

Dodgeball

Categories

Mixed O16's	Participants must be born on or before 30 th June 1997 Each team must have 3 male and 3 female members
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Summary Rules

Please familiarise yourself with the full rules for Mixed Dodgeball below, here's a summary of the key points.

- A team consists of 9 players, of which 6 can play at any time.
- Deadzone
 - The deadzone is only in operation at the start of play
 - Players must retrieve the ball from the deadzone before the first pass can be made
 - Thereafter the use of the deadzone is dissolved. Teams can go inside the deadzone and throw balls within here, but cannot touch or go over the centreline of the court
- 1 heel and 1 hand of each player must touch the perimeter pitch markings at the start of each game, before players run in to retrieve balls from the deadzone.
- Deflections
 - Ball is dead if it touches the divider, another dead ball, ceiling or wall
 - If two people are hit by a live ball both are out
- You can't hand pass ball(s) to team mates
- No headshots
- A ball runner will collect the ball if it goes off the court
- Caught balls
 - Clean catches only, if you fumble, you are out
 - Referees will call out the person that has been caught
 - Your responsibility to know when to come back on when your team has caught someone out
 - First in is first out
 - When you are out, stand/sit by the number referring to the order in which you were taken out, within your team
- The same individuals have to start and finish a game (with the exception of injuries)
 - Within a match, different players may be used for different games

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Rules & Regulations

Tie Scenario

- Group stages
 - Least amount of games lost
 - Least amount of games drawn
 - Difference between amount of players your team took out to amount of players taken out in your team
 - Head to head
 - Knockout stage protocol
- Knockout stages
 - 1 minute sudden death
 - New game of 3 min sudden death

Start of Match

- Each match is played as a best of 3 games.
- A team consists of 6 players with an addition of 3 substitutes .A minimum of 5 players is required to start a game.
- Each team takes opposite courts prior to the start of the game. The right to choose which court to begin on is won by a coin toss or mutual consent.
- The game commences with teams retrieving balls from the dead zone.
- Six balls will be placed stationary in the dead zone. Teams start on the furthest edge of their court, and when play commences individually may enter the dead zone to attempt to attempt to retrieve the ball.
- Individual balls must be retrieved from the dead zone before being thrown at the opposing team.
- At any point during the course of a game, the players on court must consist of a **maximum** of 3 players of each gender.
- If, at the scheduled match time, one team fails to field a team of at least 5, that team shall forfeit the match to the other team. A grace period decided by the officials of typically 3 minutes is allowed before the game is forfeited.
- After possession is attained, the player has five seconds to make an attempt.

Play

- Generally, play is continuous as each team makes attempts at throwing the other team's players out until either all players on one team have been put out or time expires.
- No player may leave the court of play to avoid being struck by an attempt.
Effect: The offending player is called out and retires to the player return area in the order put out.
- During play, stepping on any boundary marker is considered leaving the court. All players must remain inside the playing area during action. Leaving the court or stepping out-of-bounds to avoid or make an attempt is illegal.
Effect: The offending player is called out and retires to the player return area in the order put out.
Possession is natural to the team who gains it.
Effect: The offending player is called out and retires to the player return area in the order put out.
- Players may not taunt the other team.

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Taunting will result in a player or team warning for the first offence. The second offence by a team results in a game forfeit. Repeated offences will cause the match to be forfeited by the offending team.

- *A Player is Called Out:*

- When they are struck by a ball before the ball strikes the ground or other permanent structure/surface not within the playing court. For example, this includes walls, floors and benches but does not include other non retired team mates.

Effect: The player is retired (put out) during the game to the Player Return Area in the order they are put out. (In games where players are allowed to return, players return in First Out, First In ("FOFI") order.

- When their attempt is caught by a player of the opposing team prior to striking the ground, wall, or other surface outside the playing court. If the ball strikes another player and is then caught, then only the player struck by the ball is out and not the player that threw the ball. The ball may strike another player first, and both players who were hit by the ball are out.
- *Effect: The player is retired during the game to the Player Return Area in the order they are put out. (In games where players are allowed to return, players return in FOFI order.)*

- When they are ejected for language, poor sportsmanship, or continued questioning of the official's judgment.

Effect: The game currently being played is forfeited by the offending team and the match continues if games remain, with the offending team playing shorthanded. The position may not be substituted for during the same match.

- When, in the opinion of the official(s), he/she shows signs of impairment that may endanger themselves or others playing the game.

Effect: The player is removed from playing area to the viewing area. The team may substitute the player if they have a valid substitute available.

