

BRITISH DODGEBALL

RULES

24-25 Season



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Age Categories

British Dodgeball has 5 Age Categories:

- Under 11's (U11)
- Under 13's (U13)
- Under 15's (U15)
- Under 17's (U17)
- Adult

Key:

The British Dodgeball rule set varies slightly between different age groups to form a coherent and progressive approach to the sport. As such, please follow this key when referring to any age-group specific variations in the ruleset:

Black: General ruleset, applies to all age categories.

Blue: U11-specific rule. Supersedes any conflicting general rules.

Red: U13/15-specific rules. Supersedes any conflicting general rules.

Purple: U11/13/15-specific rules or U11/U13/U15/U17-specific rules. Supersedes any conflicting general rules.

Inclusive Rules Adaptations

1. The Inclusive Rules Adaptations serve to make dodgeball more accessible to new players. These are small amendments to the rules which event organisers can make to simplify the game whilst still following the correct general rulings of the sport.
2. Any Inclusive Rules Adaptations selected will supersede any other relevant British Dodgeball rules and/or regulations.
3. Inclusive Rules Adaptations consist of these 5 possible amendments which can be used in any combination:
 - IRA1 - No Neutral Zone: Remove the neutral zone element of the game, and use one central line which players must throw from behind. The court could be shortened slightly to keep the distance between the team's fair territory and back line the same (6.25M for u11 and 7.75m for all other age groups), meaning this could fit into smaller spaces.
 - IRA2 - No Ball Return Line: Remove the ball return line element of the game. From the opening rush, players must be in possession of the ball in close proximity (<2m) to the back line (or touching a back wall if playing wall-to-wall) to activate the ball. When a ball is passed back on to court from a retriever, the player must be stood in close proximity (<2m) to the back line or back wall to activate the ball.
 - IRA3 -Simplified Timings: Remove the match timer. Play a predetermined number of 2-minute sets (u13/u15) or 3-minute sets (u17/adult) instead. **This already applies to the u11 age category.*
 - IRA4 - Intentional Invalid Attempts: Adapt the invalid attempt rule. Referees will only warn and subsequently call players out for making an invalid attempt if they deem the player to have missed a target by more than 1 metre on purpose. **This already applies to u11, u13 & u15 age categories.*
 - IRA5 - Self-Retrieval: Remove the retriever element from games. Players self-retrieve off-court balls by putting their hand up and leaving court before re-entering by crossing the back line or touching the back wall. Players are not part of the game once they have left court, and so cannot be eliminated or make plays until they return.
4. To adapt a rule, the event coordinator must notify participants and match officials in advance of an event.
 - 4.1. The [Inclusive Rules Adaptations](#) may be distributed with competition literature to assist with this.

Rule 1. The Playing Area

1.1. Elements of the Playing Area

1. The playing area is the area which contains the court, ball retrieval area surrounding the court, player out box and penalty box. It should be enclosed by barriers or netting on all four sides where possible, to prevent balls from exiting.

1.2. Dimensions

1. The court must be a rectangular area.

2. **Court dimensions:**

- 2.1. **British Dodgeball Court:**

- 2.1.1. The British Dodgeball court is 16m x 9m as per [Appendix 1: Figure 1](#).

- 2.1.2. This is used at all British Dodgeball events, with the exception of English National Super League, League 1, British Dodgeball Championships and at venues where the available length is not at least 18m.
- 2.2. **EDF/WDBF Court:**
 - 2.2.1. The EDF/WDBF court is 18 x 9m as per [Appendix 1: Figure 2](#).
 - 2.2.2. This is used at English National Super League, League 1 and British Dodgeball Championships..
- 2.3. **Small Venue Adapted Court:**
 - 2.3.1. The Small Venue Adapted Court is 14 x 9m as per [Appendix 1: Figure 3](#).
3. The court must be 8m to 9m in width.
 - 3.1. 9m is preferred where possible, but this can be narrowed to 8m due to venue restrictions. This is outlined in [Appendix 1: Figures 4-5](#).
4. The court must be surrounded by a free area of at least 1 metre on all sides.

1.3. Playing Surface

1. The playing surface must be flat and horizontal.
 - 1.1. Timber or synthetic floor meeting standard European Standard EN 14904:2005 or Timber Area Elastic A4 floor is preferred.
2. The surface must not present any danger to players, staff or match officials. Overhead obstacles should be at least 4 metres above the court surface where possible.
3. It is not allowed to play on a slippery or rough surface.

1.4. Court Layout

1. All lines should be 5 cm wide. Where possible, they must be of a uniform colour or pattern that is different from the floor or other lines.
2. The court boundary is marked by two side lines and two back lines. They are drawn outside of the dimensions of the court, as they are not part of it.
3. The centre line must be marked exactly halfway between each back line. The line should extend 1 metre outside of the side lines to indicate the retriever's territory.
 - 3.1. Markings are recommended halfway along the centre line, 1.5m away from the halfway point and 3m away from the halfway point along the centre line to indicate where the five balls should be placed at the start of play.
UII: Markings are recommended halfway along the centre line and 2.5m away from the halfway point along the centre line to indicate where the three balls should be placed at the start of play.
4. The ball return lines are marked 5.5 metres from the centre line, parallel to it and enclosed by the side lines.
5. The neutral zone lines are marked 7 metres away from the nearest back line. They will be parallel to the back lines and enclosed by the side lines.
 - 5.1. The size of the neutral zone is adapted depending on the court used:
 - The neutral zone will be 2 metres wide on a British Dodgeball court, as outlined in [Appendix 1: Figure 1](#).
 - The neutral zone will be 4 metres wide on an EDF/WDBF court, as outlined in [Appendix 1: Figure 2](#).
 - The neutral zone will not exist and instead be replaced by a single centre line on the Small Venue Adapted Court, as outlined in [Appendix 1: Figure 3](#).
 - 5.2. In the case of the Small Venue Adapted Court, there will be no neutral zone and teams will play using the centre line only (as outlined in [Appendix 1: Figure 3](#)) with each side forming both the team's exclusive playing area and fair territory). Whenever the neutral zone or far neutral zone line is mentioned within this rules document, this should be read as 'centre line' when using this layout of court.

1.5. Zones & Areas

1. **Exclusive Playing Area:** The area that only one team is allowed to enter without committing a line fault. This is the area enclosed by the back line, the side lines and the nearest neutral zone line.
2. **Neutral Zone:** The neutral zone is the area between, but not including, the two neutral zone lines and enclosed by the side lines. The neutral zone forms part of each team's fair territory, as both teams can move within this zone without committing a line fault.
3. **Fair Territory:** The fair territory is the area which a live player can move within without committing a line fault. This is made up of a combination of a team's exclusive playing area and the neutral zone.
4. **Player Return Area:** The player return area is a rectangular area of at least 0.5m in width (preferably 1m) by 4m. It is located at least 1m away from the sideline of the court, starting in line with the back line. Also referred to as the 'out box'.
5. **Penalty Box:** The penalty box is an area extending 1 metre from the player return area towards the direction of the centre line by 1m. It should be the same width as the player return area.
6. **Court Boundary Area:** Where possible, a net, barrier or other hard surface will surround the court, approximately 2.5 metres from the outside court line (back lines and sidelines). The space between any court surround and the side and back lines of the court is called the "court boundary area".
7. **Coaches, Assistant Coaches & Managers:** Coaches, Assistant Coaches & Managers are confined to the combined areas of the player return area and penalty box during sets.
8. **Contested Ball:** The middle ball which both teams may compete for.
9. **Team's Uncontested Ball/s:** The ball/s to the left of the middle ball, which only the team can take possession of during the initial stage of the opening rush.
10. **Opposition Uncontested Ball/s:** The ball/s to the right of the middle ball, which only the team's opponents can take possession of during the initial stage of the opening rush.

Rule 2. Discipline, Communication & Protests

2.1. Discipline

1. Players, substitutes, retrievers, coaches, managers and spectators are subject to the authority of event coordinators and match officials at all times during an event. Any situations involving team's representatives on the day, including before matches begin, between matches and after matches end may be managed in line with [Rule 16. Violations & Penalties](#).
2. A referee's decision is final. Players, substitutes, retrievers, coaches and spectators must respect and adhere to any official's decision.
3. Players, substitutes, retrievers, coaches and spectators must at all times adhere to the British Dodgeball Code of Conduct as per [15.1. British Dodgeball Code of Conduct](#).

2.2. Communication & Appeals

1. Players are permitted to ask referees a non-aggressive question at a time when play has stopped about the outcome of a recent play where this was not fully clarified by the referee.
 - 1.1. Where possible, this should be directed to the referee by the captain or coach only. If the referee deems this to be aggressive or unnecessary, then sanctions will apply as per [Rule 16. Violations & Penalties](#).
 - 1.2. If the referee determines that a team is persistently questioning them over the same rule, then sanctions will apply as outlined in [Rule 16. Violations & Penalties](#).
2. If a coach or captain has asked a question or appealed a decision, and the referee has given an answer or confirmed a decision, they must accept this. If a coach or captain does not accept a refereeing decision or an answer they have given and continues to question, then sanctions will apply as per [Rule 16. Violations & Penalties](#).
3. No further appeals may be given during an event regarding an official's decision.
 - 3.1. For British Dodgeball events, individuals are encouraged to provide feedback on refereeing by completing the form on our Referees page. This includes positive comments and constructive feedback on decisions referees have made which the team did not agree with; all feedback will be reviewed by the Referee Manager and feedback will be provided to referees where deemed appropriate.
4. British Dodgeball will not tolerate verbal or physical abuse towards any staff members, including referees. Any such behaviour should be immediately reported to the event coordinator and to British Dodgeball by emailing the [Technical Committee](#) for review..
5. Video Evidence: Video evidence will not be accepted by referees as a live appeal mechanism during a match. Teams are encouraged to submit video evidence as part of a complaint after a match, as outlined in the [Complaints & Disciplinary policy](#).

2.3. Formal Protests

1. Formal protests can be made for the following reasons only:
 - A player who should be fulfilling a sanction is participating (see Rule [Rule 16. Violations & Penalties](#)); or
 - An incorrectly updated score line for the current set.
 - 1.1. An incorrectly updated score line for sets prior to the current set is not an allowed protest; teams are therefore encouraged to check the score before each new set begins.
2. All formal protests must be made during the reset prior to the start of the next set.
 - 2.1. Time should be paused for a protest if it cannot be resolved in a matter of seconds.
3. The formal protest must be made by the team representative as per [Rule 3.3. Coaches & Captains](#).
4. The court's head referee shall in turn notify other officials, as well as the opposing team's official representative.
5. The main referee or event coordinator will attempt to resolve the protest before the game can continue.

Rule 3. Official Roles and Responsibilities

3.1. Players

1. Teams consist of 6 players with up to 4 substitutes. All players must be in uniform as described in [Reg 6.3. Uniforms](#).
2. Players must only consist of those who meet the criteria as listed in [Reg 8.1. General Competition Eligibility](#).
3. A team can consist of no more than 10 players.
 - 3.1. Mixed teams must field a team consisting of both genders. No more than 3 players of a single gender may be on court at any time.

3.2. Playing Short-handed

1. **Starting a game:**
 - 1.1. A team must begin a match with at least 4 players on court if it is the first match of an event day, and 3 for the start of subsequent matches.
 - 1.2. For subsequent sets in a game, there is no minimum number of required players for starting each set.
 - 1.3. Teams must have a minimum of 2 retrievers at all times. Teams must play shorthanded, using players as retrievers, should they be unable to field 2 retrievers.
 - 1.4. Matches may be forfeit should teams be unable to field the necessary number of players and retrievers. For further information on forfeit sets, forfeit matches and abandoned matches, please refer to [Reg 12.1. Forfeits](#).
2. **Games in progress:**
 - 2.1. A substitute may not enter a set in progress until the start of a new set, except in the case of an injury (see [Rule 13. Injuries](#)).
 - 2.2. Should a player listed on the roster arrive late, or leave the playing area midway through a set and then return, they must join the player return area if the team is playing the current set with less than 6 players.
 - 2.3. A team must play with one less player on court when certain sanctions have been given to a player, coach or ball retriever as per [Rule 16. Violations & Penalties](#).

3.3. Coaches & Captains

1. Anyone standing in the player return area who is not a live player is classed as a coach.
2. Each playing team can have a maximum of two coaches during each match they play in. Only one of these may be classed as the team representative and engage in communication with the match officials and opposing team as per [Rule 3.3, 5](#).
3. The coach must remain inside their player return area or penalty box at all times during live sets.
 - 3.1. A coach is allowed to touch any stationary ball that is in the player return area, and may change the direction of a dodgeball or touch a ball that is outside of the player return area provided they do not leave this area and do not risk making contact with any players, retrievers, or officials. Any contraventions to this will result in a turnover.
4. Coaches must not use language that will reflect negatively upon players, officials or spectators, or sanctions will apply as per [Rule 16. Violations & Penalties](#).
5. **Team Representative:** Before the match starts, the team must identify to the officials which of the team's coaches or captains holds overall responsibility for the team's actions and will represent the team when communicating with match officials when asking questions, appealing decisions and making protests as per [Rule 22. Communication & Appeals](#).
U11/U13/U15/U17: Each individual team competing in the same time slot must have one individual adult coach who is listed on the team sheet. This coach is responsible for ensuring that the team is on time for matches, and that a responsible adult is with the team for the duration of a match who acts as the team representative.
 - 5.1. Should the team representative leave the court boundary area, or receive a blue, yellow or red card, the team must identify a new team representative to fulfil this responsibility until the original team representative returns or sanction is fulfilled.

3.4. Substitutes & Substitutions

1. Substitutes must stay outside of the court boundary area when a match is live. They may move inside the court boundary area between sets e.g. for timeout talks.
 - 1.1. If a substitute is fulfilling another role e.g. ball retriever or coach, then they may adhere to position restrictions as described in those roles rather than remaining outside the court boundary area.
 - 1.2. When positioned outside the court boundary area, substitutes may not interfere with play except by retrieving balls which have left the court boundary area. Some examples of this include:
 - Putting off an opposition player by making noises, performing actions such as waving arms or by faking throws at opposing players, or
 - Deliberately stalling the ball retrieval process by holding on to, attempting to hide or moving balls which must be returned to court further away from the playing area.
 - 1.2.1. A substitute classed as having 'interfered with play' should be sanctioned as per [Rule 16. Violations & Penalties](#).
2. Substitutions must be made within the reset period, prior to the start of a set.
 - 2.1. The substitute must be on court ready to play when the referee shouts 'line up'.
 - 2.1.1. Any substitutes who are not ready when the referee at this point must immediately move to the out box to begin the set as an eliminated player.
 - 2.2. No substitutions can be made during a set, except in cases of injury (see [Rule 13. Injuries](#)).
3. In a mixed team match, the substitute player must be of the same gender. If there are no other same gender players, that team will play short-handed.

