

Washington DeMolay Sports Rules

Edition 7, June 2015

Approved June 25, 2015 by Executive Officer, Washington DeMolay

General

I. Teams

- A. Prior to competing in any game, teams must submit a roster of all team members.
- B. Players may only play on one team per sport and for the entire event.
- C. If a player is found to be playing on a team for which their name is not found on the roster, that team shall forfeit all the games in which that player has played.
- D. Chapters that cannot register a complete team with the minimum number required to play, can be combined with another chapter(s) to form a full team as long as the joining chapters (members and advisors) agree and with prior approval of the State Master Councilor, or his designee.
- E. Teams may request changes to their roster by submitting them to the State Master Councilor, or his designee for approval.

II. Referees/Umpires/Officials

- A. A call made by a referee, official or umpire at a Washington DeMolay State Event is final and shall not be argued by players or coaches. A player or coach who argues with a referee, official or umpire may be thrown out of that game by the referee or umpire.
- B. A Chapter advisor will not act as a referee, official or umpire for a game in which their Chapter is competing.

III. Safety

- A. Wearing of jewelry of any kind is prohibited due to liability implications. Tongue studs, ear, nose and any other piercings are prohibited. Bellybutton and nipple rings are not allowed to be seen. No necklaces, chains, bracelets, watches or rings are allowed to be worn during play.
- B. Facemasks must be worn by the catcher, and recommended for the pitcher
- C. There will be a minimum of 10 minutes for passing in between games built into the schedule for tournaments.

IV. Tie-Breaker Rules

- A. In the event that teams should tie, qualification for play-offs shall use the following tie-breaker methods:
 1. Total Win-Loss Percentage
 2. Head-to-Head
 3. Total Point Differential (Points For minus Points Against)
 4. Points For
 5. Points Against
 6. Coin Toss

Softball

I. Teams

- A. Teams will consist of a minimum of seven (7) players. A maximum of ten (10) players are allowed to play defensively for a team at a time.
- B. The team's batting order shall be decided prior to the game, a copy of which will be written and delivered to the opposing team. A team may not change the batting order during the course of the game, but may between games. All team members listed on the batting order at the beginning of the game must take turns batting unless injured during the course of the game.

II. Games

- A. All Games, except for the Championship game, will consist of at least 40 minutes (approximately 4 innings), with no new innings starting after 40 minutes. At 50 minutes, the game shall end and the score shall be that which it was at the end of the last full inning.
- B. Team schedules of play will be set by the coordinators of the event.
- C. The Championship Game will be 5 full innings, with no time limit. A team leading by 12 or more runs after 4 innings will be declared the winner.
- D. For Playoff Games and the Championship Game, a tie game at the end of regulation will result in an extra inning(s), using the following tie-breaker:
 - 1. A tie game at the end of regulation will result in one additional inning. Games that are still tied at the end of the first extra-inning shall play one additional inning, however both teams will start their offensive portion of the inning with the last batter of the previous inning as a runner on 2nd base, and the batting team shall begin with 1 out. The inning is then played as any other inning.
 - 2. The game is over when, at the end of a complete inning, one team has scored more runs than the other.

III. Play

- A. The home and away team shall be determined in advance by random draw. In a playoff setting, the higher seeded team will be the home team. The away team will bat for the top half-inning and the home team for the bottom half-inning.
- B. A pitcher will deliver pitches by throwing under-hand. The ball must have at least a 3 foot arc.
- C. A strike occurs when a pitcher throws a pitch that crosses over the plate between the knees and shoulders of the batter. A pitch that hits the ground before crossing the plate or hits the plate is counted as a ball. A strike without at least a 3 foot arc is counted as a ball.
- D. There is no leading off the base. A player that safely reaches a base must remain on that base with one foot until the next batters make contact with the ball.
- E. A player is not allowed to slide head or feet-first into any base or home plate unless it is to avoid a serious collision or injury to themselves or the opposing players.
- F. Base runners must tag up before advancing on all balls caught in the air. A player who leaves their base when the batter makes contact with the ball must go back and touch the base if the ball is caught in the air before attempting to advance to the next base. The player catching the ball may throw to the attempted base's defensive player to tag out the runner (not a force) or to the original base's defensive player if the runner fails to touch their original base after the ball is caught.

