

BARS Committee Meeting Agenda
5 December 2018

Attendance: Alex Yee, Brent Roach, Chris Myron, Dalton Richardson, Dennis Trammell, Dom Pucella, Erin Flaherty, Juni Mercado, Sal Scrimenti, Scott Brimmer

Mission Statement: Big Apple Recreational Sports is New York City's non-profit, community-minded co-ed sports league for lesbian, gay, bisexual, transgender, queer and LGBTQI-friendly New Yorkers who want to play competitive sports in an athletic environment free of harassment, discrimination and drama. Our leagues are committed to creating an inclusive environment for all participants.

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!

2. Updates from the Commissioner

- a. Exec board vote, dodgeball mini-tournament rules

3. Proposals + Sport Discussions

- a. No refund policy (JM)

Current policy is no refunds, but in practice refunds are occasionally offered. Some reasons have been medical-related with players not cleared by doctors to rejoin the sport. Is there a possibility of pushing back their registration fee to a later season? Policies need to be made in order to cover future boards to track and pass on information which would represent a large amount of workload in addition to what needs to be done by sports directors/managers. Different sports have different overhead costs and may warrant different policies. It is suggested that it may make sense to get a refund after a set period per sport. We could consider the possibility to issue refund at the end of the season, depending if able to replace and have another paying player. Further discussion is warranted.

1. Brief Sports Updates From Directors

- a. Bowling
- b. Dodgeball - will need any proposal for any winter dodgeball tourneys
- c. Kickball

2. Philanthropy

- a. Flip cup tournament - in planning for January, deciding between venues

3. Treasury

4. Press/Marketing

5. Social

- a. WorldPride 2019 quick update - Decisions needed Jan
- b. Halloween winners need to be able to redeem before Bowling reg

6. Miscellaneous

Small Ball Tournament Rules

Please note: Bolded items are new additions that were sent to the captains, but not approved by board in initial vote.

- 1) The Team
 - Six (6) players will compete on each side; other players will stand on the side of the court to rotate in when needed.
 - 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.
 - Teams are encouraged to be at the gym 15 minutes 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 minutes before the scheduled time
- 2) Games/Matches
 - **Each team will play two (2) or (3) matches per night, depending on the week**
 - **Each match will last for twenty (20) minutes, and teams will play as many games as they can in that time period.**
 - **Teams will stay on the same court until the ten (10) minute mark, when they will switch sides.**
- 3) The Object of Dodgeball
 - The object of Dodgeball is to eliminate players on the opposing team by getting them “OUT”.
- 4) Definitions
 - LIVE BALL: A ball that has been thrown
 - THROW: 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
 - 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.
 - DEAD BALL: A ball that has touched the floor, hit an opposing player THEN hit the floor, hit another 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).
 - CATCH: a LIVE ball that is in possession of a player where the player is in bounds (please see below the section titled THE GAME/BOUNDARIES for an explanation of being in bounds).
 - Note: Trapping a ball against the floor is NOT a catch
- 5) A player is defined as “OUT” if:
 - 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 ball brushes a player’s t-shirt and the ball dies, they are OUT).
 - The LIVE ball that they threw is caught by the opponent before it is DEAD
 - The player crosses the center or boundary lines as defined by Section 8
- 6) A player is defined as “IN” if:
 - The player is not OUT
 - 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
 - **The Small Ball Tournament games begin by placing the five (5) dodgeballs along the center midcourt line.**
 - **Teams will alternate which side starts with three (3) balls and which starts with two (2) between each game.**
 - On the Back Court, prior to the first game of each match, a coin toss or Rock/Paper/Scissors will determine which team starts on which side.
 - 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 balls to their right of the center of the court.
 - Players cannot cross the center line to grab a ball. Doing so will immediately result in that player being OUT.
 - Once a ball is retrieved, the ball must be taken behind the back line (this is called “clearing” the ball) before it can be legally thrown as a LIVE ball.
 - “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”
 - Once the balls have been “cleared”, all players must be inside the boundaries and gameplay can begin
- 8) The Game/Boundaries
 - During play, all players must remain within the boundary lines
 - If any player crosses the boundary lines (back or side lines) with one or more than one WHOLE body part, he/she is OUT. That is if one player’s whole body part is completely outside of the court and touches anything other than a ball, then the player is OUT.
 - If any player steps over the center line, he/she is OUT.
 - 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
 - **There are no time limits on each individual game per match, only an overall match time limit of twenty (20) minutes.**
 - During the Game: time-outs, 5-second countdown
 - Each team is allowed ONE time out per game
 - ONLY the captain can signal to the head to assistant referee
 - The time out is NOT in effect until the referee signals for it
 - The clock will STOP during each time out
 - 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
 - Only referees are allowed to call additional timeouts.
 - To keep gameplay moving, referees will initiate a 5-second countdown, at the end of which **the team with the majority of balls must throw a ball or balls to no longer have the majority.** The ball must be live as it crosses center court to count as a throw.
 - **Majority Rule:** Depending upon how many balls a side has when the countdown starts, this will determine how many balls that team needs to throw (ex: if a team has 3 balls, they need to throw 1; if they have 4, they throw 2, if they have all 5, they must throw a minimum of 3)
 - **The majority rule is NOT in effect when a team has only one player remaining and that individual has the majority of balls. In this**