3.5. Retrievers

1. A retriever is an individual designated to retrieve balls that go out of play.
2. Teams are responsible for providing their own retrievers. These can be anyone not playing on court, including substitutes.
3. Each team must have 2 retrievers as standard.
 - 3.1. Should team captains both agree in advance of the match and inform a main referee, each team may use 3 retrievers.
4. Where a team or teams in a match are not able to provide their own retrievers, teams must play shorthanded in order to provide a minimum of 2 retrievers.
5. Retrievers may be changed during the reset between each set.
6. A retriever may not enter the court at any time during live play.
7. A retriever must adhere to uniform regulations as outlined in [Reg 6.3. Uniforms](#).
8. A retriever is only allowed to field balls:
 - 8.1. That are outside the court (including balls that are touching the court boundary lines but not the court); or
 - 8.2. That are fully in the air over the court if all of the following apply:
 - a) no part of their body makes contact with the court;
 - b) the ball is not a live ball; and
 - c) they do not perform any actions which are intended to distract opposing players, such as leaving arms hovering over the court or waving arms over the court when not clearly reaching for a ball.
9. If a retriever is positioned in such a way that they are blocking a referee's line of sight, or distracting a referee, then they should comply with any instructions to relocate immediately.
10. Retrievers are not allowed to go into the opposition's half or field a ball in the opposition's half.
 - 10.1. Retrievers should not pass the approximate extension of the centre line when retrieving balls that have gone out of the playing boundaries.
 - 10.2. If a ball retriever makes contact with an opposing player or opposition ball retriever, the appropriate sanction applies as per [Rule 16. Violations & Penalties](#).
 - 10.3. If a ball retriever makes repeated, careless or dangerous contact with a referee, the appropriate sanction applies as per [Rule 16. Violations & Penalties](#).
11. A retriever error will be called if a retriever commits one of the following actions:
 - 11.1. Touches or retrieves a ball that is on the floor on court either through direct contact with the ball or by deliberate use of a ball they have retrieved.
 - 11.2. Touches or retrieves balls that are past the off-court centre line either through direct contact with the ball or by deliberate use of a ball they have retrieved.
 - 11.3. Touches the floor beyond the off-court centre line with any part of their person.
 - 11.4. Causes a ball to be transferred to the opposite team through any means (this is not a retriever error if the retriever is hit by a thrown ball, or did not fully have control of the ball, therefore any actions are unlikely to have been on purpose).
 - 11.5. Makes contact with an opposition retriever.
 - 11.6. Makes contact with a live ball thrown by an opponent before it has fully left the court via the back line or side line.
 - 11.7. Makes contact with a live ball by deliberate use of a ball they have retrieved.
 - 11.8. Touches a ball that fully is in the air over the court, where all of the conditions outlined in [Rule 3.5. 8.2](#) are not met.
12. Retriever errors should be sanctioned with a turnover penalty as per [Rule 16. Violations & Penalties](#).
13. Retrievers may not unfairly interfere with play. Some examples of this include:
 - Shielding an on-court player;
 - Attempting to interfere with the flight of a live-ball;
 - Putting off an opposition player by making noises, performing actions such as waving arms or by faking throws at opposing players; or
 - Taking a ball that an on-court player has direct possession of.
 - 13.1. A retriever classed as having 'interfered with play' should be sanctioned as per [Rule 16. Violations & Penalties](#).
 - 13.2. Genuine attempts to gain possession of a ball for their team are not classed as interfering with play, as long as the retriever does not breach any of the positioning rules, contact rules and sporting conduct rules regarding retrieving.
14. Retrievers are not required to put balls back into play immediately. Balls in a retriever's possession are however still subject to [Rule 7.7. Possession](#) and therefore stalling rules apply as per [Rule 7.8. Stalling](#).
 - 14.1. Retrievers should ensure that any ball not placed immediately into play is visible to the referee, e.g. by holding the ball in the air; failure to do so may result in a sanction as per [Rule 16. Violations & Penalties](#).
15. In order for a ball to be playable on its return to the court, retrievers must put balls back into play by one of the following methods:
 - 15.1. Passing a ball to any active player on their team.
 - 15.2. Placing, throwing or rolling the ball onto court.
16. Upon being returned to court, balls are only activated by being in possession of a live player who has both feet in contact with the court behind the ball return line as per [Rule 7.1. Ball Activation](#).
17. A retriever may pass a ball to players who are in front of the ball return line, but the ball is not activated as per [Rule 7.1. Ball Activation](#).
18. If a retriever's passed ball makes contact with a live ball, the referee should determine if this was accidental or unsportsmanlike and sanction as per [Rule 16. Violations & Penalties](#) if required.
19. During a reset, a retriever must reset balls to a starting position themselves or comply with requests from assistant referees with regards to passing nearby balls to them. Any attempts to waste time so that a reset will take longer than 20 seconds will be considered an unsporting act.

20. Any unsporting behaviour or infringements by a team's own retrievers will be sanctioned as per [Rule 16. Violations & Penalties](#).

3.6. Spectator Interference

1. Spectators may return a ball to play that has gone out of bounds by giving it to an official or retriever.
 - 1.1. Efforts should be made by those outside the playing area to return the ball to the appropriate team depending on where the ball has gone out of bounds; spectators should in general return the ball to the side where the ball is currently on (as if the centre line had been extended beyond the playing area).
 - 1.2. At their discretion, the referees may choose to adjust the possession of a ball which has returned to court in an unfair manner e.g. a ball thrown by a spectator clearly ends up in the wrong team's possession, or a ball thrown by a spectator ends up in a static position in the neutral zone which puts the possessing team at a disadvantage.
2. Any spectators who intentionally delay the returning of a ball into the playing area may be given warnings or sanctions as outlined in [Rule 16. Violations & Penalties](#), depending on whether the offending individual is a neutral spectators or non-active player.

Rule 4. Match Format

4.1. Approved Style of Play

1. There is currently one approved style of play for each age category that is sanctioned by British Dodgeball.
2. Specific [Inclusive Rule Adaptations](#) may be applied to the match format depending on the event regulations.

4.2. Home team

1. The home team should get the first choice of court side.
2. In absence of a home team (or when an overtime set is to be played), choice of sides shall be determined by a coin toss.
 - 2.1. In the absence of a coin, the referee may hold their hands behind their back and hide their whistle in one hand. They will then select one team representative to choose which hand they think the whistle is in. If they guess correctly, they may choose their side. If they guess incorrectly, their opponent may choose their side.

4.3. Fitness of the Court & Equipment Checks

1. The official shall determine the fitness of the court prior to the start of the match.
2. The court must fit British Dodgeball standards and be free of slip or trip hazards.
3. Over the course of the match, should the court become hazardous, the official must call a timeout to clear the hazard. A reset will be called to resume play once the court is again fit for play.
 - 3.1. Should the court be deemed unfit for purpose with no likelihood of the hazards being resolved during the remainder of the match, then the match shall be abandoned as per [4.7. Abandoned Matches](#).
 - 3.2. Should there be enough time remaining in the event schedule to play the full match once a hazard is dealt with and the court has been deemed fit to play on, the match will continue to be played in full.
 - 3.3. Should there not be enough time remaining in the event schedule to play the full match once a hazard is dealt with and the court has been deemed fit to play on, the match will restart and continue to be played until the allocated time as listed on the event schedule expires, at which point the match shall be deemed to have concluded.
 - 3.4. The event coordinator will make the decision regarding if there is enough time remaining in the event schedule for a match to be played in full at their discretion.
4. The official shall conduct safety checks on the match balls to ensure they:
 - Adhere to [Req 6.2. Official Dodgeballs](#); and
 - Have no rips or tears on their surface.

4.4. Player Checks

1. Main referees should conduct player safety checks before each match:
 - 1.1. Any players wearing jewellery must remove this immediately before play begins or before resuming play.
 - 1.2. Any players wearing any items in breach of [Reg 6.3. Uniforms](#) must remove or change the item in question (depending if the item is optional or not) immediately before play begins or before resuming play.
2. Main referees should conduct uniform checks before each match:
 - 2.1. Team uniforms adhere to [Reg 6.3. Uniforms](#);
 - 2.2. Coach uniforms adhere to [Reg 6.3. Uniforms](#); and
 - 2.3. Retriever uniforms adhere to [Reg 6.3. Uniforms](#).
3. Main referees should ask the Home team to confirm their choice of side as per [Rule 4.2. Home team](#).

4.5. Regulation Match and Set

1. Match:
 - 1.1. A regulation match should start at the allocated time, or as soon as possible thereafter, starting with any allocated warm-up time or player safety check/team briefing/coin toss time as outlined in [Reg 10.2. Competition Formats](#).
 - 1.2. Match Time Allowances:

Age Category	Warm-Up Time	Safety Checks/Team Briefing/Coin Toss	Match Time	Total Time Allocated
U11	N/A	1 minute	19 minutes to play: <ul style="list-style-type: none"> • 6 x 2 minute sets • 1 min half time 	20 minutes
U13/U15	N/A	1 minute	24 minutes to play: <ul style="list-style-type: none"> • 2 x 8-minute halves • 1 min half time 	25 minutes
Adult/U17 (open format)	3 minutes	During warm-up time	22 minutes to play: <ul style="list-style-type: none"> • 2 x 8-minute halves • 1 min half time 	25 minutes
Adult/U17 (league format)	5 minutes	During warm-up time	40 minutes to play: <ul style="list-style-type: none"> • 2 x 15-minute halves • 5 min half time • 2 x 1 minute team time outs 	45 minutes

- 1.3. All formats except U11 use a running match clock, recording the time remaining in the half without pausing where possible.
- 1.4. All formats except U11 will use a final set. A final set will last a maximum of 60 or 30 seconds depending on the match format:
 - 1.4.1. Final Sets:
 - U13/U15/U17/Adult: If less than 60 seconds of a match half remain when a set is about to begin, the match officials will announce that a final set will be played and the match clock will be set for a 60-second final set.
 - Adult (Open Format): If less than 30 seconds of a match half remain when a set is about to begin, the match officials will announce that a final set will be played and the match clock will be set for a 30-second final set.
 - 1.4.2. All penalty timers will be paused when match officials announce the final set and will restart when the final set begins and will be paused again when it ends.
 - 1.4.3. In the event of any false start, the final set timer and any sanction timers will be reset.
 - 1.4.4. Should the final set be won through a total elimination before the time expires, no further set will be played, unless during knockout stages where the final match score is a draw in which case refer to [Rule 4.5.4](#).
- 1.5. The main referee/s can halt play and stop the match timing when they deem this to be necessary, including:
 - If a main referee deems there to be a health and safety or safeguarding concern;
 - To assess penalties, settle verbal protests or to replace faulty equipment;
 - If a player becomes injured and the player requires immediate attention. (see [Rule 13. Injuries](#));
 - If the refereeing team cannot reasonably make a decision without stopping time, for instance, where there are multiple plays simultaneously or in quick succession;
 - If a turnover offence is committed with little time remaining in the set or match as per [Rule 16.3. Turnover](#); and
 - U17/Adult: Teams ask for a 1-minute tactical timeout as per [5.4. Timeouts and Suspension of Play](#).

- 1.6. Teams will change ends at half-time.
- 1.7. After the match has been completed, the points are totalled to determine a winner. The team with the highest points total wins the match.
- 1.8. A match score that has been signed off by both team captains will be final and cannot be amended.
2. **Sets:**
 - 2.1. All matches will consist of an indeterminate number of sets.
UT1: All matches will consist of 6 sets.
 - 2.2. A set is when 2 teams line up with one foot on court and one foot in contact with the back line to start play with 4 to 6 players, and they play until one team is eliminated, or until the time for the set expires.
 - 2.3. A set is played as an elimination game with 2 points awarded towards the match score for the winning of each set.
 - 2.4. The maximum time allowed for each set is 3 minutes of continuous play.
U11/U13/U15: The maximum time allowed for each set is 2 minutes of continuous play.
 - 2.5. If the referee declares a set ended due to the set time being played, the winning team for that set will be the team with the most players, on court when the referee has ended the set. If both teams have an equal number of players still in when time expires at the end of a set, it will be declared a draw and both teams receive 1 point towards the match score.
 - 2.6. When a team is eliminated, or the time expires, teams will reset for the next period. Teams must reset immediately. Match officials will allow 20 seconds for teams to reset.
 - 2.7. Upon completion of a set the winning team receives 2 points towards their match score and the losing team receives 0 points. If a set is drawn both teams will be awarded 1 point.
3. The referee will keep track of the match score and will announce the current score and remaining time of the half at the end of each finished set, and before calling for teams to "line up" for the new set if it is not the end of a half. If a team captain wishes to dispute the announced score, they must do so at this point before any new set begins. If no disputes are made the score is considered agreed and play will continue. The main referees are the authority where there are disputes.
4. **Overtime Set:**
 - 4.1. In knockout tournament play, an overtime set is played at the end of the match when both teams have won an equal number of sets in the match.
 - 4.2. An overtime set lasts for one minute.
 - 4.3. Choice of sides for the overtime set shall be determined by a coin toss.
 - 4.4. If this is drawn at the end of the set, the match officials will call "sudden death!", and the first team to eliminate an opposing player wins the match. Play does not cease when sudden death begins.
5. An event coordinator or main referee is empowered to stop a match at any time, including for those reasons outlined in [Rule 4.7. Abandoned Matches](#).

4.6. Forfeited Match & Forfeited Set

1. **Self-Elimination:** Where a player or team wishes to forfeit a set, they should leave the court with one hand in the air, thus eliminating themselves from the set by committing line faults and losing the set.. There is no limit to how early or late in a set a set may be forfeited.
2. **Late First Match Start Procedure:** This procedure is only used during the first match a team plays in at an event. If one of the teams can not line up with the minimum number of 4 registered players on court at the start of the first set of a match (after any warm-up time has been used as per [Reg 10.2. Competition Formats](#)), the official will begin the forfeit match start procedure:
 - 2.1. The team will forfeit the first set, and the official will award 2 set points to the opposing team, and time a full 3-minute set.
U11/U13/U15: The team will forfeit the first set, and the official will award 2 set points to the opposing team, and time a full 2-minute set.
 - 2.2. If the team is still not able to field 4 players at the beginning of the second set then they shall also forfeit this set. The official will award 2 set points to the opposing team and time one further full set.
 - 2.3. If this team is still not present for the beginning of the third set, then they shall be deemed to have forfeit the match.
 - 2.4. **Double Late First Match Start Procedure:**
 - 2.4.1. If neither team is able to field 4 players at the beginning of the first or second set, then the match score remains at 0-0 until at least one team is able to field a team.
 - 2.4.2. Should one team become able to field 4 players in time for the second set, then they will earn 2 set points for the second set and then their opponent will forfeit the match should they not be able to field 4 players in time for the start of the third set.
 - 2.4.3. If neither team is able to field 4 players at the beginning of the third set, then the match shall be declared void (both teams forfeit).
3. For matches which are not a team's first scheduled match of the day, if one of the teams can not line up with a minimum of 3 registered players on court at the start of the first set of a match (after any warm-up time has been used as per [Reg 10.2. Competition Formats](#)), they are deemed to have forfeit the match.
4. **Match Forfeits:** Where one team, or both teams, have forfeited the match, this will result in match scores as outlined in [Reg 12.1. Forfeit Matches](#).

