

A young girl with long brown hair, wearing a blue and white Akuma brand dodgeball uniform, is captured in mid-air. She is holding a red dodgeball with both hands above her head, ready to throw it. She is wearing white knee pads with the 'NOD' logo and black and white sneakers. In the background, other children in similar uniforms are visible on a blue court, and a grey safety net is partially seen.

BRITISH DODGEBALL QUICK START JUNIOR RULES



BRITISH
DODGEBALL



QUICK START RULES

PLAYERS

6 PLAYERS ON A TEAM
10 PLAYERS MAXIMUM IN A SQUAD

TIMINGS

SET LENGTH = 2 MINS
MATCH LENGTH = 2 HALVES OF 3 SETS (6 SETS IN TOTAL)

WINNING A SET

ELIMINATE ALL OPPOSING PLAYERS
OR...
HAVE MORE PLAYERS REMAINING ON YOUR SIDE AT THE END OF A SET

WINNING A MATCH

A TEAM WINS A MATCH IF THEY HAVE MORE POINTS
2 PTS FOR A SET WON, 1 FOR A SET DRAWN, 0 FOR A SET LOST
IN GROUP TABLES A TEAM WILL RECEIVE 2 PTS FOR A MATCH WON, 1 FOR A MATCH DRAWN, 0 FOR A MATCH LOST
IF A MATCH IS DRAWN IN KKOCKOUT OR PLAYOFF MATCHES A 1 MINUTE OVERTIME SET WILL BE PLAYED WHERE TEAMS RESTART WITH 6 PLAYERS. IF A MATCH IS STILL DRAWN THEN SUDDEN DEATH WILL BE PLAYED

START OF PLAY

3 OR 5 BALLS DEPENDING ON THE AGE GROUP ARE PLACED ALONG THE CENTRE LINE
THE BALL(S) ON YOUR LEFT IS/ARE YOUR DESIGNATED BALL(S)
THE CENTRE BALL IS THE ONLY CONTESTED BALL
A BALL IS NOT LIVE UNTIL IT IS PASSED BACK BEYOND THE RETURN LINE

ELIMINATING OPPOSING PLAYERS

LIVE BALLS

A BALL IS LIVE UNTIL IT HITS A FLOOR, WALL OR ANY OTHER SURROUNDING SURFACE
MULTIPLE PLAY IS POSSIBLE WITH A LIVE BALL

QUICK START RULES

HITS

ANY PLAYER STRUCK WITH A LIVE BALL BY AN OPPOSING PLAYER WILL BE CALLED OUT

CATCHES

ANY CATCH ON A LIVE BALL WILL BE VALID. THE PLAYER WHO THREW THE CAUGHT BALL WILL BE CALLED OUT AND THE CATCHING TEAM WILL GAIN ONE PLAYER FROM THE OUTBOX

BLOCKING

PLAYERS ARE ABLE TO USE A BALL IN THEIR POSSESSION TO BLOCK AN INCOMING BALL. IF THE BALL THEY ARE HOLDING IS KNOCKED FROM THEIR POSSESSION THEY WILL BE CALLED OUT

LINES

A PLAYER WILL BE CALLED OUT FOR STEPPING OVER THE FAR NEUTRAL ZONE LINE OR THE SIDE LINES IF NO RETRIEVERS ARE BEING USED PLAYERS MAY LEAVE THE COURT TO COLLECT BALLS – PLAYERS MUST RETURN TO COURT FROM BEHIND THE BACK LINE

IN UNDER 11'S AND UNDER 9'S PLAYERS ARE ENCOURAGED TO STAY INSIDE THE COURT MARKINGS AND NOT NECESSARILY CALLED OUT FOR STEPPING OVER THE SIDE LINES

STALLING

PLAYERS SHOULD NOT INTENTIONALLY STALL THE GAME. ONCE A TEAM HAS POSSESSION OF THE MAJORITY OF THE BALLS THEY SHOULD LOOK TO MAKE AN ATTEMPT WITH AT LEAST ONE OF THOSE BALLS. WHEN A REFEREE CALLS PLAY 'N' BALL(S) A TEAM HAS 5 SECONDS TO DO SO. IF THEY DO NOT THEN PLAYERS WILL BE CALLED OUT

MULTIPLE PLAY

THE FOLLOWING ARE EXAMPLES OF MULTIPLE PLAY

A PLAYER WILL BE CALLED OUT IF THEY ARE HIT BY A BALL THAT HAS DEFLECTED OFF A TEAMMATE WHILST IT IS STILL LIVE

A CATCH IS VALID IF IT HAS DEFLECTED OFF A TEAMMATE WHILST IT IS STILL LIVE – IN THIS CIRCUMSTANCE THE HIT PLAYER PLUS THE THROWER WILL BE CALLED OUT – IF THE HIT PLAYER IS THE FIRST ONE OUT THEN THEY WILL IMMEDIATELY RETURN TO THE COURT