- G. Any defensive player cannot impede the progress of a runner or cause a collision to happen in order to tag a runner out at any base, including home plate. If a runner's progress is obstructed, the runner and each other runner affected will advance to the base in which the umpire, in his/her best judgement, determines the runner would have reached had the obstruction not occurred.
- H. The infield fly rule is in effect, and shall be defined as: When a fly ball is hit that can be routinely caught in, or near the infield, and there are less than 2 outs, and there is a force at 3rd base, the batter is automatically out and all runners advance at their own peril.
- I. No stealing of bases is allowed.
- J. A team's turn at batting will end when one of the following occurs:
 - 1. Three outs are made by the defensive team. (Two outs during tie-breaker innings).
 - 2. Immediately after the play in which the fifth run of the inning is scored. All runs that score during that play will count. (Example, Team A has already scored 4 runs during the inning, and has the bases loaded and batter hits a home run, all 4 runs will count, giving the team a total of 8 runs for the inning.)
 - 3. In the case of the Championship Game, the above III(J)(2) shall not apply to innings 4 and 5, or any additional tie-breaker innings.

IV. Equipment

- A. The softballs are to be regulation slow pitch softballs and approved by the State Athletic Director.
- B. All bats must be slow pitch softball bats, which have been approved and are marked as such, by one of the following organizations, ASA, USSSA, NSA or ISA only. No fast pitch or baseball bats are to be used.
 - 1. All bats must be approved by the State Athletic Director or his designee before they can be used.
 - 2. Any use of an illegal bat will cause the immediate removal of the bat from the tournament, and a warning given to the team using it. Any team caught using an illegal bat a second time will be disqualified for the rest of the tournament.
- C. A facemask must be worn by the catcher when playing defense. WA DeMolay will provide a catchers mask for each field. The catcher may remove their mask once the ball is in play. It is strongly recommended that the pitcher also wear a mask.

Basketball

I. Teams

- A. Each basketball team will have a minimum of 5 players, with only 5 players on the floor during play.

II. Games

- A. Games will go on for a duration of a minimum of 15 minutes. Game length and team schedules of play will be set by the coordinators of the event.
- B. If the coordinators of the event select a game schedule that provides for at a minimum of 20 minutes games, the games will be divided into at least two 10 minute halves with at least a 5 minute half-time
- C. The Championship Game will consist of two halves of at least 10 minutes each and a seven minute half-time.
- D. If two teams are tied at the end of regulation during regular, playoff, and championship games:

1. They will play a 2 minute overtime to determine a winner.
2. If after the 2 minute overtime, there is still a tie, the two teams will have a shoot-out from the free-throw line.
 - a. Three players from each team are selected;
 - b. Teams will alternate shooting a single free-throw until all selected players have shot one free throw. The away team shall shoot first;
 - c. Each basket made will count for one point;
 - d. The team that scores the most points wins the shoot-out and the game;
 - e. If after the shoot-out there is still a tie, the match will end in a draw.
3. Points scored during overtime and any shoot-outs will be added to the points scored during regulation.

III. Scoring

- A. A score will count for a team when the ball passes entirely through that team's respective basket. Except as provided in paragraphs B and C, a score will count for two points.
- B. If a three-point arc is present on the court, then score attempts made from beyond that arc will count for three points. A player must have his feet outside the line of the arc when beginning his score attempt to count as a three-point score.
- C. Free-throws will be taken from the free-throw line and will count for one point each. No player may enter the key of the painted area prior to the ball leaving the shooter's hands during a free-throw attempt. The shooter must remain behind the free-throw line and out of the painted-area until the ball touches the rim.

IV. Time-Outs

- A. Each team has one 30 second time-out available to use for each game.
- B. Except as provided for in paragraph C, while play will stop for the allotted time during a time-out, the game clock will not stop and the time will not be regained at the end of the game.
- C. For the Championship Game, each team will have one 30 second time-out per half. The game clock will stop for the duration of the time-out.

V. Fouls

- A. Any contact caused by a defender on a ball-handler which impedes the ball-handlers progress suddenly is illegal and is a foul, which should be called by a referee.
 1. A reach-in foul occurs when the defender reaches with their arm around the ball-handlers body through the arms to the ball.
 2. A blocking foul occurs when a defender moves into the path of the ball-handler without setting their feet and contact is made by the defender. The foul is charged to the defender.
 3. A moving screen foul occurs when a player puts himself in front of a defender to make an unobstructed path for a teammate or the ball-handler, and the screener keeps moving rather than staying still.
 4. Offensive Fouls:
 - a. A charging foul occurs when an offensive player and/or the ball-handler makes contact with a defender who has his feet set in position and the offensive player makes no attempts to change his direction or end his dribble. The foul is charged to the offensive player committing the foul and the defending team gets possession of the ball.