4.7. Abandoned Matches

1. A main referee or event coordinator is empowered to stop a match at any time. Should the official deem the match unable to be completed, then the official will record this as an abandoned match.
2. For scoring purposes, the official will record the reason for the abandonment in one of three ways:
 - 2.1. **Abandoned match (No teams at fault):** This is where neither team had bearing on the match being unable to continue. Final match scoring is to be recorded as per [Reg 12.2, Abandoned Matches](#). Reason include:
 - Environmental hazards (e.g. spillages/leaks/dangerous floors/no lighting);
 - A seriously injured player unable to leave the court before receiving medical attention;
 - Any other causes that place those in present peril; or
 - Lack of time remaining to finish the match.
 - 2.2. **Forfeit match (One team at fault):** This is where the match being abandoned was due to one team's conduct, inability to continue a match or decision not to continue a match. This results in one team being classed as forfeiting the match for scoring purposes as per [Reg 12.2, Abandoned Matches](#). Reasons include:
 - Abusive behaviour towards an official which means the official can no longer perform their duties;
 - Serious misconduct (e.g. teams fighting);
 - If an official is physically attacked by any team member and/or spectator (if the spectator is clearly linked to one team);
 - If a team refuses to continue to play after the match has begun, unless the match has been suspended or terminated by the official. This includes delaying the reset through any unsporting behaviour, and repeatedly removing balls from the playing area to stall play;
 - If a team fails to appear on the court or is on the court but refuses to begin a match at the scheduled or assigned time;
 - If the order for the ejection of a player, coach or team manager is not obeyed;
 - If an ejected player is discovered participating;
 - If a junior coach has been ejected and a junior team has no remaining responsible adult inside the playing area as per [Rule 3.3, Coaches & Captains](#).
 - 2.3. **Double forfeit (Both teams at fault):** This is where the match being abandoned was due to both team's conduct, inability to continue a match or decision not to continue a match. This results in both teams being classed as forfeiting the match for scoring purposes as per [Reg 12.2, Abandoned Matches](#). Reasons include those outlined in [Rule 4.7. 2.2](#) where the official deems both teams to have contributed to the abandonment.
3. If the match in progress is deemed to have been abandoned due to no team being at fault, then the score will be recorded as per [Reg 12.2, Abandoned Matches](#). If the match in progress is deemed to have been abandoned due to one team, or both teams, being at fault, this will be declared a forfeit match and forfeit rules shall be applied as per [Reg 12.2, Abandoned Matches](#) no matter the current score at the time the match was abandoned.

Rule 5. Start & Restart of Play

5.1. Starting a Set

1. Each set starts with an opening 'rush'. The minimum number of required referees, assistant referees, players and ball retrievers must be present as per [Rule 3.2, Playing Short-handed](#), [Reg 11, Allocated Officials](#) and [Rule 3.5, Retrievers](#).
2. **Rush process:**
 - 2.1. A centre referee instructs teams to "Line up!".
 - 2.2. Up to 6 players must position themselves with part of one foot making contact with their team's back line and the other foot inside the court.
 - 2.3. A centre referee says, "Ready!".
 - 2.4. After the "Ready!" command has been issued, all players must remain in a stationary position until the starting whistle.
 - 2.4.1. Any players who line up late (after that referee has issued the "Ready!" instruction) may still join the game by stepping fully on to court as outlined in [5.2, The Rush](#). They may not compete in the rush for any balls or this would be classed as a false start as per [Rule 5.1. 3](#).
 - 2.4.2. Sanctions may be given to players who consistently line up late or purposefully move before the "Go!" command even when they are not intending to cross the ball return line, as this may impede their referees' ability to assess false starts.
 - 2.5. The official will pause for approximately 1 second and then blow a whistle to signal the start of the set.
 - 2.5.1. If the official has no whistle then "Go!" may be used instead.
 - 2.5.2. Should more than 6 players enter the court for one team at the start of a set, this will be classed as a false start. Additional sanctions may be given if the referee deems this to be repeated or deliberate time-wasting as outlined in [Rule 16, Violations & Penalties](#).
3. **False starts:**
 - 3.1. If a player moves after the "Ready!" instruction but before the whistle (or "Go!" command), and continues to cross the ball return line, it will be considered a false start.

- 3.1.1. False starts are not called on players who move between the "Ready!" instruction and the whistle (or "Go!" command), but do not continue to cross the ball return line.
- 3.2. The penalty for a false start is a turnover. See [Rule 16.3. Turnover](#) for more details.
UI: The penalty for a false start is the offending team no longer being allowed to compete for the middle ball during that set.
- 4. If both teams false start, the team which was deemed to have begun the false start will be classed the offending team.
 - 4.1. If the match officials are unable to determine which team initiated the false start, the match officials will reset for another opening rush.

5.2. The Rush

- 1. The rush occurs at the beginning of each set or reset, and ends when a team has activated (or attempted to activate in the case of activation errors as per [Rule 7.1. Ball Activation](#)) at least one ball.
- 2. Upon an official's signal as per [Rule 5.1. Starting a Set](#), both teams may send players to rush to centre court and attempt to retrieve the two balls to their left designated for their team and the one ball in the centre (which is open to either team).
UI: Upon an officials signal, both teams rush to centre court and attempt to retrieve the one ball to their left designated for their team and the one ball in the centre (which is open to either team).
- 3. A maximum of 3 players per team are allowed to rush for the balls available for the team to collect, any players above the required amount that cross the attack line will be called out.
UI: A maximum of 2 players per team are allowed to rush for the balls available for the team to collect, any players above the required amount that cross the attack line will be called out.
- 4. There is no limit to how many balls an individual player may retrieve.
- 5. **Designated balls:**
 - 5.1. Players running for the designated balls on their left are the only players who are allowed to cross the centre line during the rush. These players may only make contact with the floor on or over the centre line with one foot.
 - 5.1.1. Any player who is running for their team's designated balls who makes contact with the centre line, or the ground over it, with both feet shall be called out.
 - 5.2. If a designated ball is knocked off of the centre line in the opponent's direction, the ball will be considered an activated ball for the opponents which can be used immediately without needing to be returned to a player behind the attack line.
- 6. **Contested balls:**
 - 6.1. Players rushing for the contested centre ball are not allowed to make contact with the centre line, or the court over the line, with any part of their body, including their uniform.
 - 6.2. A player may not slide or dive towards the centre line of the court when rushing to gain possession of a ball on the centre line. The offending player will be sanctioned in line with [Rule 16. Violations & Penalties](#).
 - 6.3. No deliberate physical contact between players is allowed, and the offending player/s will be called out. This applies to pushing, grabbing and leaning on to a player from the opposing team. Incidental contact when competing for the centre ball will not be penalised.
 - 6.4. If two players both have hold of the centre ball, they are both allowed to keep hold of it and try to gain possession, as long as they do not initiate intentional physical contact (see [Rule 9. Neutral Zone](#)). If one player is pulled over the centre line by the other competing player without the pulling player being in breach of physical contact rules, the player who touches the court over the centre line will be called out.
- 7. **Non-Rushers:** All players who are not rushing for the balls, but who are waiting for the balls to be made live must step onto the court at the start of the set.
 - 7.1. If a player has not stepped onto the court by the first rusher, from either team, has made contact with a ball on the centre line, that player will be called out for being off the court.
- 8. When the rush is over, players may cross the centre line fully into the neutral zone and each team may retrieve their opponent's uncontested balls.

5.4. Timeouts and Suspension of Play

- 1. In match formats which consist of 15-minute halves, each team has the option to use a tactical timeout of 1 minute.
 - 1.1. This must be requested by the team representative verbally or by making a 'T' sign to a centre referee before during the reset period. This must be requested before the referee begins to issue the "Line Up!" command which signals the start of a new set.
 - 1.2. Match and penalty timers will be paused during the tactical timeout and will resume immediately at the beginning of the next set.
- 2. All balls are classed as dead upon the referee's whistle. As such, eliminations made after time has stopped do not count. Referees will decide at their own discretion whether any eliminations were made before or after time was paused.
- 3. During a break in play, all players must remain on court, on the bench, or if out they must remain in their position in the queue. Balls should remain with the same team they were with before play was suspended.

5.5. Resetting or Resuming Play

1. Play will resume from the point play was paused with regards to eliminated players and ball possession.
2. After a pause mid-set, players should adopt the starting position as outlined in [Rule 5.1. Starting a Set](#) before the official resumes time, with the exception being that teams may begin with possession of any balls that were in their half of the court, or within their half of the court boundary area, before play stopped (rather than being placed on the centre line).
 - 2.1. Before resuming play, the referee shall give clear instructions to start on the back line. If players delay lining up and the referee resumes time, any players incorrectly positioned will be eliminated.
 - 2.2. Players must promptly step fully onto court with both feet once play has resumed; any players attempting to gain an advantage by delaying stepping onto court may be subject to sanctions for unsporting behaviour.

Rule 6. Player States

6.1. Live Players

1. Players who are actively participating in the set and have not yet been eliminated are classed as a live player.

6.2. Hit Players

1. Players who have been hit in one of the following ways, and are attempting to catch the deflected ball, are classed as a hit player:
 - 1.1. Hit directly by a live ball on any part of the body including hair.
 - 1.2. Any article of clothing or uniform is hit directly by a live ball.
 - 1.3. Hit indirectly by a live ball:
 - Rebounding off of another player on the court.
 - Rebounding off of another ball including balls blocked by opponents and/or teammates.
 - Rebounding off of a ball lying on court.
2. Plays made against a hit player are resolved as follows:
 - 2.1. The player catches the deflected ball before any other live balls make contact with them. The catch is complete and the player becomes a live player once again.
 - 2.2. The deflected ball becomes dead as per [Rule 7.2. Live and Dead Balls](#), meaning the hit player is out and becomes an exiting player.
 - 2.3. The player may be hit and immediately deemed out by any contact made with other activated, live balls before completing the catch.
 - 2.3.1. A player is not immediately deemed out by additional hits if they are in continuous contact with all balls that hit them until all catches are completed e.g. in the instance of a double catch.
3. The hit player must not do anything to eliminate an opponent until they have caught the deflected ball which initially hit them.
 - 3.1. All throws made by the hit player between the deflection and catch of the deflected ball are unable to eliminate an opposition player but can be caught and bring back an opposition player as per the advantage rule as outlined in [Rule 7.3. Attempts](#).
 - 3.2. Any contact made with another ball (including a catch taken by the hit player) eliminates the hit player immediately, even if they go on to catch the ball that initially hit them.
4. During sudden death play, should a player be hit and fail to catch the ball that hit them, this will be considered the winning out regardless of any subsequent outs after the hit.

6.3. Exiting Players

1. An exiting player is a player who has been deemed out and is in the process of leaving the court, or a player who has been hit and is obviously not attempting to, or has failed to catch the deflected ball.
2. Upon being deemed out, an exiting player must raise at least one hand over their head. This signals that they are out and leaving the court. It also helps to prevent late hits and protects the players head as they exit.
 - 2.1. Any player who is adjudged to have deliberately thrown at a player who is indicating they are out despite having ample time to stop the throw will be called out.
 - 2.2. Any player who is adjudged to have thrown an invalid attempt due to not having ample time to realise they were throwing at an invalid target and subsequently attempting to stop their throwing motion will not be called out for an invalid attempt.
 - 2.3. Where a targeted player has not raised at least one hand above their head and has not very explicitly been hit/ otherwise got out in a way that the throwing player cannot have avoided seeing, the throwing player is entitled to throw at the targeted player.
3. An exiting player must exit the court as quickly as possible over the nearest sideline or back line. They must then make their way to the queue without interfering with play. Some examples of this include:
 - Deliberately shielding an on-court player when exiting court;

- Shielding an on-court player after having exited the court;
 - Deliberately interfering with the flight of a live-ball;
 - Deliberately making contact with a non-live ball whilst exiting the court or joining the player return queue;
 - Deliberately delaying their exit from court to prevent an opponent from gaining possession of a ball; or
 - Putting off an opposition player by making noises, performing actions such as waving arms or by faking throws at opposing players.
- 3.1. A player classed as having 'interfered with play' should be sanctioned as per [Rule 16. Violations & Penalties](#).
 - 3.2. Where an out player was in control of a ball at the time that they were deemed "out", they are permitted to drop their ball or to transfer this ball to a teammate or team ball retriever if this does not cause any delay to them leaving the court. Any transferred ball is subject to [Rule 7.3. Attempts](#) and can result in a turnover if it is transferred over the neutral zone line to the opposing team.
4. The exiting player takes position at the end of the queue, behind any previously-out teammates.
 5. A ball that has hit an on-court exiting player which hasn't been intentionally deflected by that player is still a live ball and can be caught or hit other players out.
 6. An exiting player must not intentionally impact play. Should an official determine that they have done so, they will receive a yellow card and a turnover will be called against their team as per [Rule 16. Violations & Penalties](#).
 - 6.1. Examples of impact to play but not limited to are:
 - Continuing to throw after being hit out. *This should only be applied where the officials believe the player could have reasonably been expected to halt the throw.*
 - Intentionally obstructing a ball while leaving the playing area.
 - Shielding other players
 - Catching, or otherwise altering the path of a live ball.
 - 6.2. Actions that are reflex or due to safety considerations, and only fractions of a second after having become out, should not be penalised e.g. catching a ball just after being hit by another ball

6.4. Returning Players

1. A returning player is a player who has been deemed out and is waiting in the queue to return to play.
2. Players from the queue return to play in the order they were put out. If unsure, they are encouraged to check with the return line assistant referee or main referee.
 - 2.1. A player who enters out of turn should be called out, and their team loses the chance to add a new player. The player who was supposed to enter remains in the front of the queue but is not allowed to enter until the next opportunity.
 - 2.2. Where the violation is considered purposeful and unsporting, the referee may issue a sanction to the offending player.
3. A returning player must have both feet touching the ground inside the court to be deemed a live player.
 - 3.1. A player must return to the court by stepping onto the court over the back line (or behind the ball return line if playing wall-to-wall with no back line).
 - 3.2. A player is only eligible to be out once both feet are touching the ground inside the court.
 - 3.3. A player is only eligible to make a catch once both feet are touching the ground inside the court. If a player catches a ball before establishing both feet in-bounds, the play is void (i.e., A player entering from the queue leaps into the court and catches a ball before both feet contact the ground. This would not be deemed a catch, and no out or penalty would result.).
4. A returning player can not deliberately delay entry in order to avoid being in-bounds for a particular attack, however, a player is permitted to find a safe and suitable space at which to enter the court.
5. If a returning player leaves the queue for any reason, they must return to their original position in the queue. The team will forfeit its ability to return a player from the queue until that player returns to the queue, except under special circumstances at the referee's discretion e.g. a junior player going to the toilet.
6. A returning player must make their way onto the court without interfering with play. Some examples of this include:
 - Deliberately shielding an on-court player when exiting court;
 - Shielding an on-court player after having exited the court;
 - Deliberately interfering with the flight of a live-ball;
 - Deliberately making contact with a non-live ball whilst returning to play; or
 - Putting off an opposition player by making noises, performing actions such as waving arms or by faking throws at opposing players.
 - 6.1. A player classed as having 'interfered with play' should be sanctioned as per [Rule 16. Violations & Penalties](#).
 - 6.2. Gaining possession of an off-court dodgeball and carrying it on to court would result in a turnover only.

