



**DODGEBALL**  
**Divisions and Rules 2019**

<b>DIVISION</b>	<b># TEAMS IN DIVISION</b>	<b>PLAYING LEVEL GUIDELINE &amp; AGE RESTRICTION</b>	<b>DIVISION DESCRIPTION</b>
<b>PREMIER</b>	6	Premier +18 Years	The Premier division is aimed at teams who have 3 or more players who play dodgeball regularly at a league or club.
<b>SOCIAL 1</b>	6	Social +18 years	Social 1 consists of players that have at some stage in their lives played dodgeball at a previous 10s tournament. Teams can have of NO MORE than 2 league players in the team.
<b>SOCIAL 2</b>	12	Social +18 years	The Social 2 division is for those who have not played dodgeball before

**ENTRY FEE INCLUDES**

- Festival weekend entry
- Dodgeball tournament entry
- Custom designed, fully sublimated dodgeball vest
- 5 guaranteed matches over both days
- 10s event merchandise
- Live entertainment
- Massage & strapping services

**DODGEBALL DIVISIONS – SOCIAL & PREMIER**

The rules and information below is for both the premier and social divisions



## **SQUADS & REPLACEMENTS**

- 7 players in squad
- 5 players on the court at once
- At least 1 member of the opposite sex on the court at a time
- 2 reserves

## **MATCH LENGTH**

- 12 minute match with on-going games throughout
- 3 minutes swap-over between matches

## **POINTS/SCORING**

- 3 points for a win (most games won during the 12 minute match)
- 0 points for a loss (least games won during the 12 minute match)
- 1 point for a draw (teams win the same amount of games in a match)

## **AGE RESTRICTIONS**

- No u18s are allowed to participate in any of the sporting codes. I.e. You need to be 18+ on the event days
- If teams are found to have u18 player(s) in their team, the following process will take place:
  - The player in question will be asked for their ID document or driver's license to prove that they are over 18 year
  - If a valid ID document or driver's license is shown, games for that team will carry on as per the fixtures
  - If no valid ID document or driver's license is shown, the below steps will apply
    - The team captain and captain of 'informing' team (if applicable) will be brought together for a discussion with the sport manager
  - The team at fault may forfeit their points for the current match as well as any preceding matches;
    - Unless stated otherwise by their opponent(s)
  - The under-age player will need to leave the team and will no longer be allowed to take to the field/court for the remaining matches



## DODGEBALL RULES

1. Dodgeball is all about sportsmanship, honesty and social interaction. During play, there are 2 referees that are stationed at both ends of the centre line that help facilitate the game. Referees start the game, keep order and ensure fair play. Please do not raise your voice to the ref, otherwise you will be asked to leave the court. Poor sportsmanship will NOT be tolerated.
2. The court is divided into 2 sections with a centreline in the middle, where 5 balls are placed. Players may not step on or over the line at any time during the game. Players may fetch balls from the line. During play players may not step on or over this line into the opposing team's area. Repeat offenders will be sent off.
3. In the Social divisions there will be two types of balls on the court. Anyone may play with the big balls. Only females may throw and block with the small (danger) balls, with males only being allowed to catch them. Should you have no females on your team, it is courteous to throw the small balls over to the opposition but it is not expected.
4. Teammates may pass the balls between themselves. You cannot be hit out by someone on your team throwing you with a ball.
5. The game starts with all players at the back of the arena on their respective sides. Everyone must be touching the back with a hand. When the referee blows their whistle, players rush for the balls and the game begins. During the **initial rush**, players may have no more than one foot cross the line. This is the **only time** a foot may cross the line. Players may not slide or dive during the rush.
6. NB! After the rush all balls **MUST** physically touch the back of the arena before they are in play. Thereafter they may be picked up and used from wherever in the court.
7. If a ball hits the ground, arena wall, net or another ball mid-air, it is deemed dead. This means if it hits you after hitting something else, you are not out.
8. If a player catches a live ball, the player who threw it is out and 1 teammate on the catching team that was out may come back in to play. NB! You come back in, in the order you went out (First out, first back in). When out, please line up in order of elimination within the netted goal box (entrance).
9. Players may use a ball to block throws. However, if they drop their ball as a result of blocking a ball, they are out. We call this a Failed Block
10. After a ball is deflected by a blocker ball, it is still "live". So if the ball comes off a block into your body and you don't catch it you are OUT. The same applies if a deflected ball hits a teammate, they will be out. If they catch this ball, you will both be safe.
11. Players try to hit opposing players below the neck with the ball. If a player is hit, they are out and must exit the arena. Headshots are frowned upon but still count as a hit. Repeat headshot offenders will receive a warning or be sent off for that game,



depending on the severity of the headshot. The ref's call is always final, **no arguing with the referee is allowed!**

12. In the event of a stand-off, the team with the majority balls is expected to attack first. Players may only hold a ball for up to 15 seconds, after which it must be thrown. NB: In the final 15 seconds of a game, teams may not hold the balls on their side to purposefully alter the outcome of a match. The ref may call "play ball" to signal a team to throw their balls.
13. If there is more than 1 minute on the match clock towards the end of the match, another game will be played for the duration of the remaining time (not shorter than a minute). Once time is up the referee will blow the whistle to indicate the end of the game. The team with the most players will take the point. Should teams have the same amount of players when time is up, it will be deemed a draw and both teams will be awarded 1 point for that game. If a ball is **in the air** (already released) when the referee calls the game, it is still live and will count if it hits someone or is caught by someone.
14. Players returning to the court after a catch is made have 5 seconds immunity from being hit and going out, unless they become involved in the play (meaning they pick up a ball, run up to the line, or try to catch a throw, etc.).
15. Absolutely no negative heckling of teams (on or off the court) and NO shouting across the court at the other team during play as this interrupts the game and causes unnecessary distractions. If you would like to bring an issue to the referee's attention leave it for after the game.
16. Team talks should be made between matches and not between games.
17. Substitutions of players may be made between games.

Please high five the opposing team when swapping sides as well as thank the opposing team after the match is complete. Buying them a beer later is even better!

### **DODGEBALL DISCIPLINE**

- Event organisers and referees have the right to intervene if there is disrespectful, unruly or unsafe behaviour and play. Dodgeball referees have yellow and red intervention cards. Yellow cards will ask a player to sit out for a game and a red card will indicate that a player not be able to play the remainder of the match.
- Teams should arrive at least 15 minutes before their match is set to start. If a team does not arrive in time for the start of their game, the game will be considered a forfeit and full points will be given to the punctual team - no exceptions, no excuses.

- 10s BLUE CARD

- A referee has a BLUE CARD that may be shown to a player at any stage of the match. A blue card enables the referee to send a player off for unsportsmanlike behaviour or for being disorderly/intoxicated on the field/court. The referee may use this card at his/her own discretion and their decision is final. This is to protect the safety of all players.
- The guilty player will have to leave the field/court for the remainder of the match.
- No substitutions will be allowed on for the remainder of the half that the guilty player was given the blue card.