- b. The ball-handler must have control of his body at all times. Any illegal or unnecessary contact which occurs will be charged a foul on the ball-handler.
5. If a player is fouled in the act of shooting the basketball and their attempt is successful, then that player gets one penalty free-throw attempt. If unsuccessful, then that player gets two penalty free-throw attempts.
6. A player with four (4) personal fouls is removed from the game and cannot play in the remainder of the game. They are also barred from playing in their team's next basketball game at the event.

Volleyball

I. Teams

- A. Each team should play with 6 players on the court at one time. The minimum number of players a team will have on the court at one time is 4 players.

II. Matches

- A. Matches will go on for a duration of a minimum of 15 minutes. Match length and team schedules of play will be set by the coordinators of the event.
- B. Each team has one 30 second time-out available to use for each match.
- C. The team leading by two or more points at the end of the time duration will win the match. If tied or within one point of each other, the teams will collect points until a team leads by two points, then the match is over.
- D. The Championship Match will consist of a "best-of-three" sets format. The team which reaches 15 points first, and is two or more points ahead, wins the set. If tied or within one point of each other, the teams will collect points until a team leads by two points, then the set is over.

III. Play

A. Serve

1. The team with the highest seeding number serves first. Server must serve from behind the restraining line (end line) until after contact.
2. The serve must either be played on by the opposing team or land within bounds of the opposing team's side to be a legal serve. Ball may be served underhand or overhand. Ball must be clearly visible to opponents before serve. Served ball may graze the net and drop to the other side for point. An illegal service counts as a "break" which gives the serve to the opposing team.
3. A serve which lands within bounds of the opposing team's side without being returned is considered an ace and counts for one point.
4. Rally scoring will be used. There will be a point scored on every serve of the ball. Offense will score on a defense miss or out of bounds hit. Defense will score on an offensive miss, out of bounds hit, or serve into the net.
5. A ball that lands on the line is considered in bounds.

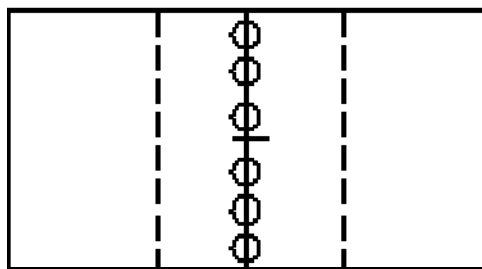
B. Returning (Breaking)

1. The returning team (or breaking team) may only make three plays on the ball while it is on its side of the net. A player cannot make two consecutive plays on the ball, but can make a play again as long as another player makes a play in between their plays on the ball.

2. If the breaking team makes a play on the ball, and the ball lands out of bounds before being played on by the serving team, lands in bounds on the breaking team's side of the net, hits the net or more than three plays on the ball are made, then the serving team gets one point.
 3. If the breaking team plays the ball to land in bounds on the serving team's side, or the serving team causes the ball to land out of bounds or makes more than three plays on the ball, then a break occurs the serve is given to the breaking team and the breaking team gets one point.
- C. Plays on the Ball
1. Play on the ball can touch and be played with any part of the body including the feet, head, etc.
 2. A bump is a legal play on the ball and occurs when a player makes two fists together, or one fist only, underneath the incoming ball to "bump" it up in the air.
 3. A set is a legal play on the ball and occurs when a player uses both hands to launch the ball in the air in a controlled manner with both open hands underneath the ball pushing up.
 4. A spike is a legal play on the ball and occurs when a player uses one or both hands to sharply direct the ball back to the opposing team's side over the net, usually toward the ground.
 5. A block is a legal play on the ball and occurs when a player uses one or both arms and/or hands to stop a spike or other play when the ball is coming over the net from the opposing side.
- D. The Net
1. Players should not come into contact with the net at any time during the game. A player that does is charged with a fault.
 2. A player may cross the centerline on the floor as long as a part of their foot or hand is on or above the centerline. If the entire foot or hand is over the line or any other part of the body, then it is illegal and called as a fault.
 3. If that player charged with a fault is on the serving team then the serve is given to the opposing team and a point is given to the breaking team. If that player is on the breaking team then play is stopped and a point is awarded to the serving team.
 4. A player that makes incidental contact with the net after making a play on the ball and momentum has carried that player into the net is counted as illegal contact with the net.