Rule 7. Gameplay

7.1. Ball Activation

1. During the rush, or when a ball is put back into play by a retriever or anyone else off-court, any ball must be activated before it may be used to eliminate an opponent by making a hit.
2. A ball is only activated when it is in possession of a live player that has both feet in contact with the court fully behind the ball return line. There are several ways to activate a ball:
 - A player carries the ball behind the ball return line.
 - A player passes the ball to a teammate who is behind the ball return line.
 - A retriever passes the ball to a player who is behind the ball return line.
 - 2.1. An exception to this rule is during the rush specifically where an uncontested ball is moved into the opposing team's half. This ball is activated for the opposing team automatically without the need for it to be in possession of a live player with both feet behind the return line as per [Rule 5.2. The Rush](#).
3. Once a ball is activated, it remains so until the end of the set or until a retriever or anyone else off-court gains control of a ball.
 - 3.1. Balls that have travelled off-court but return to court, e.g., by bouncing off a wall, or by hitting a retriever who did not gain possession of the ball, are considered to be still activated.
4. A ball that has not been activated may still be thrown, but any hits made using this ball are voided plays. Thrown balls are subject to the valid attempt rule and the advantage rule (any catches made on this ball would be successful as per [Rule 7.3. Attempts](#)).
5. A ball that has not been activated may still be used to block and set up plays such as block-attacks or block-catches.

7.2. Live and Dead Balls

1. A live ball is a ball which has been previously activated and thrown by a player in the general direction of an opponent.
2. A live ball becomes "dead" when it makes contact with the floor or other external surface (including walls, ball retrievers and off-court exiting/returning players), or is caught.
3. The thrown ball is still live upon contact with another ball or player, including any ball not in a player's possession. Multiple hits can therefore be made as a result of one throw.

7.3. Attempts

1. Balls may only be thrown when making an attempt, with the exception of the block attack. A throw may be performed with one or both hands and be overhand, underhand, side arm or chest push/throw.
 - 1.1. Intentionally kicking a ball or spiking a ball in an unsporting way will result in an out for the offending player.
 - 1.2. Players may pass the ball to teammates via controlled passes using the foot.
2. A player may not throw or kick the ball once play has stopped or after being called out (except to pass the ball to a teammate or ball retriever if called out). Actions deemed as flagrant or unnecessary, will result in a sanction.
3. An attempted throw must leave a player's hand. An opponent may not be "tagged" out.
4. A player must not dispossess an opponent of a live ball e.g, knocking a ball from a player's hand or hands, snatching a ball from a player. This would result in a sanction as per [Rule 16. Violations & Penalties](#).
5. Players are not allowed to roll a ball to the opposing team, unless instructed to do so by a match official e.g., as part of a turnover. A rolled ball would be considered an invalid attempt as per [Rule 7.3. 7](#).
6. **Valid Attempts:** A valid attempt is a thrown ball that lands or passes within 1 metre of a live opponent, or their position immediately before the ball was released.
7. **Invalid Attempts:** An invalid attempt is a thrown ball that does not land or pass within 1 metre of a live opponent, or their position immediately before the ball was released.
 - 7.1. A player is called out upon making an invalid attempt. Heavier sanctions may apply as outlined in [Rule 16. Violations & Penalties](#).
U11/U13/U15: A player is not called out upon making an invalid attempt unless the referee believes the ball was deliberately thrown without any intent to hit. In this case, a warning for an invalid attempt will be given. A subsequent invalid attempt will result in the player being called "out".
 - 7.2. Players may not throw at a returning player. If players do throw at a player who is returning to court before they are a live target as per [Rule 6.4. Returning Players](#), the team may be sanctioned with an invalid attempt unless the ball was within 1 metre of a live player during the attempt. An attempt such as this should not be called invalid if a player has deliberately delayed re-entry.
 - 7.3. Transferring balls to the opponents' side of the court by any means other than a valid attempt or block will be considered an invalid attempt and the player will be called out. Examples of this include:
 - Dropping a ball in a manner that causes it to leave the player's fair territory and enter the opponent's exclusive playing area, or past the externally marked centre line if directed off-court.
 - Carrying a ball into the neutral zone and deliberately leaving it there. Balls left in the neutral zone unintentionally should not be penalised.

- 7.3.1. When a player drops a ball to make a catch, if the catch is successful and the player could not reasonably be expected to prevent their ball from crossing into their opponent's half, they will not be called out.
- 7.4. Referees should consider whether any flagrant invalid attempts (e.g. throwing a ball which does not pass within 2m+ of an opponent) made during the last 30 seconds of a set which are likely to have a result on the end of the set should be deemed as unsporting as per [Rule 15.2. Unsporting Conduct & Misconduct](#)
8. **Advantage:**
- 8.1. An attempt using a ball that has not been activated as per [Rule 7.1. Ball Activation](#), an attempt made by a player who has already been eliminated, or a ball thrown by a player on the offending team when a referee has called for play to cease due to a turnover are subject to the advantage rule.
- 8.2. Any attempt made subject to the advantage rule cannot directly benefit a player or team outlined in this rule above. These attempts can still benefit the opposing team. Examples of this include:
- A ball someone who is subject to the advantage rule throws can not eliminate opponents directly by making a hit.
 - A ball someone who is subject to the advantage rule throws can be caught by opponents
 - A ball someone who is subject to the advantage rule throws can be classed as an invalid attempt as per [Rule 7.3.7.](#)

7.4. Eliminations

1. A player who is hit by a live ball is out at the moment of contact and classed as a hit player until their status is resolved as outlined in [Rule 6.2. Hit Players.](#)
2. A player deemed out becomes an exiting player and must exit the court directly and join the end of their team's queue accordingly as outlined in [Rule 6.3. Exiting Players.](#)
3. A player shall be deemed as eliminated ("out") when:
 - 3.1. Hit by a live ball and fail to catch the ball as outlined in [Rule 6.2. Hit Players.](#)
 - 3.2. A live ball they have thrown is:
 - Caught in flight by an opponent.
 - Caught after rebounding off of another player by an opponent.
 - Caught after rebounding off a ball lying on the court by an opponent.
 - 3.3. The player commits a line fault as outlined in [Rule 5.2. The Rush](#) and [Rule 8. Out Of Bounds.](#)
 - 3.4. A ball in the player's control is knocked out of their possession by an activated live ball and touches the floor as outlined in [Rule 7.6. Blocking.](#)
 - 3.5. An official has deemed that a player has committed a rules violation.
 - 3.6. The player or team has been charged with a penalty, causing a player to be ejected from live play.
4. In accordance with the [British Dodgeball Code of Conduct](#), all players should leave the court when knowingly out, without requiring a call to be made by the referee. Any player who does not do so where the referee deems that they could not reasonably have believed they were not out should be sanctioned for unsportsmanlike conduct. *The referee should be aware that where a player is being targeted by multiple balls or there are multiple simultaneous plays, the player may be less likely to be aware that they have been hit.*
5. The referee is able to reinstate a player where the player has left the court when they were not in fact out.

7.5. Catches

1. When a player catches a live ball thrown or blocked back towards them by an opponent, the throwing/blocking player is out and the catching player also brings back into play the first of their team's out players. If there are no out players, no one is brought back into play.
2. A catch is deemed valid if the following conditions are met:
 - 2.1. The ball is a live ball, and it is caught in-flight by a live player.
 - 2.1.1. Any illegally-thrown ball may be caught, resulting in a catch for the opposition without risk of being hit out, as per [Rule 7.3. Attempts.](#)
 - 2.2. The catch is complete once the player has control of the ball. Any subsequent actions, such as being hit by another ball or landing out of bounds will be seen as a separate action which happens after the catch.
3. An official shall decide if the ball is under control:
 - 3.1. For a catch to be considered complete, it must be fully in control of the catching player.
 - 3.2. Full control is established once the ball is stable and at least one hand has been placed on the ball to secure the catch by the player (i.e., A ball caught between a player's knees, must have a hand on the ball while it is under the player's control to be considered caught).
 - 3.3. In cases of multiple ball catches, the player must maintain continuous contact with the first ball to hit them in order for the catches to be considered successful.
4. Any catch made by pinning an in-flight live ball between a wall, floor, or other object that would otherwise render it a dead ball is not considered a valid catch and the player executing this is deemed out.
5. If more than one player makes contact with a ball simultaneously, all are considered out.
6. Players are not allowed to pull out their shirt or any other part of their uniform to catch a ball.

7. A player is allowed to drop a ball that they have control of when they are attempting to catch an incoming ball. Players who drop a ball in order to try to catch may be called out for an invalid attempt as per [Rule 7.3. Attempts](#).
8. Jumping into an opponent's court, or out of bounds is permitted when attempting to catch a ball, providing it is not considered to be dangerous play by referees. The player will be called out the moment they make contact with the floor, and so referees must determine the player to have had control of the ball before making contact with the ground outside of their fair territory for the catch to count.
 - 8.1. If it is considered to be dangerous, the jumping player will be subject to sanctions.

7.6. Blocking

1. A player can use any ball to block a ball which has been thrown by the other team, regardless of whether the ball has been activated or not as per [Rule 7.1. Ball Activation](#).
2. A thrown live ball remains a live ball after being blocked by another ball in control of a player; if it deflects off the blocking ball onto the blocking player or any other player, all players hit will be out.
3. When a player uses a ball to block a live ball, their hands to the wrist are considered to be part of the ball; any contact on the hand before the wrist is not a hit.
4. **Loss of Control:** If direct contact made between an activated live ball and a player's hands or any balls in their possession causes the player to lose control of any balls in their possession, they are classed as a dispossessed player.
5. **Dispossessed Player:** The dispossessed player must regain control of all the balls previously in their possession before any of these balls make contact with any surface or other player in order to avoid being eliminated.
 - 5.1. Any activated, live ball can dispossess a player. This includes balls that ricochet off another area of the player's body, balls that ricochet off another player, or balls which are blocked by other players before making contact with the player's hands or a ball in their possession.
 - 5.2. Should the dispossessed player, or any other player, catch a blocking ball which the player has lost control of, this is not considered a catch.
 - 5.3. A dispossessed player must not do anything to eliminate an opponent until they have recovered control of the ball that they lost control of.
 - 5.3.1. All throws made by the dispossessed player between the loss of control and the moment control is recovered (or it touches any surface or other player) are unable to eliminate an opposition player but can be caught and bring back an opposition player as per the advantage rule as outlined in [Rule 7.3. Attempts](#).
 - 5.3.2. Any contact made with another ball (including a catch taken by the dispossessed player) eliminates the dispossessed player immediately, even if they go on to recover possession of the ball they lost control of.
6. A player may choose to drop a ball they have just used as a blocking ball in order to catch the blocked ball. If the referees determine this to be a loss of control however, the player would be called out as per [Rule 7.6. 4](#).
7. A player is allowed to drop a second ball that they have control of when they are attempting to block an incoming ball. However, players who drop a ball in order to try to block will be called out if the dropped ball passes the far neutral zone line.
8. A blocked ball can be caught.
 - 8.1. If caught by the opposition, the blocking player is out.
 - 8.2. A block attack is considered to be the same as a throw and any resulting actions should be ruled as such. Valid attempt rules as outlined in [Rule 7.3. Attempts](#) do not apply to block attacks.
 - 8.2.1. If a teammate is hit by a live ball from a block attack, they will be out.

7.7. Possession

1. Match officials will consider a ball to be in a team's possession if it fulfils one of the following conditions:
 - The ball is under the direct control of a player;
 - The ball is positioned in the team's exclusive playing zone;
 - The ball is positioned in the neutral zone so that it is closer to a player in the team than any opponents;
 - The ball is under the direct control of a retriever who is not actively trying to return it to the court as per rule [7.7. 4](#) (e.g., for tactical reasons or to waste time); or
 - The ball is positioned within the team's half of the court boundary area.
 - The ball is positioned off-court but within the team's half of the boundary area, with the team's retrievers not actively trying to gain direct control of the ball in order to return it to court.
2. Match officials will not consider a ball to be in a team's possession if it fulfils one of the following:
 - The ball is moving too quickly on the court or off-court and nobody has gained control of it (e.g. if it has hit a wall after being thrown, or if it hit a retriever who attempted but failed to gain control of the ball);
 - The ball has left the court boundary area as per [Rule 7.7. 3](#);
 - The ball is off-court but within a team's boundary area, and a retriever is actively trying to gain direct control of it in order to return it back to court; or
 - The ball is in the direct control of a retriever who is actively returning it back to court.
3. Match officials will not consider balls which are outside the court boundary zone to be in a team's possession until they are brought back into the area.

- 3.1. Match officials will not consider balls which are in the court boundary zone but affected by environmental obstacles (such as being caught in netting) to be under a team's control until it is removed from the obstacle (unless they consider the individual involved in gaining possession of the ball to be deliberately delaying retrieval in order to gain an advantage for their side).
4. **Delaying Possession:**
- 4.1. Should players deliberately delay gaining control of a ball, then the referee shall begin any relevant burden or play ball counts.
 - 4.2. Should retrievers deliberately delay gaining control of a ball, or delay the process of returning the ball to court, by performing one of the actions below, then the referee shall begin any relevant burden or play ball counts.
 - Not actively moving towards an off-court ball;
 - Suddenly slowing down their speed of movement to a pace below which the official deems reasonable; or
 - Perform any other action which match officials deem to give their team an unfair advantage by wasting time (such as delaying the retrieval of a ball from an obstacle such as a net; suddenly and drastically slowing down their retrieval speed near the end of a match; or strategic positioning of retrievers so as to extend the retrieval process).

