



COVID-19 RETURN TO PLAY PROTOCOLS & GUIDELINES

- We're committed to providing the highest levels of safety for our community. To ensure player and staff safety, we have implemented mandatory **'Safe Return to Play Guidelines'** for all Club Activities. In order to play with FCSSC and stay in good standing, the following guidelines **MUST** be followed.
- To ensure a successful season, please remember to practice safe physical distancing and a positive attitude!
- All players are required to read, understand, and adhere to the following:
 1. Safe Return to Play Guidelines
 2. COVID-19 League Changes
 3. Self Screening Tool (done before each game).
 4. Sport-Specific Rule Modifications outlined below PLUS,
 5. Facility specific COVID-19 Protocols (you can find these protocols in the facility link in your schedule once live).

TEAM HEALTH AMBASSADOR (THA)

- **All teams must assign a Team Health Ambassador (THA) for the season.**
- The THA must be a registered player and identified using the "THA" label in your online roster.
- **THA Role:**
 - Keep a record of attendance at each game. This record may be called upon for contact tracing.
 - Ensure individual wellness checks "COVID-19 Self Screening" are completed by each player prior to each game.
 - Ask players to leave the game if they arrive showing symptoms of cold or flu.
 - Ensure physical distancing measures are enforced by your team. Physical distancing of two meters is mandatory when players are arriving on-site, playing the sport, resting/sitting on the sidelines, and departing the game.
 - Sport-specific rules may adjust physical distancing measures taken on the playing surface.
 - Players must always stay within their designated bench or standing area while not on the playing surface.
 - Ensure your team follows posted ENTER / EXIT signage at facilities (controlled traffic flow).
 - Remind all players to arrive on time and leave immediately after the game is over.
 - Ensure your team is following the equipment sanitization requirements for your sport.
 - Ensure all players have read and understand mandatory Club COVID-19 Protocols.

LEAGUE MODIFICATIONS DUE TO COVID-19

- **As part of our "Safe Return to Play" format, we are focusing on the safety of our staff and players and leaning into the FUN and SOCIAL aspects of our leagues!**
- **League Guidelines**
 - There are no playoff games, trophies or prizing this season, however, scores and standings will still appear on our website.
 - Leagues will be played in smaller pools to ensure limited contact with opponents throughout the season. Pools will be determined based on skill rankings (at registration) and past league results.

- Each pool will be confined to a limited number of facilities. You will play at consistent location(s) throughout the season.
- All leagues will have an even number of teams to avoid double-header play.
- FCSSC may stagger game times by ~10 minutes if necessary, depending on the facility, to ensure safe traffic flow.
- Players are asked to compete with a “For-Fun, Safety-First, Kindness Always” approach. Please play with the highest levels of sportsmanship, and prioritize respect for others, over competition, at all times.

PLAYER ELIGIBILITY

- All players must be added to the team roster by the team captain. This process confirms that all players have electronically agreed (checked the box) to our policies and online waiver. **Teams are not permitted to exceed the maximum roster size. See Mandatory Roster Requirements in the sport specific rules.**
- **Substitute players are not permitted unless the substitute player is a player from another team’s official roster in the same league and pool.**

