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CAPE TOWN



Dodgeball Info Pack



DIVISION	# TEAMS IN DIVISION	PLAYING LEVEL GUIDELINE & AGE RESTRICTION	DIVISION DESCRIPTION
PREMIER	12	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.
SOCIAL 1	12	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.

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Entry includes:

ENTRY FEE INCLUDES

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

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Dodgeball Rules



Dodgeball Rules

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

10 minutes match with on-going games throughout
2 minutes between matches

POINTS/SCORING

- 3 points for a win (most games won during the 10 minutes match)
- 1 point for a loss (least games won during the 10 minutes match)



Dodgeball Rules

DODGEBALL RULES

Dodgeball is all about sportsmanship, honesty and social interaction. During play, there are 2 referees that are stationed at the ends of the centre line that help facilitate the game. Referees start the game, keep order and ensure fair play.

The court is divided into 2 sections with a centreline in the middle, where 4 balls are placed. Players may not step over the line at any time. Players may fetch balls from the line.

During play players may not step over this line into the opposing teams area. Repeat offenders will be sent off.

The game starts with all players at the back of the arena on their respective sides, when the referee blows their whistle players rush for the balls and the game begins – NB after the rush all balls **MUST** reach the back of the arena before they are in play.

If a ball hits the ground, arena wall, net or another ball mid-air, it is deemed dead and anyone that is hit with the ball after is safe.

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 outside the netted goal area(entrance).



Dodgeball Rules

DODGEBALL RULES

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

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.

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 however, 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!**

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.).



Dodgeball Rules

DODGEBALL RULES

Absolutely no negative heckling of other teams 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.

If there is a draw between teams at the end of the 10 minutes, a sudden death game will be played

Sudden Death will be played in the event that two teams are tied at the end of the 15 minute playing time. Teams will play as normal until one of their team members are eliminated. However, **NO BLOCKING** of the ball is allowed. This hit will be deemed at **OUT** in the sudden death round.

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!



Age Restrictions

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 drivers license to prove that they are over 18 years

If a valid ID document or drivers license is shown, games for that team will carry on as per the fixtures
If no valid ID document or drivers 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



Discipline Information



Discipline Information

DODGEBALL DISCIPLINE

Event organisers and referees have the right to intervene if there is disrespectful, unruly or unsafe behaviour and play

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.

The team may replace the guilty player in the 2nd half if the incident happened in the 1st half.



Prizes



Prizes

1. Divisional Cup Winners

10s Winners trophy presentation on Main Stage

2. Best Dressed ON the Field

We encourage teams to bring out their creative side and design their own funky kit. The best and most creative design per sport is awarded FREE kit for the following year.

3. Best Dressed OFF the Field

Friday night at the 10s is "Fancy Dress Friday". Rally your team around getting the best fancy-dress outfits and be awarded with FREE entry into the event for the following year.

4. Gees Award

The team to post and share the best social media posts, as determined by the 10s event organisers, will win cheerleaders for the Saturday of the event. The prize will be awarded to two teams – male OR female OR mixed teams.

5. Captain of the Year

Collect all 5 badges and win!

1. Recruitment – Invite your entire team and get them to register on the website

2. Kit – Submit your kit design and get it approved and signed off

3. Gees – Set up at least 1 social media account for your team. Post content, images, training videos and other collateral to show the other teams what you have been up to. Get a following of at least 20 people or more

4. Responsibility – All players are to fill in and complete their medical form, sign the indemnity form and agree to the T&C's

5. Payment – Make full payment to complete team entry

The 1st team to earn all 5 badges will receive a 50% reduction of the current tournament fee.