7.8. Stalling

1. The act of intentionally stalling the game is illegal. When a team has possession of the majority of balls as per [Rule 7.7. Possession](#), they have the 'burden'. This means they have 5 seconds to make as many attempts with balls in their possession until they no longer possess the majority of balls anymore. If they do not do this in time, a match official will tell them to "play n balls":
 - 1.1. **Burden:** Once a team has possession of the majority of the balls in play as per [Rule 7.7. Possession](#), they have the burden; the match officials will allow them 5 seconds to make as many attempts as outlined in [Rule 7.3. Attempts](#) with balls in their possession until they no longer possess the majority of balls in the match anymore (e.g. if a team is in possession of 4 balls, the referee would look for them to throw 2 balls during the burden count so that they are left with 2 balls and the other team with 3 balls).
 - 1.1.1. Referees will stop their 5-second burden count when the team with burden has released enough balls to relieve themselves of possession of the majority of balls.
 - 1.1.2. The number of how many balls are in a team's possession (and must therefore be released) is assessed at the start of the 5-second burden count.
 - 1.1.3. If the amount of balls in a team's possession changes during the burden count, the referee should notify the team, whether verbally or by hand signal. Examples of possession changes include opponents 'sniping' with an early counter throw to give the team with majority more ball possession, or a player on the team with burden being eliminated by loss of control of the ball in their hand (where the ball is no longer in a team's possession as per [Rule 7.7. Possession](#)).
 - 1.1.4. Referees will not stop the burden count when an opponent makes an attack.
 - 1.1.5. If a burden demand has been met in time, the referee will subsequently look to see which team now has possession of the majority of balls in order to begin a new burden count. If a burden count has not been fulfilled, the referee will tell the team with burden to "play n balls".
 - 1.1.6. When there are only 1 or 2 players remaining on the team that has burden, the team must make at least as many attempts as there are players remaining during the 5-second burden count. If they still have the possession of the majority of balls (e.g. a team of 2 players have 5 balls and make 2 attempts, and so have 3 balls remaining), the team still has burden, but players have a new burden count to continue to make the required number of attempts. This will continue until the team no longer has possession of the majority of balls.
 - 1.1.7. The referee is not required to notify teams of how many seconds have passed since they began their burden count.
 - 1.2. **"Play ball":** If the referee's burden count has expired and the team in question has not made enough attempts (as outlined in [Rule 7.3. Attempts](#)) to rid themselves of the majority of balls, and does not appear like they will make an attempt to rid themselves of the majority of balls in the next 2 seconds, then officials will call "play n balls."
 - 1.2.1. Referees should not call "play n balls." if the team appears like they will make an attempt in the next 2 seconds e.g. are in the process of a throwing motion. Referees should signal to a team that their burden time has expired but they are giving this 2-second allowance by holding out a closed fist.
 - 1.2.2. If the team has not made enough attempts after the additional 2-second allowance, then the referee should call "play n balls" immediately. If any players have clearly begun a throwing motion (defined by their throwing arm moving towards an active opponent) at the point at which the 2-second allowance expires, the referee should allow the throwing motion to be completed (defined by their throwing arm stopping moving towards an opponent) before calling 'play n balls' if still required.
 - 1.3. A minimum of 3 balls must be within the court boundary area before a match official will call "play n balls."
UI: A minimum of 2 balls must be within the court boundary area before a match official will call "play n balls."
 - 1.4. The referee is not required to notify teams of how many seconds have passed once they have called "play n balls", although this is considered good practice (especially during lower-level matches).
2. **Determining the number of balls to be played:** Teams are allowed to retain possession of only one of the balls in their possession at the time they were instructed to "play n balls". Referees should announce how many balls must be thrown in order to satisfy this requirement e.g. if a team is in possession of 4 balls, the referee will state, "play 3 balls."
 - 2.1. In situations where there are more dodgeballs on side of the court than there are players, the referee will alter their "play n balls" count to the number of players rather than the number of balls on their side of the court e.g. if 2 players have 5 balls on their side, the referee would call "play 2 balls."
 - 2.2. Where a play occurs during the burden count that alters the number of balls the team due to initiate has on their side of the court, the referee should judge how many balls the team is in possession of at the point at which they are about to call "play n balls", regardless of

how many balls were in possession when the referee began their burden count e.g. where a team initially has possession of 3 balls and does not initiate an attack, but clearly gains possession of 2 further balls with 2 seconds left on the burden count, the referee may call "play 4 balls").

3. **After "play n balls" is called:** If the required number of players fail to make an attempt within 5 seconds of being told to "play n balls.", all players who have possession of balls and players who can have possession of a ball, but have declined to pick up the ball, will be called out by a match official.
 - 3.1. Retrievers may not deliberately delay the retrieval process. Should multiple balls be off-court, either in the possession of a ball retriever or within the court boundary area where a retriever has clearly made no efforts to gain possession of the ball, when the "play n balls" count expires, the retriever in question will be sanctioned for time-wasting as per [Rule 16. Violations & Penalties](#).
4. When "play n balls" has been called by an official, the team with the majority of the balls must make valid attempts which can get a member of the opposing team out.
5. In situations where each team has an equal amount of balls, the officials will determine which team can be in possession of the majority of reachable balls based on the nearest player to any dead ball within reachable distance on court.
 - 5.1. If each team has 2 balls and a ball is stationary in the neutral zone, whichever team has the nearest player to the stationary ball will be deemed to have the majority of balls.
UII: If each team has one ball and a ball is stationary in the neutral zone, whichever team has the nearest player to the stationary ball will be deemed to have the majority of balls.
 - 5.2. If one ball is out of the court boundary, and each team has possession of 2 balls each, the referee may tell both teams to play one ball as necessary to aid game flow. The ball should be brought back into the court boundaries as soon as possible however.
UII: If one ball is out of the court boundary, and each team has possession of one ball each, the referee may tell both teams to play one ball as necessary to aid game flow. The ball should be brought back into the court boundaries as soon as possible however.
6. Any balls in possession of a player who is eliminated after a play ball call must be excluded from the expected amount of balls required to be thrown i.e., if a team is called to play 3 balls and a player in possession of a ball is hit out, the match officials will only expect the team to throw 2 balls.

7.9. Pinching

1. Holding a ball in order to alter the normal flight pattern of the thrown ball.
 - 1.1. Pinching is when a player holds the outer cover of the dodgeball between thumb and fingers.
 - 1.2. Pinching the ball when throwing it is an illegal attempt.
 - 1.3. Inserting fingers through splits or tears in the outer cover of the ball is also regarded as pinching.
2. Any individual or team found pinching will be called out.
 - 2.1. Persistent pinching can result in a sanction being issued by the match officials on the offending player.

Rule 8. Out Of Bounds

1. If any part of a player's body touches an external surface beyond their fair territory (i.e. a back line, side line, opposition's neutral zone line, outside the court or opposition's exclusive playing zone, the player shall be deemed out.
 - 1.1. A player shall not be deemed out if a ball in their possession touches a back line, side line, opposition's neutral zone line or opposition's exclusive playing zone.
2. The following actions will result in an out:
 - 2.1. A player steps out of bounds or on a back line, sideline or opposition's neutral zone line.
 - 2.2. A player intentionally throws a ball at an opponent from out of bounds. Flagrant or repeat violations will result in a sanction.
 - 2.2.1. The throw is subject to the advantage rule as outlined in [Rule 7.3. Attempts](#).
 - 2.3. A player steps out of bounds to avoid a hit.
 - 2.4. A player steps out of bounds to make a catch.
3. Momentum may carry a player out of bounds while making a catch. The catch will be good, providing control of the ball is established before going out of bounds, but the player will subsequently be called out after making the catch.
4. Players may reach off court to "retrieve" balls themselves, provided they do not touch the ground on or beyond the court boundary lines in doing so. Where a player has retrieved a ball themselves without any assistance from a retriever/ coach/ out player, this ball does not need to be brought back behind the return line in order to become activated.
5. All play with regards to touching balls outside of the court boundaries must be sporting and adhere to the rules around stalling, or players may face sanctions as per [Rule 16. Violations & Penalties](#).

Rule 9. Neutral Zone

1. The neutral zone is an area the width of the court spaced equally either side of the centre line.
2. A player may safely step into the neutral zone but not across into the opposing team's exclusive playing area; any player crossing over the neutral zone is deemed out.
 - 2.1. A player is considered crossing the neutral zone if any part of the player's body, hair or clothing touches the ground over or on the neutral zone line between their fair territory and the opponent's exclusive playing area.
 - 2.2. A player shall not be deemed out if a ball in their possession touches the opposition's exclusive playing area (unless they leave the ball on the opposition's side of the court as this would count as an invalid attempt as per [Rule 7.3. Attempts](#)).
3. Players may reach across the neutral zone into the opposing teams fair territory to retrieve a ball.
4. A player hit while in the neutral zone is deemed out.
5. No physical contact can be made between opposing players, any physical contact results in a sanction for the player that initiates contact.
 - 5.1. The player who is classed as having initiated contact is either:
 - The player who moved into an opponent's space whilst the opponent was holding their ground; or
 - The player who makes an unexpected movement e.g. a player who moves forwards despite having no possession of a ball making contact with a player who makes an expected movement such as running forward to throw with a ball in their possession.
 - 5.2. It is possible for light contact to occur where this is not adjudged to have been intentionally and avoidably initiated by either player, e.g. two players touching hands when both reaching for a ball in the neutral zone. In this scenario, neither player would be out from the contact alone.

Rule 10. Simultaneous Play

10.1. Simultaneous Play

1. Simultaneous play occurs when two or more opposing players are hit and/or catch balls at the same time and match officials cannot determine which play was completed first.
2. All results are resolved simultaneously:
 - Each player hit is deemed out; and
 - Each catch results in one player returning from the queue.
3. A simultaneous play will only be ruled as such when match officials cannot establish a linear sequence of events.
4. Should a simultaneous play result in all players being eliminated, the set is concluded and the set result is declared a draw.

10.2. Simultaneous Hit & Catch

1. A simultaneous hit and catch occurs when a player in the act of catching a ball is hit by another ball simultaneously, such that the match officials cannot determine which action was completed first. In the case of a simultaneous hit and catch:
 - The thrower of the caught ball will be deemed out.
 - The player catching the ball who was hit is deemed out.
 - One player from the catching team is allowed to return from the queue.

Rule 11. Sacrifice Play

1. An airborne attack, where an attacking player may legally cross the neutral zone to make an attempt to hit out an opponent.
 - 1.1. The sacrificing player's ball must be released before any part of the sacrificing player touches the opposition's fair territory; if the ball is released afterwards, then the player is out before throwing and the throw will be subject to the advantage rule as outlined in [Rule 7.3. Attempts](#).
 - 1.2. No physical contact can be made between opposing players. Any physical contact results in a sanction for the player that initiates contact; this will generally be the person making the sacrifice play as they are encroaching upon their opponent's space unless the opponent makes a forward move as outlined in [Rule 9.5](#).
 - 1.3. All plays such as hits count on a sacrificing player whilst they are mid-air and thus not yet out; as such, a sacrificing player may be hit by an opponent before they throw their own ball.
2. A sacrificing player is out the moment they touch the opposition's exclusive playing area.

- 2.1. The sacrificing player must leave the court quickly once out and not obstruct any opponents. Sanctions will apply for unsportsmanlike conduct where necessary.
3. A sacrificing player is successful if their attempt causes a player to go out by being hit.

Rule 12. Headshots & Face Shots

12.1. Headshots

1. A headshot is when a ball that strikes a player in the head or neck.
2. A headshot is a valid attempt and a player struck in the head is out.
3. There is no penalty for a head shot in normal play, unless an official deems the attempt to meet all of the following criteria:
 - Close range (less than approximately 4 metres);
 - A direct attempt (not a deflection or ricochet); and
 - At a target who is in a static standing position or in a static high kneeling position before the attacker begins their throwing motion, and remains static until contact is made between the ball and their head; or a target who is retreating backwards in a straight line away from the thrower without changing the height or relative position of their head by ducking, diving, jumping or sidestepping.
- 3.1. Officials will sanction direct, close range headshots at a static target as outlined in this rule.
4. Referees have a duty of care, and as such may give a warning and then apply further sanctions for repeated head-height attempts even at ranges longer than 4 metres if there is a cause for concern.
5. Dangerous head shots or throws that make contact with any part of an opponent's head will be sanctioned more strictly than other dangerous throws e.g. throwing at another player when play has been paused.
6. Unsportsmanlike or unsafe behaviour from the target will not be tolerated and will be sanctioned accordingly. This includes:
 - Taunting for a headshot;
 - Deliberately moving the head into a ball; and
 - Moving towards a thrower when already in close proximity with no ball in possession and kneeling down.

12.2. Face Shots

1. A face shot is when a ball that strikes the face (from the forehead, comprising the skin beneath the hairline, bordered laterally by the temples and down to the chin) or the front of the neck of a player as highlighted in [Appendix 2: Figure 1](#). It does not include the top, side or back of the head or neck.
2. Adult/U17: A face shot is a valid attempt and a player struck on the face is out.
U11/U13/U15: A direct face shot is not a valid attempt and a player struck in the face is not out, unless:
 - The player deliberately uses their face to block an opposing throw;
 - The player is hit on the top, side or back of the head or neck;
 - The ball hits another live object first and it is therefore not a direct face shot e.g. hitting a teammate; or
 - The ball hits another part of the individual's body first or a blocking ball in their possession first and it is therefore not a direct face shot.

Rule 13. Injuries

13.1. Injured Player

1. Where feasible, an injured player is expected to make their way off court as soon as possible. Referees will only stop time where a player is unable to do so.
2. If a player becomes injured and can not make their way off court, or requires immediate attention, the official shall blow the whistle, call a timeout and seek first aid or contact emergency personnel if necessary.
3. Should a player announce that they cannot continue due to an injury, time will be stopped and the injured player must be substituted for at least the remainder of the set as outlined in [Rule 3.4. Substitutes & Substitutions](#). Where a team has no substitute, [Rule 3.2. Playing Short-handed](#) will apply.
 - 3.1. The substitute directly replaces the injured player, whether on court if they were still in, or in their position in the queue if out.
4. The main referees may disqualify an injured player and insist that a substitute player replaces them, should that player present an unreasonable

- risk to themselves and/or other players.
- Coaches and team medics are allowed on the court in the case of an injury.
 - Any unsporting behaviour with regards to injuries or faking injuries shall be subject to sanctions as per [Rule 16. Violations & Penalties](#).

13.2. Blood Injury

- If a player, coach, or official is found to be bleeding or discovered to have blood on their uniform. The official shall:
 - Stop the game immediately and allow treatment.
 - Call a coach, trainer or other authorised personnel to administer first aid, or contact emergency services as necessary.
 - The injured individual will be prohibited from participating any further in the set. They can return to match play at the start of the next set once appropriate treatment has been administered and there is no blood clearly visible on the person or the player's clothing. An injury substitution may be made as outlined in [Rule 13.1. Injured Player](#). Where a team has no substitute, [Rule 3.2. Playing Short-handed](#) will apply.
- If medical care or treatment is administered in a reasonably short length of time in the official's judgement (i.e. a matter of seconds), and the player is not at risk to themselves or others, the individual may remain in the set.
- Uniform rule violations will not be enforced if a uniform change is required due to a blood injury.