**Dodgeball Rules (4v4)
COVID-19 MODIFICATIONS**

OBJECTIVE	<ul style="list-style-type: none"> ● To win a game, a team must eliminate all opposing players from the court. ● Matches will consist of as many games that can be played in the 55-minute time period. Each game won will count for one point. If a game is still being played when time expires, the team with the most live players on the court at the time will win the game. Ties are allowed during the regular season. ● The final ‘Superdodge, all-in’ game that would often be a part of regular league play and to end the night is not permitted.
GAME LENGTH AND PHYSICAL DISTANCING REQUIREMENTS	<ul style="list-style-type: none"> ● Games are 55 minutes in length with a 5-minute stop for halftime. ● Games start and end according to your online FCSSC schedule. ● If games start late, games must finish at the scheduled time (e.g. 6:15pm-6:55pm). ● Players are required to arrive and depart directly before and after their games. ● Do not enter a playing space until the game before yours has cleared the area or until the FCSSC Game Coordinator has signaled for your team to enter. ● Physical distancing of two meters is mandatory when players are arriving on-site, resting/sitting on the sidelines, and departing the game. ● All players must wear a mask during your arrival/departure from the facility, and when not playing. Consistent with the recommendations from the World Health Organization, you are not required to wear a mask while “engaging in rigorous physical activity”. ● Directional signage will be posted onsite when possible to ensure physical distancing is followed. ● During gameplay, all efforts should be made to avoid contact and provide sufficient spacing with your opponents and teammates. Players must expect that there may be some contact when playing sport. Due to the contact, please avoid touching your face at any time and please sanitize your hands before, during and after games.
EQUIPMENT (MANDATORY)	<ul style="list-style-type: none"> ● The on-site Game Coordinator will provide dodgeballs. ● It is recommended that players wash/sanitize hands after the warm-up prior to game start. ● On-site Game Coordinator will sanitize the balls before and after games. ● Do not share your dodgeballs with other teams before or after your game. ● Players are not allowed to play with gloves, bare hands only. Wraps or single-sided tape for supporting recovering injuries are acceptable, however cannot be performance enhancing.

<p>PLAYERS ON COURT, GENDER RATIO AND DEFAULTS</p>	<ul style="list-style-type: none"> ● Mandatory Roster Requirements: <ul style="list-style-type: none"> ○ Teams are comprised of 4 players on the court and a maximum roster of 10 players. ○ No spectators allowed under any circumstance (this includes partners, children, friends, etc) to ensure maximum gathering size is respected and contact tracing is simplified, if needed ○ No substitute players allowed outside of your 10-player roster maximum (unless from the same league and pool). ● Teams must play with a minimum of 1 male and 1 female on the court at all times. ● A team can play with a minimum of 3 people, as long as 1 of the players are male and 1 are female. ● Captains may agree to waive the rules regarding minimum players and gender ratio before the game starts.
<p>GAME SET-UP</p>	<ul style="list-style-type: none"> ● To start the game, each team stands at their respective back wall with two dodgeballs each. Starting the game with a rush to collect dodgeballs from the centre line is strictly prohibited. ● Four dodgeballs will be used simultaneously for each game. ● Teams start the match by shouting, "Ready, Set, Dodgeball". ● Once play has started, players must remain on their own side of half. ● Eliminated/substitute players should stand/sit on the side of the court out of the way of play as much as possible and physically distanced at a minimum of 2 meters apart from each other. ● A bench area should be defined and then considered out of bounds. Live players may only enter this area to retrieve balls. ● Sidelines – If the gym/court requires the use of a sideline (a wall is not present) to determine the width and/or length of the playing space, the following rules apply; <ul style="list-style-type: none"> ○ All sidelines must be confirmed by the on-site Game Coordinator and/or both team captains prior to the start of the game. Captains must maintain a 2-meter distance. ○ Players cannot touch or cross a sideline (similar to the centre line), unless they are attempting to retrieve a ball and bring it back into the playing space. ○ If a player is not retrieving a ball and any part of a player touches the sideline or past the line, that player is out. ○ If a player is retrieving a ball, they must return back to the game playing space immediately or that player is out. ○ If a player is retrieving a ball past the sideline, they are still considered 'live' and can be hit by a thrown ball and can also catch a thrown ball, etc. ○ Teammates who are not playing in the current game (or have been previously eliminated), should help retrieve balls and place them back into the playing space at the location they went out. ● Teams can choose to switch sides at the half-way point of the match.
<p>GENERAL GAME RULES</p>	<ul style="list-style-type: none"> ● The 4 players that start each game are the only players that can play during that particular game (i.e. for that point). Teams can alter their roster for each game as long as gender requirements are met. Injured players can be substituted midway during a game if necessary (keeping gender ratio whenever possible). ● It is the responsibility of all players to make a fair and honest call as to whether or not they were hit. If a player/team accuses another player of being out, it is up to the player in question to decide whether they were hit or not. Clothing is considered a part of your body if hit by a ball. ● Players cannot remain static in areas that conceal or partially conceal their body, e.g. door entrance ways. ● Defensive players cannot lie down, kneel or crouch before a ball is thrown. ● Players cannot kick the ball at an opponent.