- *Possession Changes*

- Possession changes after an attempt is retrieved by the team being played upon and the player with the ball returns to the playing court (if he/she left the court to retrieve the ball). Or if, after an attempt, the ball returns by bouncing, rolling, etc., to the team making the attempt. This is called natural possession.
- Each team has five seconds to make an attempt on the other team after gaining or re-gaining possession. If the team holds the ball longer than five seconds, the official calls for the ball and bounces it into the opposite court. Play continues.
- When a deadball is declared for reasons of kicking or team interference, the possession is taken by the official from the offending team and given to the other team by bouncing the ball into their court.

- Teams change court/sides after each game.

Ending a Game

- A game is ended when the earlier of one of the following occurs:
 - All players on one team have been put or called out
 - Time expires
 - A forfeit occurs
 - The game is called by the official safety reasons
- The winner of a game is the team that has the most players left at the end of a game.
- If both teams have the same number of players at the end of the game, time is extended and a one minute overtime is played. The use of overtime is at the discretion of tournament organisers.

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EXCEPTION: Games called for safety reasons. These games will be re-scheduled and played from the place they were ended with the time remaining and players remaining on the court at the end of the game.

- *Ending a Match*
 - A match is ended when:
 - One team wins a majority of games within the match
 - One team voluntarily or involuntarily forfeits the match
 - The winner of the match is the team that wins the majority of games in a match.

Illegal Attempts

- Any attempt that strikes a player above the shoulders is illegal and the thrower is called out. This is called a headshot. The struck player is given time to recover if hurt and play resumes after the official is satisfied the struck player has recovered.
- High attempts are illegal. Driven balls generally thrown at or above the level of the other team's shoulders are considered high balls. The official will signal a high ball with a verbal call. A high ball warning is given to the offending player and two high ball warnings to the same player during a game causes the player to be ejected.

Effect: The team continues the current game shorthanded. No substitute is allowed.

- Kicking is illegal.

Effect: An intentionally kicked ball is dead at the point the ball was kicked. The player intentionally kicking the ball is called out as if put out by an attempt of the other team. The official verbally declares 'Deadball' and must put the ball back into play by bouncing the ball into the opponent of the offending team.

- *Leaving the Court When Put Out*
 - Players shall immediately leave the playing area when put or called out. Failure to leave the court immediately can result in a forfeit of the game by the offending team as determined by the official.
- *Time Outs*
 - No time outs are awarded during each game, unless in the event of injury.
- *Injuries*
 - Play and time is suspended when an injury occurs. The injured player must leave the court and cannot return until the next game. The injured player may be substituted if the team has a valid substitute available. (See rule regarding substitutes below)
 - Blood: Players who begin to bleed must immediately leave the court and dress the injury causing the blood to be present. Players must change any uniform with blood on it for a fresh uniform. If no uniform is available, any safe clothing can be used as long as it does not present a distraction, contain advertising not allowed elsewhere in these rules, and is approved by the official. If blood becomes present again, the player must be removed from the game as an ineligible player. He/she may be substituted for. The player cannot continue in the same match.
- *Play is Continuous*
 - There is only one minute between games in a match. Players shall change courts and take positions without delay.
- *Imaginary Centre Lines*
 - The deadzone marker lines extend infinitely- though not marked but to the court sideline. Players may not pass the deadzone lines defining their 'side' of the court even when outside the court playing area to retrieve a ball for play.

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- *Substitutions*
 - Substitutes cannot be made during a game, unless in the event of injury.
 - Substitutes must be like for like, i.e. females can only substitute female team members, males can only replace male team members.
- *Returns*
 - Players are allowed to return to the game from the Player Return Area (hence the name) when their teammate catches a valid attempt from their opponent. The player that is allowed to return is the player that has been put out of the game for the longest time during that game. i.e. FOFI.
- *Sportsmanship*
 - Players shall observe the highest level of sportsmanship and promptly call themselves out when struck. A missed call by the official does not remove the obligation of a struck player to call himself or herself out.
 - Judgment rulings of the umpires shall not be questioned. Other rulings may be questioned if a player or coach feels there has been a misinterpretation of the playing rules.. *EFFECT: For hollering or yelling at an official, a coach or player is ejected from the facility for the remainder of the day. If a player is ejected, the team will continue the current match short-handed.*
 - At the start and end of a match, players shall shake hands with the opposing team at the centre of the courts.
 - At the conclusion of a match, players shall shake hands of the officials.
 - The official may call a game for reasons of sportsmanship if, in his/her opinion, a travesty of the game is being made, a poor example for youth is being displayed, or if foul or abusive language is being used by fans, players, coaches, or parents.

For all other issues not addressed in this Sport Specific Document please see the General Rules and Regulations Document.

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Diagram

Team backlines – each team will start from the backline