13.3. Concussion

- If a player's head makes contact with a ball, another player, the ground or any other external surface, there is a risk of concussion which all players, coaches and referees should be aware of.
- Head injuries and suspected concussions should be dealt with as per [Rule 13.1. Injured Player](#) above, with the following exceptions:
 - Time should be paused for all major head injuries or head injuries where the player is showing signs of concussion, even if the player is off the court, in order to call a first aider or contact emergency services as necessary. Play can continue once the player is in a safe position, ideally away from the playing boundaries.
 - The player must undergo a concussion assessment:
 - If the player exhibits any red flags as per [If In Doubt, Sit Them Out concussion guidelines \(page 8\)](#), they should receive urgent medical assessment from an appropriate Healthcare Professional onsite or in a hospital Accident and Emergency (A&E) Department using emergency ambulance transfer if necessary.
 - If the player exhibits any visual signs or symptoms of concussion as per [If In Doubt, Sit Them Out concussion guidelines \(page 10\)](#), they should be immediately removed from play. Once safely removed from play, the player must not be returned to activity that day and until an appropriate Healthcare Professional has excluded concussion or the patient has completed a graduated return to activity (education/work) and sport programme as per [If In Doubt, Sit Them Out concussion guidelines](#). It is the player's and team's responsibility to follow guidance regarding their roles in supporting a player with a suspected concussion as per [If In Doubt, Sit Them Out concussion guidelines \(page 12, 13 & 14\)](#).
 - If the player does not exhibit any signs of concussion, they may return to play after the current set has ended. Players and officials should monitor the player throughout the rest of the day for visual signs or symptoms of concussion as per [If In Doubt, Sit Them Out concussion guidelines \(page 10\)](#), and follow the rules above if any visual signs or symptoms do appear.
 - If a neck injury is suspected, the player should only be moved by Healthcare Professionals with appropriate training.
- As with injured players in [Rule 13.1. Injured Player](#), the main referees may disqualify a player with suspected concussion and insist that a substitute player replaces them, should that player present an unreasonable risk to themselves and/or other players.

Rule 14. Officials

14.1. Officials Crew

- An officials crew (a team of officials) can consist of the following personnel:
 - The main referees are in charge of all officials on their court and are the final decision makers on all matters covered by these rules and regulations.
 - Allocated officials are there to assist the main referees as either centre referee, return line assistant referee and back line assistant referee. These are generally made up of playing teams who are allocated matches to act as assistant officials for.
- U17/Adult: There will be a total of 6 officials for each match made up of 2 centre referees, 2 back line assistant referees and 2 return line assistant referees.
U13/U15: There will be a total of 4 officials for each match made up of 2 centre referees and 2 back line assistant referees.
U11: There will be a total of 2 officials for each match made up of 2 centre referees.

14.2. Power & Duties

1. Officials are representatives of British Dodgeball, or the organisation by which they have been assigned to a particular match, and as such are authorised and required to enforce each section of these rules.
2. Officials should start the event or match at the designated time and leave the court when the match is over.
3. The official jurisdiction begins upon entering the court for the court check and ends when they leave the court at the completion of the event or the match.
 - 3.1. Event coordinators and main referees official jurisdiction begins upon entering the venue, and continues until leaving the venue once an event is finished.
4. Officials may order players, retrievers, coaches and spectators to carry out or to omit any act, which in their judgement is necessary to give force and effect to one or all of the rules.
5. An official may assign sanctions, disqualify or eject players, captains, managers, and coaches at any time.
6. The official has the authority to make a decision on any situation not specifically covered in the rules.
7. No official has the authority to set aside or question the decisions made by another official within the limits of the respective duties, as outlined in these rules.
8. An official may consult other officials at any time. However, the final decision and call rests with the main referees of that match.
9. The primary responsibilities for a main referees, centre referees, return line assistant referees and back line assistant referees are outlined in the Referee's Manual on the [Refereeing page](#).
10. An official can declare the player out without waiting for or responding to an appeal for such a decision. In all cases, such a player retires to the queue in accordance with these rules.
11. An official will not penalise a team for any infraction of a rule when imposing the penalty would be an advantage to the offending team.
12. Main referees may give sanctions to assistant referees who are provided by teams for not paying attention to the match whilst they are fulfilling assistant referee duties.

14.3. Responsibilities of a Single Official

1. If only one official is assigned, that official assumes all powers and duties of both a head referee and assistant official.
2. The official shall take position as a main referee at the centre line.

14.4. Official's Court Positions

1. Officials shall assume positions on the court as described in the Referee's Manual on the [Refereeing page](#).

14.5. Change of Official

1. A team may not request a change of official during a match unless an official has become incapacitated by injury or illness.
2. An officer of the organisation may remove an official at their discretion.

14.6. Official's Judgement

1. There will be no protest or appeal of any decision made by an official on the grounds that the official's judgement was incorrect regarding any event or play, including: whether a player was hit; a ball was caught; a player touched the ground outside of bounds; or on any other action involving accuracy of judgement.
2. No decision rendered by an official may be reversed except; whereby the official in question is convinced the decision is in violation of one of these rules.
3. Should a coach or captain of either team seek reversal of a decision based solely on a point of rules, the official in question, if in doubt, shall confer with other officials before rendering a decision.
4. Only the coach or captain is able to protest any decision and or seek its reversal on a rule.
5. Under no circumstances will an official seek to reverse a decision made by another official unless they clearly saw the event and disagree with the judgement rendered. In such circumstances, officials will follow the Decision Making Process to come to a decision as outlined in the Referee's Manual on the [Refereeing page](#).

14.7. Official Interference

1. An official shall avoid interfering with play or balls in-flight whenever possible.
2. An official may prevent a ball from leaving an open court. In which case the ball should be moved on in its natural direction as if it had bounced off the official, or returned to centre court if the point of exit is undetermined.
3. Any ball rebounding off an official is considered a dead ball as if it hits a wall, ceiling, floor.
4. Assistant referees who are provided by teams can be sanctioned for interfering with play e.g. stepping onto court as a team or player has or is in the process of attacking.
 - 4.1. Main referees should apply this rule based on the situation e.g. if an assistant referee takes one step on to court to take possession of a ball which should be on another court so they can return it, whilst both playing teams are stood at the back of the court, they should not be sanctioned if they interfere play by being hit by a ball; play should instead be reset to the moment before this happened. If however, an assistant referee performs an action which clearly interferes with the game, such as stepping on to court whilst a team is in the process of attacking, or taking possession of a ball and moving it away from a retriever, then they should be sanctioned as per [Rule 16. Violations & Penalties](#).

Rule 15. Conduct

15.1. British Dodgeball Code of Conduct

1. The [Code Of Conduct](#) is one of the most important aspects of dodgeball. It is about fair play, respect and integrity. All dodgeball players have a duty to ensure they play by the rules and uphold themselves to the highest standards of honesty.
 - 1.1. A summarised version of the Code of Conduct is available as [the Dodgeball Code](#).
2. Individuals that are observed or reported to be displaying unsporting behaviour during or after a tournament may be formally reported to the British Dodgeball Technical Committee in line with the Disciplinary & Complaints Policy for review and further action.
3. Any breaches of the code of conduct will be sanctioned as per the code of conduct document and/or [Rule 16. Violations & Penalties](#).

15.2. Unsporting Conduct & Misconduct

1. Unsporting conduct is any conduct which is intended to gain an unfair advantage over an opponent.
2. **Unsporting Conduct - Minor:** The following are examples of unacceptable or unsporting behaviour which are likely to be sanctioned with a blue card:
 - 2.1. Use of equipment for other than its intended design;
 - 2.2. Taunting an opponent;
 - 2.3. Deliberately moving the head into a ball in an attempt to draw a head shot penalty;
 - 2.4. Faking injuries;
 - 2.5. Interfering with play (whether as an exiting player, returning player, ball retriever or assigned assistant referee);
 - 2.6. Verbal offence: Coaches, managers, or other team members will not make disparaging or insulting remarks about opposing players, officials, or spectators;
 - 2.7. Flagrant invalid attempt within last 30 seconds of a set;
 - 2.8. Swearing loudly or within earshot of spectators; and
 - 2.9. Repeated retriever errors
3. **Unsporting Conduct - Major:** The following are examples of unacceptable or unsporting behaviour which are likely to be sanctioned with a yellow or red card depending on the severity:
 - 3.1. After equipment check, illegal equipment is put back into play;
 - 3.2. Intentionally damaging the court, equipment or facilities;
 - 3.3. Swearing directly at an opponent;
 - 3.4. Retriever errors which interfere with play e.g. touching a live ball as it passes over court to shield a team mate;
 - 3.5. Exiting or returning player interfering with play e.g. shielding a live player; and
 - 3.6. Deliberately having the team return to court from the queue in the wrong order.
 - 3.7. Ignoring warning to avoid repeated head-height attempts at ranges longer than 4 metres.
4. **Serious Misconduct:** The following are examples of serious misconduct which are not acceptable at any level. These are likely to be sanctioned with a red card plus reviews for added bans depending upon the severity:
 - 4.1. Serious verbal offence: Use of derogatory, racial, or offensive gestures or language by players will not be tolerated;
 - 4.2. Swearing directly at an official or abusing an official;
 - 4.3. Persistent bullying of referees e.g. constant challenging, arguing, crowding;
 - 4.4. Spitting at an opponent; and

- 4.5. Fighting:
 - 4.5.1. Fighting or physically contacting another player in an aggressive manner is not tolerated. An offender will be sanctioned with a red card. Should an official be unable to determine who initiated the offence, all parties involved will be penalised with a red card and ejected from play. The offence will be reviewed by the British Dodgeball Technical Committee and the player may be issued further sanctions.
 - 4.5.2. Fighting between teams shall result in the discontinuation of the game. The game shall be determined a draw. No points will be awarded and both teams shall be removed from the venue at the discretion of the official. Further sanctions may apply as per [Reg 12.2. Abandoned Matches](#).
5. An official may sanction any player at any time should their conduct be deemed unsporting, unacceptable or not in line with the British Dodgeball Code of Conduct.
6. The official will report any unsporting conduct to the competition coordinator. Depending on the circumstances, severity, and frequency of such conduct, the offence will be reviewed by the British Dodgeball Technical Committee and a team or player may be issued with further sanctions.

Rule 16. Violations & Penalties

16.1. Sanctioning Procedure

1. Where possible, yellow cards, red cards and other penalties will be issued by the referee, event coordinator or other British Dodgeball official on the day of the event. However, the British Dodgeball Technical Committee also has the ability to issue sanctions retrospectively.
2. "Issuing" a card or penalty to individuals at an adult event will involve the referee verbally notifying the offending individual. [U11/U13/U15/U17: "Issuing" a card or penalty to individuals at a junior event will involve the referee verbally notifying the offending individual's coach.](#)
3. Where a sanction is issued retrospectively, the individual's team and the individual, or their parents/guardians if aged under 18, will be notified via email following the event.
4. Referees will record the issuing of yellow cards and red cards on their scoresheet and inform event coordinators of this after each match, who will inform the Technical Committee for tracking purposes.
 - 4.1. Warnings, outs (given as sanctions) and blue cards do not require recording on the scoresheet, but referees may do so in order to better keep track of progressive sanctions.
5. Where a player gets sanctioned multiple times for certain offences, referees should follow the progressive approach outlined in the sanctionable offences table.
6. [U11/U13/U15/U17: When issuing a sanction to a junior at junior events, referees should not give the sanction to the junior directly, but instead communicate this to the team's coach who can relay this to the offending player and assist in managing their penalty.](#)
 - 6.1. [As part of inclusive refereeing practices, the referee may choose to politely explain the sanction to the offending junior player in the presence of their team coach who can provide further clarity in case the player is new, or requires additional language, learning or emotional support.](#)

16.2. Official Warning

1. An official warning is designed to let players know they are not acting in adherence to the Dodgeball Code, and shall be further sanctioned if they continue to act in this way.
2. A warning may be applied to an individual, or to a whole team.

16.3. Turnover

1. A turnover is a sanction applied for breaches of rules which unfairly affect a team's ball possession.
2. Upon a turnover being called, play should cease and opponents of the offending team will announce how many balls they would like to take possession of.
 - 2.1. Actions of the offending team which occur between the foul occurring and play ceasing for the penalty are subject to the advantage rule, (e.g. if a hit is made between the sanctionable action taking place and the referee ceasing play).
 - 2.2. Any referee, including assistant referees, should announce a turnover loudly and extend both arms towards the team which will receive the balls to signal this to all referees and teams.
3. Although play is suspended, the set timer, match timer, and all sanction timers should all continue unless one or both of the following is true:
 - 3.1. There is less than 30 seconds remaining in the current set; or
 - 3.2. There is less than 1 minute 30 seconds remaining in the half.
4. If one or both of the above is true, then all timers will be stopped for the duration of the turnover. If one of these time thresholds listed above is passed before play restarts, then all timers will be stopped when this threshold is reached. The referee will declare the continuation or stoppage of the match clock to the players accordingly.

5. While the timers are running but play is suspended, live players will be asked by the referee to stay within the boundaries of the court, behind their own ball return line. Players can still be called out for any reason outlined in [7.4. Outs](#), including moving out of bounds as per [Rule 8. Out Of Bounds](#). The referee will resume play with all live players positioned within the court boundary, but behind the ball return line.
6. If play is suspended and the timers are stopped, then the referee should indicate to players to be in contact with the back line to resume play as per [5.5. Resetting or Resuming Play](#).

16.4. Elimination

1. A player may be called out for committing a minor offence, or a certain offence for the first time. Upon being called out, the player is eliminated from the game and must join their team's out box queue in the correct order.
2. A player who has committed an offence for which they have been called out may be brought back in to play upon a successful catch if they are at the front of the outbox queue.

16.5. Blue Card

1. Blue cards are designed to encompass minor offences/infringements, in particular where calling a player 'out' is not applicable or would not suffice.
2. **Blue card penalty:** The offending player, coach or retriever being sent to the penalty box for the remainder of the set in which the blue card was issued, and the entirety of the subsequent set, with their team having to play all of this period short-handed.
 - 2.1. If this sanction is issued to a coach, the team must remove one live player from court to the bench and play short-handed whilst this penalty is served. The team may choose which player to remove if the sanction is issued mid-set.
 - 2.2. If this sanction is issued to a ball retriever, the team must remove one live player from court to the bench and play short-handed whilst this penalty is served. The team may choose which player to remove if the sanction is issued mid-set. The team can use another individual to fulfil the ball retriever role until the penalty is served.
3. A blue card punishment is irrespective of set length – the team may choose to immediately step off court and self-eliminate as outlined in [Rule 4.6. Forfeited Match & Forfeited Set](#) to lessen the match time the punishment lasts for.
4. Blue cards are within-match sanctions only and can be issued to players, substitutes, retrievers, and coaches. They do not carry over into other matches or events.
5. If the issue of a blue card results in the team being short handed at the end of a 20 second reset, they will be subject to [Rule 3.2. Playing Short-handed](#).

