CURTIN STADIUM SOCIAL SPORTS

DODGEBALL RULES & REGULATIONS

PLEASE NOTE: The following are basic rules and regulations specific to the Evening Social Sport Dodgeball Competition.

Nominations and fixtures:

- Please note that it is the team’s responsibility to find out their team’s fixtures. Teams will not be called regarding their games times. Fixtures will be emailed to team captains and secondary organisers. Fixtures can also be viewed on the Curtin Stadium website at http://life.curtin.edu.au/curtin-stadium/social-sport.htm
  Alternatively, teams can contact the Sports Program Coordinator on 9266 7052.

- All teams can expect to get an even spread of game time slots over the season. Game times are between 6:00pm and 10:00pm although games could run early and/or later depending on team numbers.

- Management reserves the right to add and change any game times where necessary.

- Changes to playing grade must be made in the first three weeks of competition (if applicable). These changes will be made at the discretion of the Umpire and the Sports Program Coordinator. Changes will be made in the following instances:
  1. A team requests a grade change. Any requests must be made to the Sports Program Coordinator on 9266 7052 or email socialsports@curtin.edu.au
  2. The Sports Program Coordinator and/or Umpire believe that a team is not compatible with the grade that they are currently playing in.

1. The Playing Area
   - Curtin Stadium Main Arena Indoor Courts
2. **Players (Open)**
   - Teams are made up of six (6) players.
   - Teams can have a maximum of four (4) substitutes.
   - The competition is open, allowing for any combination of males or females to be on the court.
   - Players can only play for their registered teams. Players can only register for one team.

3. **Player Equipment**
   - All players are required to wear a team uniform consisting of the same coloured tops by the end of the first two weeks of grading. Teams who fail to do so will be supplied with stadium bibs.
   - All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped. Failure to do so may result in the ineligibility of the player to participate in the current game.
   - Nails must be cut.

4. **Substitution of players**
   - Substitutions can only occur at the end of each game.

5. **To Play**
   - The minimum number of players on court without incurring a forfeit is four (4).
   - All weekly game fees must be paid prior to the start of scheduled games.
   - Teams will receive a team sheet when they pay at reception players must initial the team sheet and hand to the umpire prior to the game.
   - No Team sheet = No Game.
   - Not only does it keep the other team waiting, late starts effect the whole evening’s fixtures times, therefore the clock will start running at the scheduled time. If a team is late, they will be penalised accordingly and the game will go on.
     **Penalties:**
     - 1 minutes late          loss 1 players
     - 2 minutes late          loss 2 players
     - 3 minutes late          loss 4 players
     - 4 minutes late          1 game
   - Games will be forfeited if a team is not ready to play within ten (10) minutes of scheduled game time.
   - The opposing team will be awarded the winner 8-0. Forfeits are to be determined by the referee as mitigating circumstances may apply.

6. **Length of the game**
   - The match will run for a total of 40 minutes, consisting of as many games possible within this time period, changing sides at the completion of each game.
   - Maximum game time of 7 minutes.

7. **Methods of scoring**
   - Teams earn one point per game won in the match.
   - The first team to legally eliminate all of the opposing team’s players will be declared the winner of that game.
   - In the case of equal numbers of players remaining after regulation that game will awarded a draw.
8. **Competition Points**
- Win = 3 points
- Draw = 2 points
- Loss = 1 point
- Forfeit = 0 points (8-0 LOSS)
- Bye = 0 points

1. **The Game**

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

- Hitting an opposing player with a LIVE thrown ball below the shoulders. If a player ducks below shoulder height and gets hit above the shoulders they are still “OUT”.
- Catching a LIVE ball thrown by your opponent before it touches the ground.

- If a player catches a live ball thrown by an opponent before it touches the ground a teammate of the player who caught the ball who was the FIRST player to be previously out can rejoin the match. The teammate must rejoin the game through the end zone.
- If a ball is thrown at a player, the player who threw the ball is automatically out and only allowed to come back if a player from their team catches an opposition throw.
- Each game begins by placing the six (6) dodge balls along the centre line. Players then take a position behind their end line, and the whistle is blown to start the game. Once a ball is retrieved it must be taken behind the green line (as shown in rule 1.1) before it can be thrown at the opposition.

2. **Boundaries**

- During play, all players must remain within the boundary lines. Players may leave the boundaries through their end zone only to retrieve stray balls. They must also return through their end zone immediately.
- A LIVE ball can only be thrown from within the boundaries.
- A player only needs to have one foot in the field of play to be classed as in
- Players will receive warnings from the referees to remain within the boundary lines and about not leaving / returning through the end zone immediately. If this behaviour continues then the referee will deem the violating player/s to be “OUT”.
- Only players leaving the playing zone to retrieve balls will be classed as a SAFE player, until they return correctly back into the field of play.
- Players who retreat outside the live playing area or into the middle zone in order to avoid being hit will still be considered a LIVE player and can get out.
- Already out players may retrieve balls from areas outside of the playing area on their side of the court, in order to encourage continuity.

3. **Live and Dead Ball Rule**

- A LIVE ball is a ball thrown by an active player from within the playing area.
- The ball is classed as dead as soon as it first makes contact with the opposing player ruling them out, the floor or another ball. Catches or hits off any deflections will not be counted as an out or catch.

4. **Incomplete Catch Rule**
• A catch may be taken anywhere IN or OUT of the field of play, providing the ball is classed LIVE. However, if the catch is ruled incomplete as the ball is dropped or uncontrolled the player will be ruled out.
• If the catching player takes the catch whilst in possession of another ball and the LIVE ball first makes contact with the dead ball, this will be ruled as a catch, if dropped the catch will be classed incomplete regardless of the ball-on-ball contact first.

5. Head shots
• Any shot above the shoulders will not be considered out, ruling the throwing player out.
• If a player ducks or deflects the ball into their head, they can be ruled out.
• If the player has ducked and receives a head shot of severity, the throwing player will be ruled out.
• Head shots will be at the Umpires discretion and each case will be classed individually with various factors taken into consideration.

6. Violation
• In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 10 seconds. If this occurs the team that offends will be automatically required to pass the other team 3 balls and once this occurs play can begin again.
• In order to reduce stalling, a violation will be called if a team controls two (2) or more balls on their side of the court and make no effort to throw a live ball at the opposition for a period of 30 seconds. The violation will result in an opposition player who was previously out rejoining the game.
• Scrunching or squishing of the ball will be considered ball tampering and the player will be ruled OUT.

9. Suspensions and Ejections
• Incidents of a dangerous or unsportsmanlike nature that are reported by the referee or an opposing team will be taken seriously.
• All information regarding the incident will be taken into account and a decision on an appropriate resulting action will be made by the Sports Program Officer in consultation with senior staff members.
• Actions may include being removed from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.
• Any played that receives two technical fouls in one game will be ejected from the match. If this results in the team not having enough numbers to play on then that team will forfeit the match.

10. Finals Procedures
• In the case of equal game wins at the end of the time two (2) minute sudden death overtime period will be played. At the end of those (two) 2 minutes the team with the greater number of players on court will be declared the winner. Again if team numbers are equal an additional one (1) minute period will be played and so on until a winner is determined.

Players are only eligible to play finals if they have played at least 2 games during the regular season fixtures.
11. Have Fun!

The referees and competition organiser have the right to review any rule stated above at any time prior to or during the competition. If a situation arises which is not mentioned above, the umpire and/or competition organiser will use their discretion in making a decision.