



# SUSF Interfaculty Sport – Mixed Dodgeball Competition

## LAWS OF THE GAME

### TEAM

- SIX (6) players per team, with MINIMUM of two (2) female players on court at any time.
- A minimum of 5 players must be on the court to start the game or a forfeit occurs.
- Unlimited numbers of reserves are allowed.
- Each team requires to arrange ball retriever(s) to collect balls that left the court for their team.
- Three (3) players from an eliminated team can continue their competition with their progressing counterpart from the same school/faculty.

### EQUIPMENT AND ATTIRE

- Equipment (a match ball) is provided.
- No equipment is provided for team practice and warm up.
- Appropriate active wear is encouraged; team uniforms are not compulsory and same colour team shirts are recommended.
- Enclosed footwear must be worn.
- Players can wear protective gears, such as knee pads and sweat bands, if they wish to.
- NO accessories and jewellery can be worn (e.g. hats, gloves, earrings, rings, bracelets and necklaces etc.). The only exception is for a medic alert bracelet and medical certificate must be presented as evidence.

### COURT AREA

- *Playable Area*: dimensions are the same as a standard Volleyball Court (18m x 9m). (i.e. Blue lines)
- *Activation lines*: 3m from either side of the Centre line.
- *Eliminated Player Area (Out Box)*: designated court side corner/area away from playable area.

### FORMAT

- It is a ROUND ROBIN competition, with semi final, 3<sup>rd</sup> place and final.
- Each match consists of **2 x 10 minutes games** with a 1 minute break to change ends between games.
- Winning team(s) will be awarded 3 placing points; Teams with draw matches in first round will be awarded 1 placing point.
- In the event of draw in FINALS (i.e. 1<sup>st</sup> – 4<sup>th</sup> placing), extra ONE minute will be added with no blocking allowed. If still tied after extra time, one additional minute will be played with the team that is hit first losing the set.
- Unlimited interchange can only be made between games.
- Timeout may only be called if player on court is injured. Play will cease immediately upon signal from match official(s).
- Injured player(s) may substitute with a non-active player.

### GLOSSARY

- *Live ball*: A ball that has been validly thrown which can cause Elimination or be Caught.
- *Dead ball*: A ball that is no longer a Live Ball and therefore cannot cause Elimination or be Caught.
- *Inactive ball*: A ball that has not passed behind an Activation Line since the beginning of the current set.
- *Invalid Throw*: it may include rolling, kicking, slapping or scooping the ball.

### RULES

- **All matches are played on honour and honest system, i.e. when players are struck by a live ball, they will raise their hand to indicate the officials and head to the “Out Box” immediately.**
- Eliminated players must line up in the order of elimination for the east of return of the game.



- *Game commencement:* Each player must have at least one foot touching their respective back line.
  - Opening Rush: Balls must pass the activation line before a valid throw can be made.
  - Players must remain within the court area at all times, unless collecting dead balls.
  - Players are only allowed to throw the ball in their team zone. Players will be eliminated when they throw the balls outside their zone or leave the court for other purposes.
  - If a player steps on the line of the court border or Centre line, the player is deemed out for **foot foul**.
  - When a player catches a ball, the throwing player will be eliminated.
  - Headshots (i.e. hitting your opponents on the head) will result to the thrower to be out.
  - The referee may change possession of any number of balls at any time if they decide is necessary.
  - Yellow cards will be issued by game officials upon his/her discretion to an individual player or a team;
    - Yellow card to a player – the player is immediately disqualified from the game.
    - Yellow card to a team – the team immediately forfeit the game.
- Second (2<sup>nd</sup>) yellow card will be issued by game officials to an individual player or a team, which lead to a Red Card
- Red card to a player – the player is immediately disqualified from participating the remainder of match
  - Red card to a team – the team immediately forfeits the match, opposing team will win the match.
- Specific game rules can be referred in [this link](https://7db87a57-7199-44d8-99cd-7ce9304ed047.filesusr.com/ugd/dff623_bd6866b5cf8149bf87a7a923a40cd3f3.pdf) (https://7db87a57-7199-44d8-99cd-7ce9304ed047.filesusr.com/ugd/dff623\_bd6866b5cf8149bf87a7a923a40cd3f3.pdf)

#### **OFFICIALS & MISCONDUCT**

- Referees' discretion on calls are final.
- Only team captains or an Interfac Sport Rep from each team are permitted to seek clarification of a decision directly from the Referee in a courteous manner. An approach may only be made when the ball becomes dead and the game clock is stopped or at the discretion of the Referee.
- Misconduct will include but not be limited to:
  - ❖ Poor sportsmanship
  - ❖ Fighting, assault or unnecessary roughness
  - ❖ Vilification of any kind
  - ❖ General offensive behaviour such as excessive use of foul language
  - ❖ Mistreatment of equipment
  - ❖ Dishonesty
  - ❖ Interference in game play by non-active person (e.g. spectators, reserved players)
- Any abuse or misconduct directed at the Referee, game officials or other players, or on officials' decisions can result in offending players being asked to leave the court. It may also result in an automatic disqualification of the offending team.