scenario, the lone player only needs to throw one (1) ball before the end of the countdown.

- The countdown will go: “5, 4, 3, 2, 1, WHISTLE”. Failure of the team with the majority of the balls **to throw the required number** by the whistle blow will result in a player from that team being called OUT by the referee. That 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.
 - 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
- **Ending The Game**
 - **In this tournament a game will only end when all players on one side are eliminated; then the next game will begin.**
- 10) The Game/Cycling In
 - 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.
 - Players waiting to rotate in cannot interfere with the game in any way.
 - 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 of injured players.
- 11) The Game/Balls
 - A team holding the majority of balls must throw enough balls to no longer have the majority (please refer to Majority Rule under Section 9)
 - 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.
 - 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
 - If a LIVE ball hits one teammate, then bounces off that teammate and hits another, and the ball dies – BOTH teammates are OUT
 - If a LIVE ball hits a ball that a player is holding, bounces off that ball and hits another teammate(s) and the ball dies – then that (those) other teammate(s) are OUT
 - 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.
 - 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 or blocker are OUT.

- 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.
- 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.
- 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
 - HEADSHOTS: A player who throws a ball that hits an opposing player above the shoulders, while that player is upright, will be called OUT.
 - **HIGH BALLS: For this tournament, there will not be automatic warnings given to players for a ball thrown above shoulder level.**
 - **If a player is seen consistently throwing balls above shoulder level then the referees can issue a warning in that scenario. Should said player throw another high ball following that warning, they will be called OUT.**
 - 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.
 - 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.
 - The head referee has the final say on all rulings.
- 14) Sportsmanship
 - Big Apple Dodgeball strives to create an inclusive environment for all participants. All players are expected to conduct themselves with the highest level of sportsmanship
 - Sportsmanship is defined as: fairness and respect for one's opponents, teammates, and referees, as well as exhibiting graciousness in winning or losing.
 - Threatening language, verbal threats, or slurs against race, religion, ethnicity, sexuality, or gender, will not be tolerated under any circumstances.
 - In the gym or at any league function, any player who deliberately tries to harm or intimidate another player through 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 that the sole discretion of the Board and will be based on the severity of the infraction, as decided by the Board.
 - It is expected that all players will be allocated equal playing time per day of play.
 - Captains are responsible for starting players an equal number of games (as even as possible) per match per night for this tournament (as we do in our regular seasons and tournaments). No player may be seated out twice before another player has been seated out at least one game.