

Mixed Dodgeball



All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear please discuss these with the referee prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will not clarify rules or rulings during the game. All participants are also required to read and understand the **GUGC Social Sport Terms and Conditions** which contain information regarding uniforms, eligibility, wet weather, injury insurance and more. Unless otherwise stated in these rules, normal Dodgeball rules apply as outlined by World Dodgeball Association - Rules and Regulations Version 2.0.4. All rules are open to the interpretation of the referee and their decision is final.

GENERAL RULES

1. Team Composition & Player Requirements

- 1.1 The competition is open to GUGC students, staff, and all members of the general public above 17 years of age.
- 1.2 A team may have a minimum of five (5) players and maximum of eight (8) registered players.
- 1.3 Maximum eight (8) players per team are allowed on the court at one time.
- 1.4 A maximum of four (4) males are allowed on the court per team at any time.
- 1.5 Four (4) is the minimum number of players that a team can have without a forfeit resulting.
- 1.6 In the event that the above rules (1.3 – 1.5) are broken a penalty will be awarded to the non-offending team at the position of the ball at the time the offence is identified.
- 1.7 All teams must adhere to the uniform requirements set out in the Griffith Social Sport Terms and Conditions, breaches of this will result in playing points penalty imposed at the start of the match. Uniform requirements consist of;
 - i) No offensive language, images, graphics, slogans, or innuendoes that may cause harm or offence to any person(s) present or not-present;
 - ii) No metal studs;
 - iii) No jewellery is to be worn. See Rule 7.

2. Finals Requirements

- 2.1** Once a player has played three games for their nominated team they are considered qualified for that team.
- 2.2** A player must play a minimum of three games to qualify to play in the finals series.

3. Competition

- 3.1** The competition will run for 8 weeks in total. Preliminary rounds will be conducted in the first 6 weeks. Semi Finals will be held in the seventh week. Finals will be held in the eighth week.
- 3.2** Fixtures will run in 45min timeslots, allowing for breaks in between sets and games.
- 3.3** Fixtures will be available online at gugcspawtz.com
- 3.4** No clock stoppages will be made except under exceptional circumstances at the discretion of the Referee and Sport Convenor.
- 3.5** No time outs are allowed.
- 3.6** If a game commences late (and is not deemed a forfeit) then it still must finish at the scheduled time. If such a circumstance arises, the halves may be shortened. This is at the discretion of the Sport Convenor.
- 3.7** Teams should arrive 15 minutes prior to the commencement of their match to allow for smooth transition of games.
- 3.8** Any teams that are not ready to commence play with a minimum of 4 appropriate players (Rule 1), ten (10) minutes after the referee has signalled the game can start will incur a 0-3 forfeit loss. NB. The game may go ahead after 10 minutes; however the 0-3 loss will stand regardless of the actual score.
- 3.9** In all circumstances the game must finish at the scheduled time

4. Match Registration/Fees

- 4.1** Players must check-in with staff at least 10 minutes before each game.
- 4.2** Match fees by individual or team must be paid and complete prior to the competition to be allowed to play.

5. Competition Points

- 5.1** Competition Points towards the premiership ladder will be awarded as follows:
 - 3 points for a win
 - 3 points for an awarded forfeit
 - 2 points for a draw
 - 1 point for a loss

- 2 points for a bye
- -1 points for a forfeit

5.2 In the event that 2 or more teams are tied on match points at the end of the preliminary rounds, positions will be decided by the difference in total points 'for', and total points 'against'.

5.3 The finals format will be dependent on the number of teams and will be confirmed once the competition is underway.

5.4 Teams that forfeit will be awarded a negative 0-3 match point difference per set.

6. Captain's Responsibilities

Each team must nominate one (1) captain. It is their responsibility to:

6.1 Ensure that team members have all registered prior to closing date.

6.2 Ensure that team members have all signed-in 10min prior to commencement of match and are ready to take the court on time.

6.3 Ensure all outstanding fees are paid by the closing date.

6.4 Control team behaviour both on and off the court.

6.5 Check the draw each week for game times and inform team members.

7. Jewellery & Nails

7.1 No jewellery is to be worn. If you are unable to take a piece of jewellery off, you must tape or cover it up.

8. Blood & Injury Time

8.1 If a player has blood on their body, they must leave the court immediately to remove or stop the bleeding and cover the affected area. Player's whether bleeding or injured have 1 (one) minute injury time. If the player takes any longer they will need to remove themselves from the court and play will resume.

9. Referees

9.1 The referee's decision is final. They may penalise the offending player or team with whatever is considered appropriate under the rules of the game. E.g. For dangerous play or misconduct the referee may warn the offending player, or send them from the game for a specified time.

9.2 The referee also has the right to warn against harassing from the sidelines - being either from players or spectators. The offending team may be penalised &/or player's or spectators can be asked to leave the centre.

9.3 Under no circumstances does the Student Guild tolerate the abuse of our referees. If a player or team has a problem with a referee, please speak to the social sport co-ordinator on duty. If a player continues to disregard the rules set down, they may be suspended or asked to leave the centre/field/court permanently.

9.4 The referee's decision is final in all matters relating to the game. At no time during a game should a player question a referee, however at a break, a player may ask for clarification of a rule.