16.6. Yellow Card

1. Yellow cards will be issued for all moderate offences/ infringements where a blue card is not applicable or would not be sufficient (often where the offence is considered unsportsmanlike and deliberate).
2. **Yellow card penalty:** The player, ball retriever or coach shall be deemed ejected from play for a 7-minute period of play, and may not return until they have remained off-court in the penalty box (situated next to the queue), for the allotted time.

UTI: The offending player, ball retriever or coach must remain in the penalty box for two subsequent full sets.

 - 2.1. The ejected individual must remain in the penalty box and they must not confer or discuss the disciplinary decision which inflicted the yellow card with any match official during the time of their penalty.
 - 2.2. When an individual has been ejected due to a yellow card offence, their team will play short-handed while the penalty is being served.
 - 2.2.1. If this sanction is issued to a coach, the team must remove one live player from court to the bench and play short-handed whilst this penalty is served. The team may choose which player to remove if the sanction is issued mid-set.
 - 2.2.2. If this sanction is issued to a ball retriever, the team must remove one live player from court to the bench and play short-handed whilst this penalty is served. The team may choose which player to remove if the sanction is issued mid-set. The team can use another individual to fulfil the ball retriever role until the penalty is served.
- 2.3. When the yellow card is issued in the first half of play and there is less than 7 minutes of play remaining in the half, their 7 minute penalty will be paused during the half-time break and the penalty will continue at the beginning of the second half. The penalised player is allowed to leave the penalty box during the halftime break.

UTI: When the yellow card is issued in the first half of play, any remaining sets to be served shall be served during the second half of play. The penalised player is allowed to leave the penalty box during the halftime break.
- 2.4. When the yellow card is issued in the second half of play and there is less than 7 minutes of play remaining in the match, the 7-minute penalty will be paused at the end of the match and the penalty will continue for that player at the beginning of the next match in the tournament or league they attend.

UTI: When the yellow card is issued in the second half of play and there are less than 2 full subsequent sets remaining in the match, the remaining penalty will be served at the beginning of the next match in the tournament or league.
- 2.5. When the tournament or league is finished before the individual has a chance to serve the full penalty, the British Dodgeball Technical Committee will select an event where the remainder of the penalty must be served.

- 2.6. Once the 7-minute penalty is completed, the team may finish playing short-handed. The player will take position in the queue as the last player out.
 - 2.6.1. If this sanction is issued to a coach, they may return to the outbox and a player will take position in the queue as the last player out.
 - 2.6.2. If this sanction is issued to a ball retriever, they may return to their role if the team does not have 2 ball retrievers fulfilling this role already, otherwise they must leave the playing area. A player will take position in the queue as the last player out.
3. If an individual is issued a second yellow card in a match, this shall instead be issued as a red card.

16.7. Red Card

1. Red cards will be issued for the most serious of offences. Verbally abusing a referee or event coordinator will result in an immediate red card for the offending player or players.
2. **Red card penalty:** Receiving a red card in all age categories as a player in a match whilst that match is in play will result in the player being ejected and sent out of the court boundaries for the remainder of that match, and;
 - 2.1. The team must play short-handed for the remainder of the match (or a 7-minute period if there is less than 7 minutes remaining in the match so that the time-element of this sanction equates to at least that of a yellow card).

UII: [The team must play short-handed for the remainder of the match \(or 2 subsequent sets if there is only one set remaining in the match so that the time-element of this sanction equates to at least that of a yellow card\).](#)

 - 2.1.1. If this sanction is issued to a coach, the team must remove one live player from court to the bench and play short-handed whilst this penalty is served. The team representative may choose which player to remove if the sanction is issued mid-match.
 - 2.1.2. If this sanction is issued to a ball retriever, the team must remove one live player from court to the bench and play short-handed whilst this penalty is served. The team may choose which player to remove if the sanction is issued mid-set. The team can use another individual to fulfil the ball retriever role for the rest of the match.
 - 2.2. When the red card is issued in the second half of play and there is less than 7 minutes of play remaining in the match, the 7-minute penalty will be paused at the end of the match and the penalty will continue for that team at the beginning of the next match in the tournament or league.

UII: [When the red card is issued in the second half of play and there are less than 2 full subsequent sets remaining in the match, the remaining penalty will be served at the beginning of the next match in the tournament or league.](#)
 - 2.3. When the tournament or league is finished before the team has a chance to serve the full penalty, the British Dodgeball Technical Committee will select an event where the remainder of the penalty must be served.
 - 2.4. Once the 7-minute penalty is completed, the team may finish playing short-handed. One player may move from the bench to take position in the queue as the last player out.
3. Upon receiving a red card, the player will not be permitted to participate (be within the court boundaries) in the next 2 matches taking place at that competition.
 - 3.1. If a red card is received at an adult Open event using shorter match timings, this sanction will be in place for the the next 4 matches.
 - 3.2. A red card ban can cross into future events, meaning that a player receiving a red card and missing the final match of a league round will miss the first match of the next league round so that the full 2-match sanction has been served.
 - 3.3. If there are not enough matches remaining in a competition, then the Technical Committee will determine where matches are to be missed in order to fulfil the sanction.
4. The British Dodgeball Complaints & Disciplinary Committee will review red card offences and decide if further sanctions are necessary.
5. Safeguarding protocols apply when designated responsible adults are required to leave the court boundaries.

16.8. Sanctioning Spectators

1. Spectators are expected to adhere to the British Dodgeball Code of Conduct whilst at British Dodgeball events. Spectators may be categorised in one of two ways, with sanctions changing for each:
 - 1.1. **Non-active players/coaches/ball retrievers:** These are players, coaches or ball retrievers who are representing a team at an event but not currently competing.
 - 1.1.1. Team representatives should be sanctioned with official warnings, followed by yellow and red cards for progressive breaches of the Code of Conduct. Depending on the severity of the offence, yellow cards or red cards may be issued immediately.
 - 1.1.2. Receiving a yellow card will result in that individual having to serve a yellow card penalty as outlined in [Rule 16.6. Yellow Card](#) during their next match scheduled. During this time, the team must play short-handed with one less person participating on court.
 - 1.1.3. Receiving a red card will result in that individual having to serve a red card penalty as per [Rule 16.7. Red Card](#) during their next match scheduled for that day. During this time, the team must play short-handed with one less person participating on court.
 - 1.2. **Spectators:** These are individuals who are not officially linked to a competing team, and may consist of parents, friends, family, fans or those watching who play for a club that isn't officially competing at the event.
 - 1.2.1. Spectators should be sanctioned with an official warning, followed by being instructed to leave the venue for the duration of the match, and finally being instructed to leave the venue for the remainder of the event should their unacceptable behaviour

- continue.
- 1.2.2. Depending on the severity of the offence, they could be instructed to leave the venue for the duration of the match or event immediately.
- 1.2.3. If the offending individual is clearly aged under 18 with a parent or guardian in attendance, then the referee should address their parent/guardian, giving them one chance to address the individual's behaviour.
- 1.2.4. Referees must notify event coordinators and the British Dodgeball Technical Committee of anyone asked to leave the venue for any length of time, who will in turn review offences and decide if further sanctions are necessary.

16.9. Match Context & End-Of-Match Offences

1. Referees will consider the match context when issuing sanctions, and in particular will consider the time in a match at which an offence occurs.
2. Where an offence occurs in the final set or penultimate set of a match and/or is very likely to have an impact on the final match score or final league outcome (i.e. if it is clear that a team must achieve a certain result in order to be promoted/avoid relegation), referees should consider issuing a more severe punishment than the offence might at other times warrant.
 - 2.1. They may do this by moving one level up on the sanctions table, or by changing the sanction to that of an unsporting offence should their actions deem this. For instance, a player who does not leave the court in a timely manner once out (therefore potentially misleading the opposition around the number of players left in) should be issued with a yellow card or even a red card dependent on impact/severity, even if they would have been issued with a blue card for this offence at an earlier point in the match.
3. Referees must report end-of-match offences to the event coordinator and British Dodgeball Technical Committee by recording this on the scoresheet. Further consideration regarding whether additional sanctions are appropriate, including docking of match points, will be made.

16.10. Team Offences

1. Where sanctioning just one individual is not appropriate, the British Dodgeball Technical Committee will review where a team sanction should be applied, such as a points deduction.

16.12. Safeguarding Impact

1. If an individual who has been asked to leave the venue is a guardian or designated responsible adult for juniors, and there are no other designated responsible adults present, then juniors will also be required to leave the hall for safeguarding reasons.
 - 1.1. This may result in match forfeits if a competing junior team no longer has a designated responsible adult present in the hall.
2. Any juniors given sanctions who are required to leave the hall will not be monitored by event coordinators, and must be monitored by their parent, guardian or designated responsible adult.
 - 2.1. This may result in match forfeits if a competing junior team no longer has a designated responsible adult present in the hall.
3. All individuals are encouraged to notify referees and British Dodgeball event coordinators of any safeguarding issues experienced during an event.
4. Further information is available in the British Dodgeball safeguarding policy.

16.13. Sanctionable Offences

1. The sanctionable offences table outlined in [Appendix 3: Figure 1](#) outlines the most common sanctionable offences, and their associated penalty.
2. Referees should generally start at the minimum associated penalty, and progress this with repeated infringements.
 - 2.1. Depending on the match context, and whether the offence was committed at the end of a set or match, referees may sanction more heavily as per [Rule 16.9. Match Context, End-Of-Set & End-Of-Match Offences](#).

Rule 17. Media

1. All photographic equipment must be in possession of, or carried by, the photographer. No equipment can be left on the ground.
 - 1.1. Any recording equipment must be placed on a stand and permission sought from the referee in advance.
 - 1.2. Content capture & distribution must be conducted according to [Reg 14.2. Commercial Assets](#).
2. A ball trapped in equipment is considered "dead" and should be returned to an official.
3. Media coverage personnel authorised in advance by the British Dodgeball Management Committee can be in the playing area.
 - 3.1. All media personnel must be able to move to avoid being hit by the ball.
 - 3.2. Should they accidentally be hit, the ball becomes dead.

Appendices

Appendix 1. Court Setup

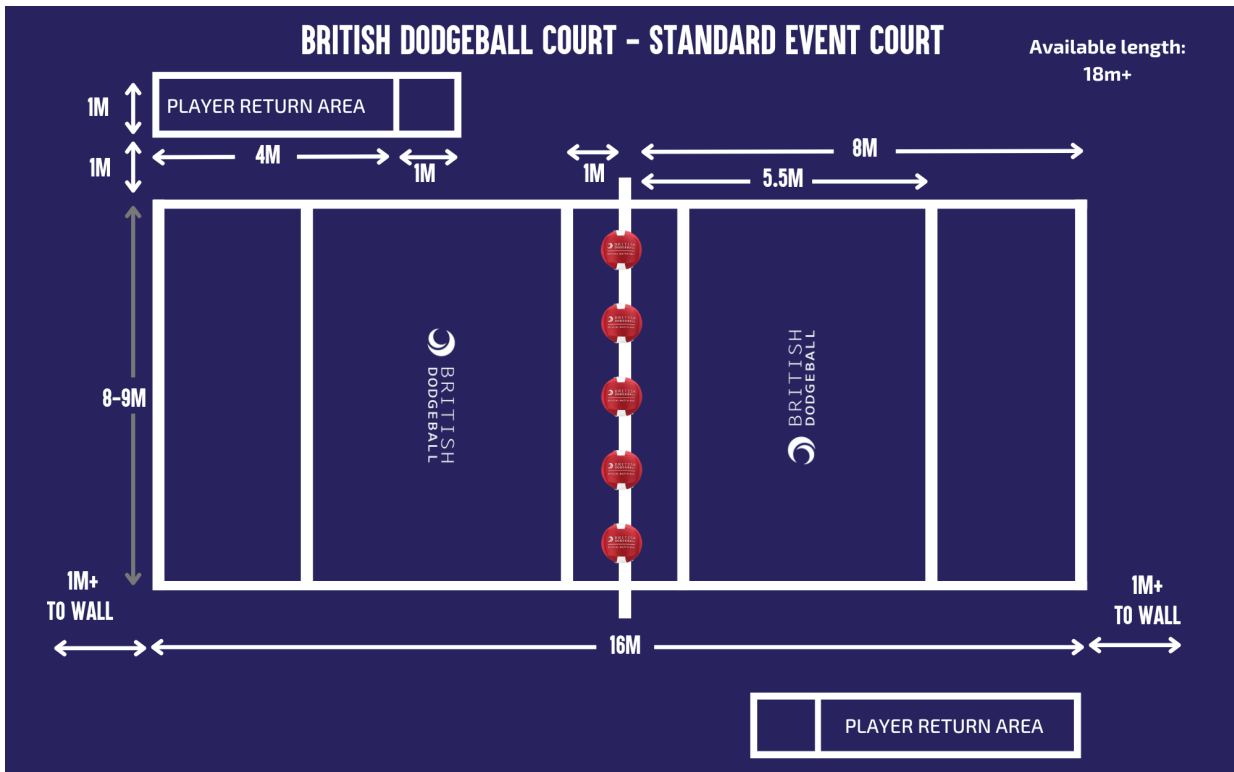


Figure 1: British Dodgeball standard court. 16m x 8-9m with a 2-metre neutral zone. Throwing distance is 7m.

