



Dodgeball

Last updated 2016

GRADE

Open A
Open B
Open C
Under 18

FORMAT

- Round Robin Competition
- Knockout Finals will be played at the completion of each Round Robin Competition
- Grand Finals for Open A Grade will be held following the Beep Test in the evening
- 6 players per team plus substitutions
- **No male/female restrictions within each team**
- Courts are marked with tape on a concrete surface

UNIFORMS AND EQUIPMENT

- All equipment is provided

UMPIRES

- Each group will be required to supply an umpire on a rostered rotation basis.

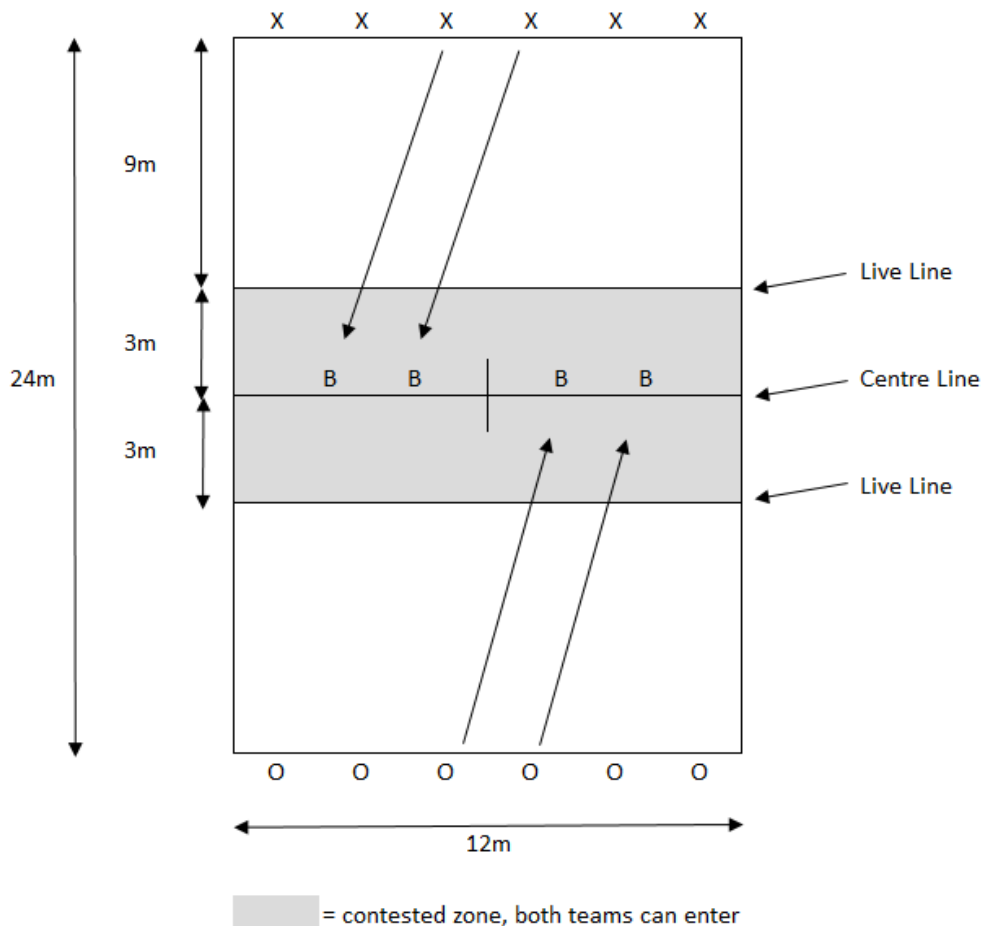
RULES AND REGULATIONS commence on the next page

State Youth Games is presented by Youth Vision Victoria

To ensure SYG participants are adequately covered in the event of a personal or sporting related accident it is strongly recommended that participating groups or individual participants arrange personal accident insurance. It is the responsibility of the group co-ordinator to ensure this is communicated to SYG participants associated with their groups.

RULES AND REGULATIONS

SYG Dodgeball rules have been taken from the National Amateur Dodgeball Association (N.A.D.A.) and have been adapted to suit the venues and equipment we have available.



TEAM

A Team consists of 6-10 players. A maximum of six (6) players per team on the court at any one time. Substitutes line up at the side of the court.

FIELD

The Playing Field will be rectangle in shape on a concrete surface; this field (court) is divided into 2 equal sections by the centre line of the court. A 'Live Line' is created roughly 3 metres away from the centre line on both sides. The shaded area between the two live lines is the contested zone. Both teams are allowed to compete in the contested zone, however they must not cross the furthest live line from their starting baseline.

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EQUIPMENT

The ball used is a rubber dimple ball. Participants must wear shoes – no thongs, no bare feet or metal cleats will be allowed. During play four balls will be used.

