



DODGEBALL

Divisions and Rules 2019

DIVISION	# TEAMS IN DIVISION	PLAYING LEVEL GUIDELINE & AGE RESTRICTION	DIVISION DESCRIPTION
Premier	10	Premier +18 years	The Premier division is aimed at individuals who have played dodgeball sometime in their lives, even socially. This also includes individuals who have had a background in ball sports.
Social	10	Social +18 years	The Social division is for those who have not played dodgeball before and who have not had any previous ball skills background.

ENTRY FEE INCLUDES

- Dodgeball tournament entry
- 5 guaranteed games on both days
- 10s event merchandise
- Live entertainment
- Sharks vs Lions Super Rugby Tickets
- 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

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

POINTS/SCORING

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

DODGEBALL RULES

1. 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.
2. 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.
3. 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.
4. 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.
5. 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).
6. 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
7. 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.
8. 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!**
9. Players must remain on their own side of the half at all times. Absolutely no crossing onto the opponent's side at any time.



10. Players may only hold a ball for up to 15 seconds, after which it must be thrown. NB: All balls must be played in the final 15 seconds when possible.
11. 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.).
12. 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.
13. If there is a draw between teams at the end of the 10 minutes, a sudden death game will be played
 1. 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 as **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!

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.