which the ball is out. The ball must be placed on the ground and can be moved in a forward rolling motion to bring the ball back into play. Balls cannot be taken from the opposing sides of the court and thrown to players.
- d) The head referee has the final say on all rulings.

### **14)Sportsmanship**

Big Apple Dodgeball, Kickball, and Bowling Leagues strive to create an inclusive environment for all participants. All players are expected to conduct themselves with the highest level of sportsmanship.

- a) Sportsmanship is defined as: fairness and respect for one's opponents, teams, and referees, as well as exhibiting graciousness in winning or losing.
- b) Threatening language, verbal threats, or slurs against race, religion, ethnicity, sexuality, or gender will not be tolerated under any circumstances.
- c) In the gym or at any league function, any player who deliberately tries to harm or intimidate another player through the use of force, threatening language, or verbal threats will be subject to league consequences including warnings, ejections from the gym, suspensions from games, and expulsions from the league without any refund of his or her paid player fee. The level of penalty imposed is at the sole discretion of the Board and will be based on the severity of the infraction, as decided by the Board.
- d) It is expected that all players will be allocated equal playing time per day of play.
  - i) Captains are responsible for starting players an equal number of games (as even as possible) per match per night for all regular season games and regular season tournaments. No player may be seated out two games in a single match before another player has been seated out at least one game.

#### **15) Attendance / Eligibility**

- a) A player must attend at least 50% of regular season games to be able to play in the final tournament.
- b) A player must attend at least 60% of the season (including the final tournament) to retain "vet status" for subsequent season registration.
- c) Special circumstances must be presented to the Board in advance.

#### **Miscellaneous:** USA Dodgeball: General discussion

Jake Mason reached out asking if BARS would like to join the newly formed USA Dodgeball organization.

#### **Details:**

Big Apple Dodgeball,

It is our pleasure to announce the formation of USA Dodgeball, a new organizing body for the sport of dodgeball nationally. The mission of USA Dodgeball is to promote and

develop the sport of dodgeball across the United States by giving players—and the leaders of the leagues they play in—the opportunity to tap into a collective wealth of resources ranging from social media marketing and discounted equipment to access to certified dodgeball referees for your next event.

The sport of dodgeball has found its secure footing in the after work adult social league circuit, but in most city leagues, it's far from the most sought-after sport or fastest league to sell out. If you've noticed that your soccer and volleyball leagues sell better it's because kids in America grow up playing those sports in organized youth, club, middle and high school leagues and then even in college be it intramural, club or Varsity programs. USA Dodgeball is the organization that will be providing the kids of today access to a modern version of dodgeball that will make them seeking out the adult rec leagues of tomorrow. We are making it a priority to lay to rest the false stigma that dodgeball is a breeding ground for bullying by shining a light on the research done by other countries that shows that not only is dodgeball the most inclusive sport, but it also makes kids better at math and physics more than any other sport.

**We would like to invite your league to become a founding Member Organization of USA Dodgeball.**

Member Organization benefits include:

- Logo and blurb on the USA Dodgeball website under “Member Organizations” with link to upcoming dodgeball leagues – *this includes a blast on all social media platforms announcing your league as a new Member Organization*
- Promotion for any major dodgeball events via our website and social media platforms
- Access to USA Dodgeball trained and certified refs for tournaments
- Discounts on balls, nets, tape, and equipment
- Ability to bid to host USA Dodgeball Championships and International tournaments
- Each Member Org will have a vote in our annual meeting. They will be able to vote on board members, policies, etc.
- We are also working on creating a scheduling program designed specifically for dodgeball for Member Organizations to use and export. Nothing that would put LeagueApps out of business, just an auxiliary tool.

It's important to reiterate that USA Dodgeball will have NO say over how a Member Organization runs their dodgeball leagues, what type of balls you use, format or rules. We do not want any city's league to lose its unique identity. That is part of what makes dodgeball so great.

For our founding Member Organizations, we are not asking you for membership fees or even an email blast to your members, we are asking you to help us unite the sport of dodgeball across the country. Doing **that is as effortless as emailing us a logo and a sentence or two about your organization.**

USA Dodgeball was created to help grow the sport we love, so in a very real way we are here to help serve you –the leagues that...once upon a time... made the wonderful decision to run adult dodgeball leagues.

Thank you,  
Jake Mason  
President, USA Dodgeball Inc  
Founder & CEO, WeHo Dodgeball

Kate Kerins  
Executive Board Member  
City Director, Social Boston Sports (Volo City)

Mark Acomb  
Executive Board Member  
President, Elite Dodgeball

Felix Perrone  
Executive Board Member  
President, National Collegiate Dodgeball Association

Alex Benepe  
Executive Board Member  
Senior Director of Innovations, Sky Zone

**What Jake is looking for:** “For now all we are asking for is support. Eventually we would need member organizations to pay dues but not for the first year, possibly two at first. We need to grow a bit and make it worth it for member organizations. (and we have lots of plans for that)

We would just need your logo, website info and a short blurb about you guys to post on our site and our social media outlets. Then just send us any info as far as events or leagues as they pop up and we will share on our social media platforms as well.

We would like you guys to share our membership drive when we launch it but what you share is up to you guys.

As far as being involved that would be up to you. All the founding member leagues will have a say in the direction we grow as an organization. We have several ideas/plans for youth outreach, national teams, international endeavors etc. I would, personally, like there to be more input from LGBTQ leagues as well. 2 of the 5 board of directors are LGBTQ and so it is important to us to make sure we build a strong outreach program. I am sure leagues and your members have great ideas to contribute on that front. You guys do great work in NY and I am always working hard in WeHo. I hope that we can use the outreach of this organization to spread some of that across the rest of country as well. Specifically when it comes to high school/collegiate programs.”