	<ul style="list-style-type: none"> • DO NOT squeeze the dodgeballs before throwing them. • When holding a ball, players should keep the ball away from their face. • When 2 players remain on the court (1 from each team), the timekeeper should announce the two players have "one-minute" to eliminate each other. After the one-minute has expired, if the game has not yet ended, each team will return one player to the court (again, each team must abide by their order of returning players). • No handshakes or high fives between teams – All greetings and congratulations should be vocal.
<p>PLAYER ELIMINATION AND PLAYER ADDITION</p>	<ul style="list-style-type: none"> • To eliminate an opposing player, a 'live' ball must hit the player from the shoulders downwards. An opponent that is hit in the head is NOT eliminated but the thrower of the head ball IS eliminated. If a ball hits a player in their head at any time, the game must stop, and the ball must be sanitized. • If a player is hit in the head at any time and in any position, the thrower is out. Players cannot purposely use their head to block a ball. Players must exercise extra caution to ensure all balls thrown do not hit an opposing player in the face. Ball to mouth/nose/eyes contact is dangerous. • Once a player has been hit with a ball and is out, they must raise their hand while exiting the floor. This way opponents will not intentionally strike again. Any ball that hits an 'out' player as they are heading off the court is a dead ball. Please leave the court quickly. • A ball is considered 'dead' as soon as it hits the floor, walls, ceiling or any other obstacles around the court (e.g. basketball hoops, etc). A player is not eliminated after being hit by a dead ball. All other balls are considered 'live'. • If a thrown ball hits an opponent and comes back across the centre line, the ball is considered to be dead and only the person who is hit is out. • If a player catches a 'live' ball the thrower is out. In addition, the team that caught the ball can return a previously eliminated player to the court. The player that returns to the game must be the first player who was ruled 'out' during that particular game (and the order of returning players should be maintained - e.g. the third player to be eliminated will be the third player to return to the court). This player is considered a live player as soon as the ball is caught. It is recommended players line-up in order of elimination on the bench. • If a 'live' ball hits a player then rebounds and hits another player on the court and the ball hits the ground or wall, both players are out. If the ball rebounds off a player and another player catches it (as a continuous action without touching the ground) the thrower is out and the player who had the ball rebound off them is safe. • Players cannot cross the center line. Players may lean over the half line to retrieve a ball, but the player cannot touch the middle line or any part of their opponents half of the court. If any part of a player touches the line or other half, that person is out. If a ball is thrown by a player who steps on and/or over the line, the ball is considered dead and cannot eliminate an opponent. • Players cannot jump from their own side of half and land on their opponent's side in the attempt of getting an opponent out. Only the thrower is out in this scenario. This is also known as the kamikaze rule.
<p>BALL POSSESSION</p>	<ul style="list-style-type: none"> • Players cannot be in possession of a ball longer than 10 seconds. This rule applies as soon as a player touches a ball (excluding stopping the ball with a player's foot). Therefore, if a player puts the ball down on the ground or passes it to another teammate, the ball needs to be thrown within 10 seconds. If a ball is not thrown within the 10 second window, the opposing team receives the ball. • No stockpiling! Teams cannot collect all dodgeballs on their own side of the court if it causes players to be in possession of a ball for longer than 10 seconds. If all 4 balls are on one side of the court, the remaining players need to throw at least one ball within 10 seconds. Please abide by this rule as it will speed up the pace of play.

	<ul style="list-style-type: none"> • Players can only be in possession of 1 ball at any given time. If a player catches a 2nd ball, then the thrower is not out and the catcher must immediately drop the 2nd ball. As well, the team whose player caught the 2nd ball is not allowed to bring a player back onto the court. This is considered a neutral play – no player is out. • A player holding a ball can use it to deflect/block another ball thrown at them by an opponent. However, if the ball being held is dropped due to the 2nd ball, the person who dropped the ball is out. A deflected ball is still considered 'live' until it hits the ground. If it hits another player before hitting the ground, the hit player is out. • If a player has caught a ball, deflects a thrown ball, places current ball down, and catches new ball, the thrower is out and the player is safe.
PLAYOFFS	<ul style="list-style-type: none"> • There are no playoff games, trophies or prizing this season, however, scores and standings will still appear on our website.

Fun for All. Safety First. Kindness Always.