

Dodgeball

Start of Match

- Each team takes to opposite sides of the court prior to the start of the game. The right to choose which half of the court to begin is won by a coin toss or mutual consent.
- Six balls will be placed stationary in the dead zone. Teams start on the furthest edge of their court, and when play commences individuals may enter the dead zone to attempt to retrieve the ball.
- Individual balls must be taken out of the dead zone before being thrown at the opposing team.
- A team consists of 6 players and 3 substitutes. A minimum of 6 players are required to start a game, of which a minimum of two must be female.
- At any given point in time during the course of a game, the players on court must consist of a minimum of two players who are female.
- If, at the scheduled match time, one team fails to produce a team of at least 6 players, that team shall forfeit the match. A grace period, which will be decided in the official's full discretion (typically 3 minutes), will be permitted prior to the game being forfeited.
- After the official determines that both teams are present and ready, the game commences by the teams retrieving balls from the dead zone.
- After possession is attained, the player has five seconds to make an attempt.

Play

- Play is continuous, during which each team makes attempts at throwing the ball at the members of the opposing team until either all players on one team have been called out or put out, or time expires.
- No player may leave the court to avoid being struck by an attempt. A player may only leave the court to retrieve a ball that has left the court after an attempt is made.
Effect: The offending player is called out and retires to the Player Return Area in the order put out.
- During play, touching a boundary marker is considered leaving the court. All players must remain inside the playing area during a live match. 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.
- Notwithstanding the dead zone rules specified above (*Start of Match*), after play has commenced, players may enter the dead zone to retrieve balls and may throw a ball from inside the dead zone.
- Players may not taunt the opposing team. 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 Put Out:*
 - When they are struck by a ball before the ball strikes the ground or other permanent structure/surface not within the playing court.

Effect: The player is 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 FOFI order (First Out is First In).

- When their attempt is caught by a player of the opposing team prior to the ball striking the ground, wall, or other surface outside the playing court. The ball may strike another player first.

Effect: The player is 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 FOFI order.

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

Effect: The game 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 during the same match.

- When, in the opinion of the official, a player shows signs of impairment that may endanger themselves or others playing the game.

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

- **Possession Changes**

- Possession changes after an attempt is retrieved by the opposing team 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 opposing team after gaining or re-gaining possession. If a player holds the ball for longer than five seconds, the official calls for the ball and bounces it into the opposite side of the court. Play continues.

- When a deadball is declared for reasons of kicking or team interference, possession is taken by the official from the offending team and given to the opposing team by bouncing the ball into their court.

- Teams change court/sides after each game.

Ending a Game

- A game terminates when:
 - All players on one team have been put or called out;
 - time expires;
 - a forfeit occurs; or
 - the game is terminated by the official for safety reasons.
- The winner of a game is the team that has the most players remaining at the end of a game.

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

- End of a Match
 - A match terminates when:
 - one team wins the majority of the games within the match; or
 - one team voluntarily or involuntarily forfeits the match.
 - The winner of the match is the team that wins the majority of the games in a match.

Tie Policy

- **Group Stages:**
 - If both teams have the same number of players at the end of the match, the match is a draw.
 - If there is a tie between two or more teams at the end of the group stage qualifiers, qualification is based on the following:
 1. Least amount of games lost
 2. Least amount of games drawn
 3. Difference between: the number of aggregate players the team has taken out from opposing teams across all matches, and the aggregate number of players which have been taken out from such team across all matches
 4. Sudden death: each team selects 2 players: 1 male, 1 female. Only 2 dodgeballs
- **Knockout Stages:**
 - In the event of a draw after 3 games (where each side has won one game and in the third game, after 2 minutes, each team has the same number of players left on the court) there will be an additional 1 minute of play, during which, the first team to get one person from the opposing team out will be the winner.
 - In the event this does not occur within 1 minute, a new game will commence for a maximum of 2 minutes and the first team to get a player from the opposing team out, will be the winner.
 - The use of overtime is at the discretion of tournament organisers.

Illegal Attempts

- Any attempt which 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. 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 the ball is illegal.
Effect: An intentionally kicked ball is dead at the point the ball was kicked. The player intentionally kicking the ball will be called out by the official, the official will verbally declare a 'Deadball', and will put the ball back into play by bouncing the ball to the opposing 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 a 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 ruler regarding substitutes below).
 - Blood: Players who begin to bleed must immediately leave the court and dress the injury. Players must change any uniform with blood on it for a fresh uniform. If a uniform is unavailable, any safe clothing can be used as long as it does not present a distraction, contain advertising barred 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 and may be substituted. The player cannot continue in the same match.
- *Play is Continuous*
 - There is no break between games in a match. Players shall change courts and take positions without delay.
- *Centre Lines*
 - The centre line extends infinitely. Players may not pass the centre line defining their 'side' of the court even when outside the court playing area to retrieve a ball for play.
- *Substitutions*
 - Substitutes cannot be made during a game, unless in the event of injury.
 - Female players can only be substituted for female team members and male players can only replace male team members.
- *Returnees*
 - Players are permitted to return to the game from the Player Return Area when their teammate catches a valid attempt from their opponent. The player permitted to return is the player which has been put out of the game for the longest time during such game i.e. FOFL.
- *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 themselves out.
 - Judgment rulings of the officials and linesmen shall not be questioned. Other rulings may be questioned if a player or coach feels there has been a misinterpretation of the playing rules. A coach must address officials respectfully and never raise their voice or argue with an official.

EFFECT: For raising their voice at an official, a coach or player will be ejected from the facility for the remainder of the day. If a player is ejected, the team will continue the current match shorthanded.

 - At the start and end of each match, players will shake hands at the centre of the court.
 - At the conclusion of each match, players shall shake hands with the officials.
 - The official may call a game for reasons of sportsmanship if, in their 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.

Diagram

Team backlines – each team will start from the backline