10. Penalties/Sin Bin

10.1 This competition is social. Any rough play, abusive language, backchat or challenge to the referee's authority etc. will not be tolerated. Team captains must take responsibility for their team and ensure all matches are contested in the spirit of the game.

10.2 Rough play includes any form of aggressive slide tackle, tackling a player from behind, shoulder charging, purposeful aim towards the head and any other act or omission that, in the referee's opinion, places the safety of players at risk. In most instances the following procedure will apply for the above infringements. The referee is entitled to send off any player at any stage for any reason for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game.

I. First Offence – Yellow Card Yellow Card to be given by the Referee. Player may stay on the field.

II. Second offence – Red Card - Automatic Red Card and dismissal from the current game and next game.

10.3 If a player receives a red card during a match they are to leave the field immediately and are not allowed to play for the rest of the match, as well as the following scheduled match for their team. No substitute player is allowed to replace this player.

10.4 If a player receives a red card the week before a finals match this rule still applies, no lenience allowed.

10.5 The player awarded the red card must give their name to the referee who will record it on the scorecard and pass it onto the Sport Convenor.

DODGEBALL GAME SPECIFIC RULES

11. Game Duration & Scoring

- 11.1 Games consist of three (3) by thirteen (13) minute sets with the half time break not exceeding one (1) minute. Teams must change ends at each break.
- 11.2 Point scoring system will follow suit similar to volleyball.
- 11.3 Within each set, multiple games may be played depending on speed of team elimination.
- 11.4 If a team eliminates all their opponents, one (1) point is given and the game resets within the set.
- 11.5 If, by thirteen (13) minutes players are still on the court, the team with most number of players/lives receives a point.

12. Rules of Play

- 12.1 Each team starts with five (5) players on the court. If your team catches an attacking throw during play, your team may bring on one (1) player per catch. Maximum of either (8) players per team.
- 12.2 If teams have less than eight (8) players, they may wear coloured bibs as a representation of 'extra lives'. One (1) player may have one (1) coloured bib per catch. If a player wearing a bib has been hit, the coloured bib is removed and play continues.
- 12.3 Live Ball – a ball that *can* eliminate opponents, be caught by opponents, or be blocked by another live ball.
- 12.4 Dead Ball – a ball that *cannot* be thrown to eliminate opponents or be in play.
- 12.5 To activate a dead ball, the ball must touch the back net of either end of the court. It can be thrown against it or a player can hold it up to the net.
- 12.6 Players must be in their own half to throw a live ball.
- 12.7 If a live ball hits you below the shoulders you are deemed 'out' and must stand in the back corner net of your half.
- 12.8 If your teammate catches an opponent's attacking throw with control, one (1) eliminated teammate may re-join the game; first in first out basis.

Players *are* allowed to:

- 12.9 Catch a live ball. The thrower is now eliminated and the catcher can bring a previously eliminated player from their own team.
- 12.10 Block and live ball. The defender can use a live ball to block/deflect an incoming airborne ball. This must be clean and cannot touch another part of the body, otherwise it is deemed as 'out'.
- 12.11 Jump over the centre line to throw a live ball, given that the ball has left their hands by the time one foot has landed on the ground.

Players *are not* allowed to:

12.12 Hold a ball for longer than 10 secs. If done so, it is deemed a dead ball and is forfeited to the other team. The team other must 'activate' it prior to using.

12.13 Direct a throw towards neck or head. This will be deemed a foul and the player will be 'out'.

13. Starting the Game

13.1 Five (5) balls will be placed on the halfway line to start the game. Once buzzer has sounded to initiate play, a maximum of two (2) players per team are allowed to rush forward and collect a maximum of three (3) balls.

12.14 Each team will be allocated 2 dodgeballs on the line up, with the middle ball open to either team to collect.

12.15 All players must start with one foot on the base line with one hand touching the back net. If player leaves this position prior to the buzzer, it is deemed a false start and the fouled team will forfeit one (1) ball to the opposition, starting with the centre ball. At the reset of a foul, the fouled team will only be allowed one (1) runner for the remaining balls.

12.16 All balls at the beginning of each set are dead and must be activated before using it in play.

14. The Nets

14.1 The Side Line, End Line and Ceiling Nets *shall not* form part of the court and the ball *shall not* be in play off any net.

14.2 If a ball hits the net during an attacking throw it will be deemed as a dead ball.

14.3 Players may not use the net as a prop for their body. Example, using it as a spring like tool to move around the court to their advantage.

15. Finals

15.1 If a draw results after the final set, an extra three (3) minutes will be played for drop-off round.

15.2 The first team to eliminate three (3) opponents wins the set.

15.3 Within this set, all players may take field including extra lives. No blocking is allowed. Once 'out' you may not return to the game.

15.4 Players have a maximum of five (5) seconds to make an attacking throw.

15.5 Any player who is red carded cannot participate in the drop-off.

16. Wet Weather

16.1 Games will go ahead in wet weather. All courts are inside and under cover.

16.2 In the event of dangerous weather please contact the Sports Officer at the Student Guild on 5552 8724 to verify if games are still on or check your email registered to Spawtz.