GAME

The object of the game is to eliminate all opposing players by getting them 'OUT'. This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

LIVE BALL DEFINITION

LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another player, official or other item outside of the playing field (wall, ceiling, etc).

A ball that hits another ball is still LIVE.

BOUNDARIES

1. During play, all players must remain within the boundary lines. Players may leave the boundaries through their end line only to retrieve stray balls. They must also return through their end line.
2. A player not immediately re-entering the playing area may be declared out.
3. A player may be handed a ball, provided the player receiving the ball remains completely within their team's field boundaries.
4. A player shall not:
 - A. Have any part of their body in contact with the outside playing surface.
 - B. Enter or re-enter the field through their sideline.
 - C. Leave the playing field to avoid being hit by attempt to catch a ball, especially by backing away over the baseline.
 - D. Have any part of their body cross the opposing live line and contact ground on their opponents' protected side of the court.
5. A player may, without penalty, step on the opposing live line. Officials should refrain from calling players at this unless a definite advantage is gained by the action.
6. At the start of the game a ball must be taken over the near 'Live Line' before it can be thrown. Once over the 'Live Line' the ball can then be thrown from anywhere within the contested zone and within the 'Boundary Lines' and 'Back Line'.

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OPENING RUSH

Game begins by placing four balls along the center line – two (2) on one side of the center hash and two (2) on the other, approximately 2 meters apart from each other and the centre hash. Players then take a position behind their end line. Following a signal by the official the contest officially starts. Teams may approach the centerline to retrieve the balls. **Teams may only retrieve the two (2) balls to their right of the center hash.** Once a ball is retrieved it must be taken behind the near 'Live Line' before it can be legally thrown within the team's side of the 'Contested Zone', the 'Contested Zone', 'Boundary Lines' and 'Back Line'.

TIMING

A 5-minute time limit has been established for each contest. In the case of an equal number of players remaining after regulation time a 1-minute sudden-death overtime period will be played. No time outs allowed during over time.

SCORING

The first team to legally eliminate all opposing players will be declared the winner and awarded 2 points. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner and awarded 1 point. In the case of an equal number of players remaining after regulation time a 1-minute sudden-death overtime period will be played. The first team to legally eliminate any one opponent will be declared the winner and awarded 1 point.

If a team is eliminated within the 5-minute period and awarded 2 points, another game can begin with the remaining time; and further points will be awarded to the winner of further games accordingly.

Full team elimination: 2 points to team that has eliminated other team.

Part team elimination: 1 point to team with the most players on the court.

1 minute over time: 1 point to team that eliminates any one opponent.

Points are added up at the end of the playing time, and team with the most points wins.

SUBSTITUTIONS

Teams can have up to four substitutes. They are to line up on the sideline. As a player is declared out, they are to join the end of the line up of substitutes. Once the team catches a dodgeball and is entitled to have a player re-enter the court, the first substitute shall enter the court. Players are to retain their order on the sideline, and re-enter the court in order of how they were out.



5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all four (4) balls on their side of the court for more than 5 seconds.

The following procedure will be used to prevent overtime.

1. A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.
2. It is illegal for the leading team to control all the balls for more than 5 seconds. If the leading team controls all of the balls they must make a legitimate effort to get at least one ball across the 'Centre Line' and into the opponent's backcourt. If this is not done within 5 sec, a 5 sec violation will be called.
3. A team may avoid a 5 sec violation by throwing or rolling a ball into the opponent's backcourt.
4. Penalty for 5 sec. Violation:
 - a. First Violation: Stoppage of play and the balls will be divided evenly between the teams. Play will continue with 'Balls in hand'.
 - b. Second violation: Free throw for the opposing team - a penalty in which one player is allowed an obstructed throw at their opponents without risk of elimination. This is possible because a caught free throw does not result in an out for the thrower.
 - c. Third violation: Ejection of one player from the offending team.

ELIMINATING PLAYERS

The object of the game is to eliminate all opposing players by getting them out. An OUT is scored by:

1. Hitting an opposing player with a live thrown ball below the shoulders. Note: If a player ducks, and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is legal.
2. Catching a live ball thrown by your opponent.
3. Causing an opponent to drop a ball as a result of contact by another thrown live ball. (Usually occurs when a ball is being used to block a thrown ball.)
4. A player carrying a ball out of the court.

NOTE: A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball.

REPLACEMENT PLAYER:

When a player catches a ball, one player who has been eliminated and is on the team bench may enter the playing field through the baseline only. If you don't have any players on your team bench, no replacement will be made. Also there is no added bonus in this situation where the player who catches the ball can't get a life and can't get eliminated. Six (6) players is the maximum number of players on the field at anyone time.

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PENALTIES

Umpires will issue warnings to players who display unsportsmanlike conduct, which includes but is not limited to:

- Unnecessary Roughness
- Intentional Hits above the shoulders
- Foul or inappropriate language
- Arguing with officials, opponents, and/or spectators

An official reserves the right to eject a player for such rule breaches.