Dodgeball

- I. Court
 - A. Games will be played on a court as close to 60 feet in length from End-Line to End-Line by 30 feet in width from side-line to side-line. Every effort should be made to obtain the correct dimensions. However, court size may be adjusted to best suit the available space.
 - B. The court will be divided into two equal sections by a center-line and have throw-lines 10 feet from, and parallel to the center-line. The area between the throw-lines will be referred to as the neutral zone. Each team will have a queue on their sideline for players that are out.
 - C. IDEAL MEASUREMENTS: 60' x 30' – Identical to a volleyball court.



II. Teams

- A. A maximum of six (6) players can only be on the court during a game at one time.
- B. Any players in addition to the six (6) on the court will remain in queue until they are legally able to come onto the court during game play.

III. Play

A. Matches and games

1. A match consists of a pre-determined number of games with a minimum of 3 games per match. It is recommended that the maximum amount of time per game be not less than 3 minutes. The number of games per match and maximum game length shall be determined by the coordinators of the event and shall remain consistent throughout the event with exception to the championship game.
2. Games will be played in a scored game format. A scored game is played as a timed game with points awarded not for the win, but for the number of players remaining "in" at the end of each game.
3. Matches tied at the end of regulation will play one additional game of a maximum of 1 ½ minutes with 3 players on the court for each team. If the match remains tied after the additional game, the match will result in a draw with points being added for each player remaining on the court at end of play.
4. The team that has won the most points after the set of games for the match will be the winners of the match.
5. The Championship Match will be a minimum 5-game match with a maximum recommended game length not less than 3 minutes each. The team that scores the most points in the set of games, wins the match.

B. Game-play

1. Six (6) game balls will be placed evenly spaced on the center-line. Balls used should be rubber-coated foam balls approximately 8.25" in size.
2. Each team selects their line-up of six players and they all line up behind their end-line.
3. The game is declared to start by the referee and players have five (5) seconds to pass over their end-lines into play or will be called out.
4. Players may collect balls from the center
5. The game ends when all of a team's players are out or time expires, whichever occurs first. If a play results in both team's final players being out, then a Sudden Death Round occurs.
6. Players will re-enter the game from their queuing area in the order they became out of the game. Players can only re-enter the current game by a teammate catching an opposing players legally thrown ball.
7. Throws which make contact with the ground before hitting a player, results in a dead ball and the player hit by the ball is not out.

C. Outs

1. A standard out occurs when:
 - A. A player is hit anywhere on their body, except for the neck and head, by a ball legally thrown by an opposing player
 - B. A player is hit by a legally thrown ball rebounding off another player or ball lying on the court, they are out.
 - C. A player is hit by a legally thrown ball blocked by another teammate or opposing player that is still live.
 - D. A player attempts to block a live ball with a ball they are holding and loses possession of the ball they used to block the oncoming ball.
2. A catch out occurs when a player throws a ball at an opposing player and the ball is caught by any opposing player. Tipped or rebounded balls caught by opposing players also count.
3. A force out occurs when a player makes an illegal throw. Illegal throws are:
 - A. Throws by players above the throw-line.
 - B. Throws by players which hit the head and/or neck of an opposing player.
4. A technical out occurs when:
 - A. A player holds onto the ball for more than 5 seconds (stalling)
 - B. A player purposefully puts their head or neck into the trajectory of a thrown ball, causing that player to be hit in the head or neck by the throw. The player making the throw is not out.

D. Sudden Death

1. Three players from each team are selected and listed in order.
2. Players in the same slot will face each other in a “shoot-out” 30 seconds in length.
3. Players stand on the throw-space with one ball directly in front of them.
4. Throw-space will be located at the throw-line halfway in between each sideline and will be a 3 foot by 3 foot square. If player leaves the throw-space, they are eliminated and lose that shoot-out.
5. The referee calls play on and at any time a throw can be made during the 30 seconds.
6. Standard Throw and Out rules apply.
7. If a 30 second shoot-out results in neither opponent striking their opponent, it will result in a draw.
8. The team which wins the most “shoot-outs” wins the Game. If the Sudden Death Round does not provide a winner, that game will be considered a 0-0 draw.
9. Any shoot-outs won during sudden death will result in adding one point (for example if a team wins 2 shoot-outs and the other team wins 1 shoot-out, the score will be 2-1 for the game. If one team wins 1 shoot-out and the other team does not win any, the game will result in a score of 1-0).