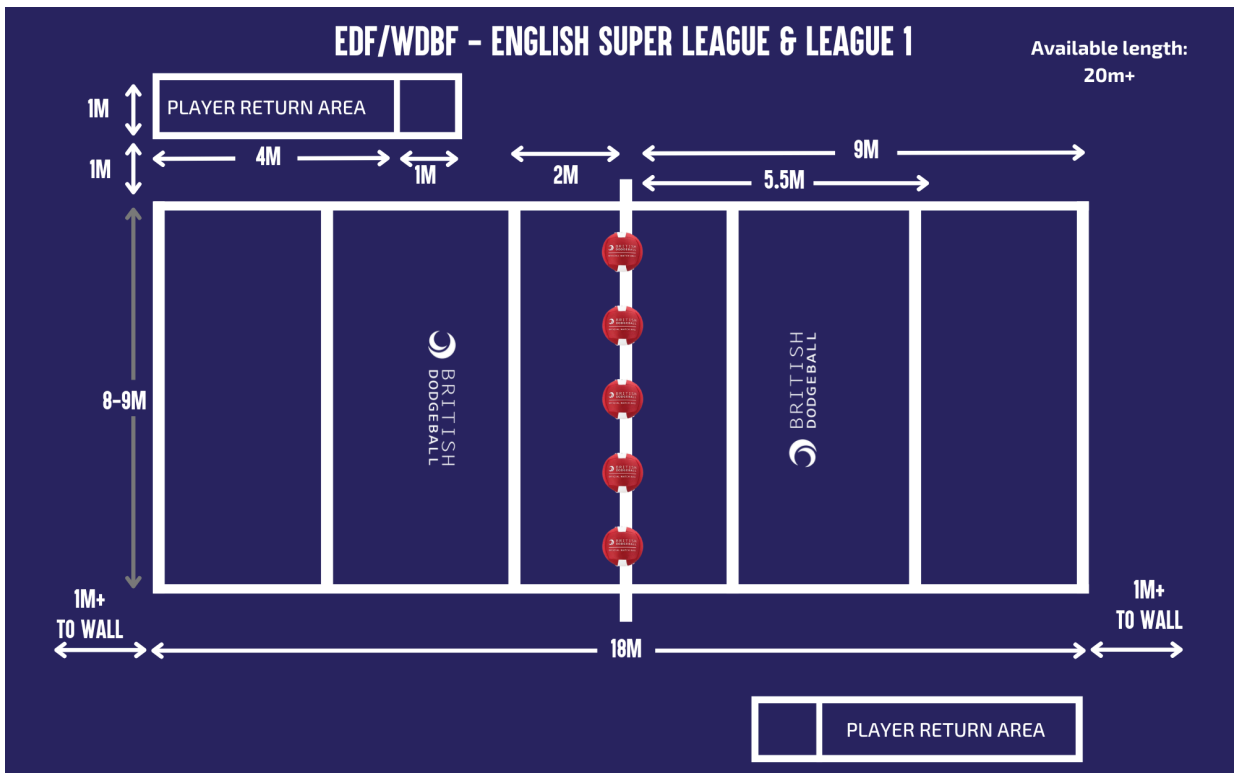


Figure 2: EDF/WDBF Court. 18m x 8-9m with a 4-metre neutral zone. Throwing distance is 7m.

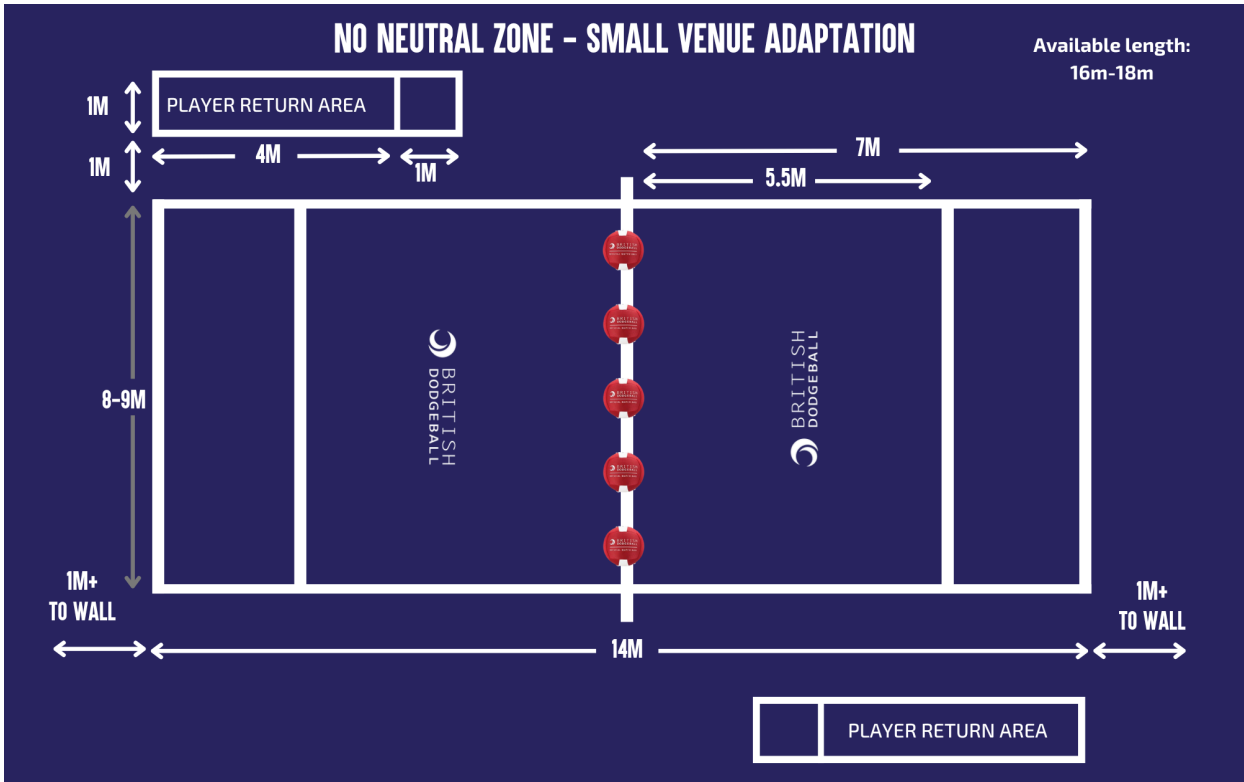


Figure 3: Small Venue Adapted Court. 14m x 8-9m with no neutral zone. Throwing distance is 7m.

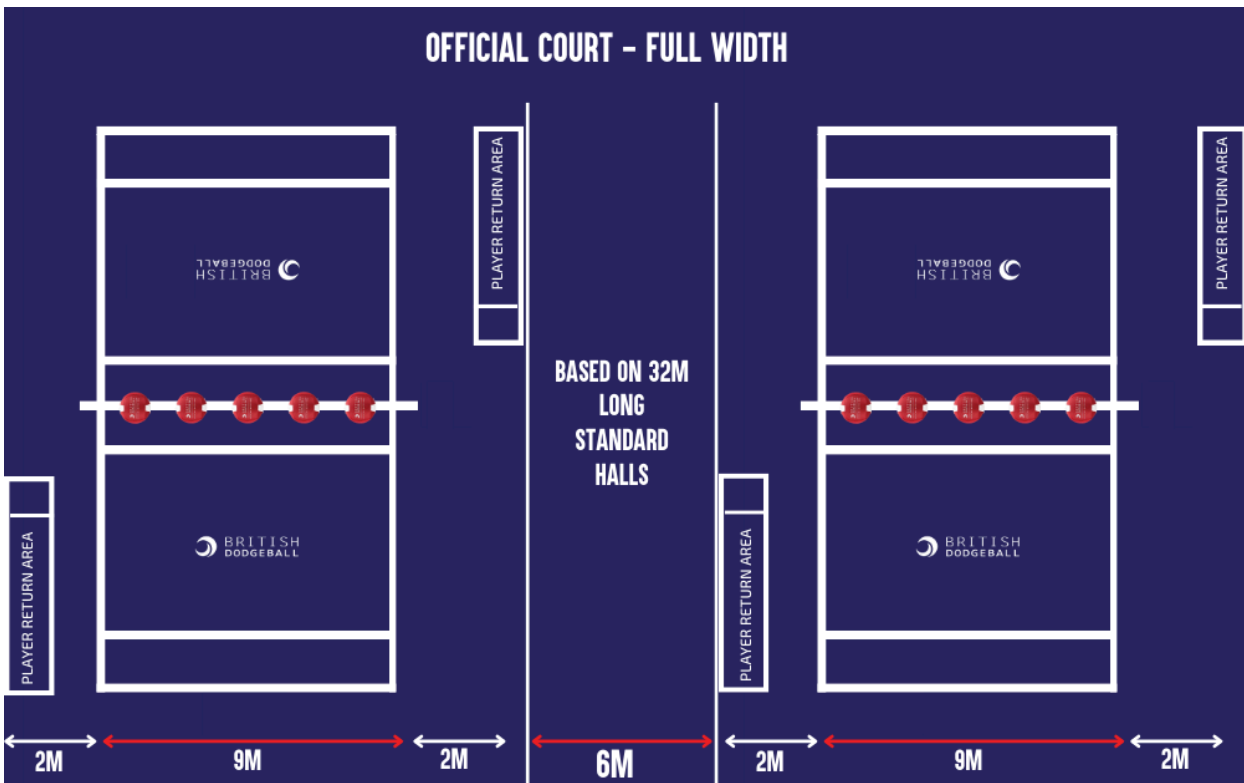


Figure 4: 2-Court Set Up - Full Width.

**OFFICIAL COURT - NARROW WIDTH ADAPTATIONS
'EXTRA NON-PLAYER ROOM'**

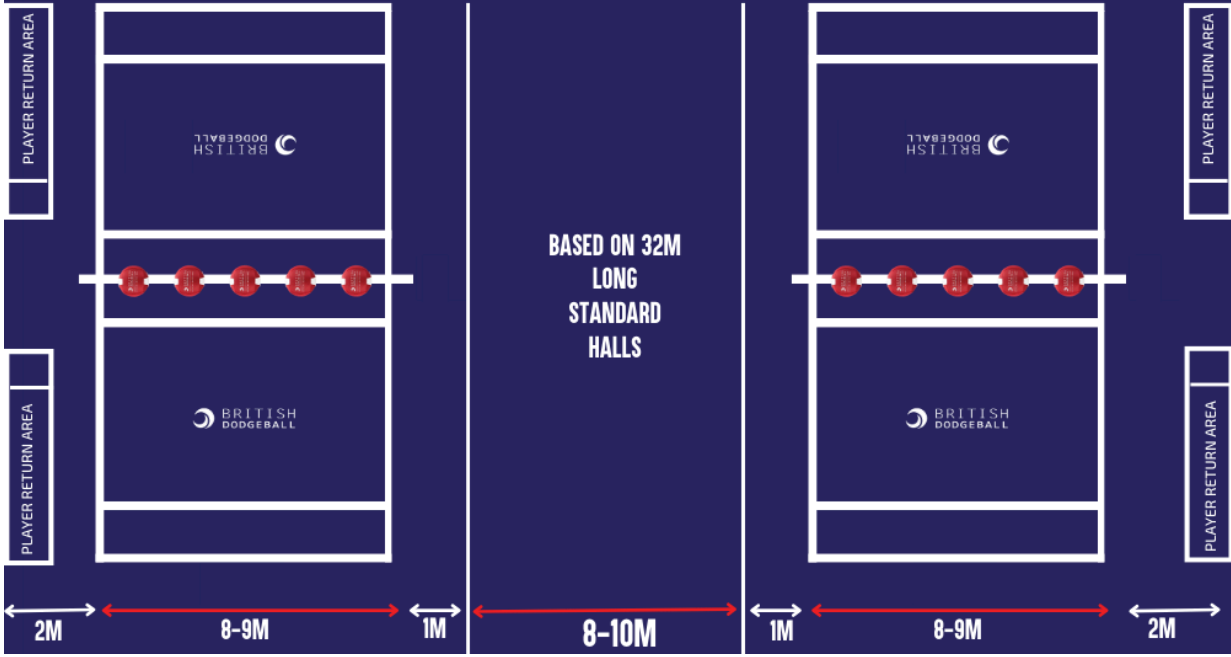


Figure 5: 2 court setup - Narrow Width Adapted Court. Adaptations include narrowing the court to 8m wide in addition to positioning the player return areas on the same side of the playing area.

Appendix 2. Face Shots



Figure 1: Face Shots. A thrown ball must make contact with the face as outlined in red for any face shot rules to apply.

Appendix 3. Sanctionable Offences

Key:

Blue: Minimum sanction (→ progress to next level after each repeated infringement)

Red: Context-dependant sanction (start here instead of a blue box if the situation calls for it)

Turnover	Warning	Elimination	Blue Card	Yellow Card	Red Card
Gameplay					
More than 3 players advance past return line during the rush/more than 6 player step on to court					
Competing for opponent's balls before your own are made live during rush					
	Repeatedly late to line up for a new set, or deliberately moving between "Ready!" and "Go!" commands during the rush.	→			
		Deliberate/avoidable physical contact or sliding/diving towards contested ball during opening rush		Dangerous physical contact during rush e.g. sliding or diving	
Dispossess an opponent of a ball after rush e.g. snatching		Dispossess an opponent of a ball e.g. snatching after rush		Deliberate/avoidable physical contact after rush	Dangerous physical contact after rush / Serious physical offence i.e. violent conduct
Retriever error – touching ball on court, contact with official, returning ball to opponents, moving into opponent's half, hiding possession			Repeated retriever errors	Retriever interfering with play e.g. blocking a live attempt over court	
		Not making an attempt after 'play ball' time has been exceeded			
		Equipment misconduct e.g. Pinching a ball's outer skin, pulling out their shirt to assist in making a catch	→	→	
		Invalid attempt, including kicking or spiking	Invalid attempt – end of match context / Flagrant invalid attempt during last 30 seconds of a set		
		Faking at a non-player, player clearly already out or after time has been clearly stopped	Throwing at a non-player, player clearly already out or after time has been stopped	Throwing at a non-player or a player during a clear break in play / Throwing at a non-player's head, player clearly already out's head or after time has been stopped	Throwing at a non-player's or a player's head during a clear break in play
			Head shot at a static target of <4m range	Intentional head shot	
			Non-player entering court – not interfering in play	Non-player entering court – interfering in play	

Key:

Blue: Minimum sanction (→ progress to next level after each repeated infringement)

Red: Context-dependant sanction (start here instead of a blue box if the situation calls for it)

Turnover	Warning	Elimination	Blue Card	Yellow Card	Red Card
Unsporting Conduct					
	Verbal offence including taunting	→	→	→	Serious verbal offence e.g. discriminatory
	Calling others out, persistent appealing or questioning the referee	→	→	Aggressive, or continued persistent appealing or questioning the referee	Abusing an official / Spitting
	Not leaving court in a timely manner once out		→	Cheating - remaining on court in spite of clearly being out, or being called out	
Exiting player interfering with play (affecting possession)	Exiting player not leaving by nearest exit route		→	Exiting player interfering with play	
Returning player interfering with play (affecting possession)		Returning player returning via wrong location	→	Returning player interfering with play	
		Wrong player returning to play from queue	→	Wrong player returning to play from queue - deliberate	
	Refusing to comply with referee's instruction	→	→	→	
			Swearing loudly or within earshot of spectators	Swearing – direct	Swearing at an official – direct
			Time-wasting, including delaying 20-second reset	Time-wasting (end of match)	
		Other unsporting conduct - not likely to be deliberate	Other unsporting conduct - deliberate	Other unsporting conduct - interfering with play	
				Intentionally imitating an out player when still in	
				Delaying stepping on to court after a reset to gain advantage	
Assistant Refereeing					
				Explicit lack of attention, including use of mobile phone	
				Interfering with play	

Figure 1: Sanctionable Offences Table. A summary of common offences with information on how they should be sanctioned.