

# SECONDARY SCHOOL QUICK START RULES

## PLAYERS

6 players on court at the start of a set

10 players maximum in a squad

7/8 - no gender specifications

9/10 - separate gender categories

Substitutions can be made between sets

Substitutes should sit in the outbox or act as ball retrievers

Minimum of 2 ball retrievers per team and a maximum of 3 if both teams agree to this before the game

Ball retrievers should be children from the team where possible.



## TIMINGS

Set length = 2 mins

Match length = 2 halves of 3 sets (6 sets in total per game)

Overtime set (in knockout rounds/positional games): = 1 minute

## WINNING A SET

Eliminate all opposing players

Or...

Have more players remaining on your side at the end of a set



## START OF PLAY

5 size 2 cloth balls are placed along the centre line

The 2 balls on a team's left are their designated balls, 2 people can rush for these balls

The centre ball is the only contested ball, 1 player from each team can attempt to win the middle ball

If a team false starts past the ball return line, the team are no longer being allowed to compete for the middle ball during that set.



## WINNING A MATCH

A team wins a match if they have more points

2 pts for a set won, 1 for a set drawn, 0 for a set lost

In group tables, a team will receive 2 pts for a match won, 1 for a match drawn, 0 for a match lost

If a match is drawn in knockout or playoff matches, a 1-minute overtime set will be played where teams restart with 6 players. If a match is still drawn, then sudden death will be played, where the referee will not stop the game but shout 'sudden death' to inform teams that the one-minute overtime period has expired. In sudden death the next team to eliminate an opposing player will be declared the winning team.

## LIVE BALLS

A ball is live until it hits a floor, wall or any other surrounding surface

Multiple play is possible with a live ball

If a ball hits a retriever the ball is no longer classed as live



## LINES

Secondary school dodgeball is played using the under 13/15s court.

Players should stay inside the court markings and will be called out for stepping on or over the boundary lines

Players may not leave the court to collect balls, ball retrievers should collect the balls and place them back into play behind the ball return line

Players must return to the court by stepping onto the court over the back line

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## BALL RETRIEVERS

Retrievers can only collect balls that are off court, on their side of the middle line.

Balls should be returned to court by:

Passing the ball to an active player on their team who is behind the ball return line

Placing the ball on court behind the return line

Retrievers cannot enter the court, if a retriever enters the court or touches a ball that is on court this will be a retriever error.

A retriever error will result in the non-offending team captain being able to dictate on the distribution of the dodgeballs (e.g. they may choose to be passed all the balls).

## HITS

Any player struck with a live ball by an opposing player will be called out

Face shots do not count, any player hit directly in the face will not be called out

Any player hit in the back, top or side of the head will be called out

A player using their face to block the ball hitting other parts of their body will be called out

If a ball is blocked into a players face they are out

## BLOCKING

Players are able to use a ball in their possession to block an incoming ball.

If the ball they are holding is knocked from their possession, they will be called out

A blocked ball is live until it hits the floor or surrounding area

## MULTIPLE PLAYS



Multiple scenarios of play can take place whilst a ball is live. For example a ball thrown can hit an opposing player and be caught by another player on the opposing team. Thus causing both the thrower and the hit player to be out. This play would also result in the first player out on the catching team returning to the game.



## CATCHES

Any catch on a live ball will be valid. The player who threw the caught ball will be called out and the catching team will gain one player from the outbox.

Players must return in the order they went out e.g. the first player out is first back in.

## INVALID THROWS

Players are not allowed to roll a ball to the opposing team, unless instructed to do so by a match official.

An invalid attempt will result in an initial warning, any further attempts will result in the player being called 'out'.



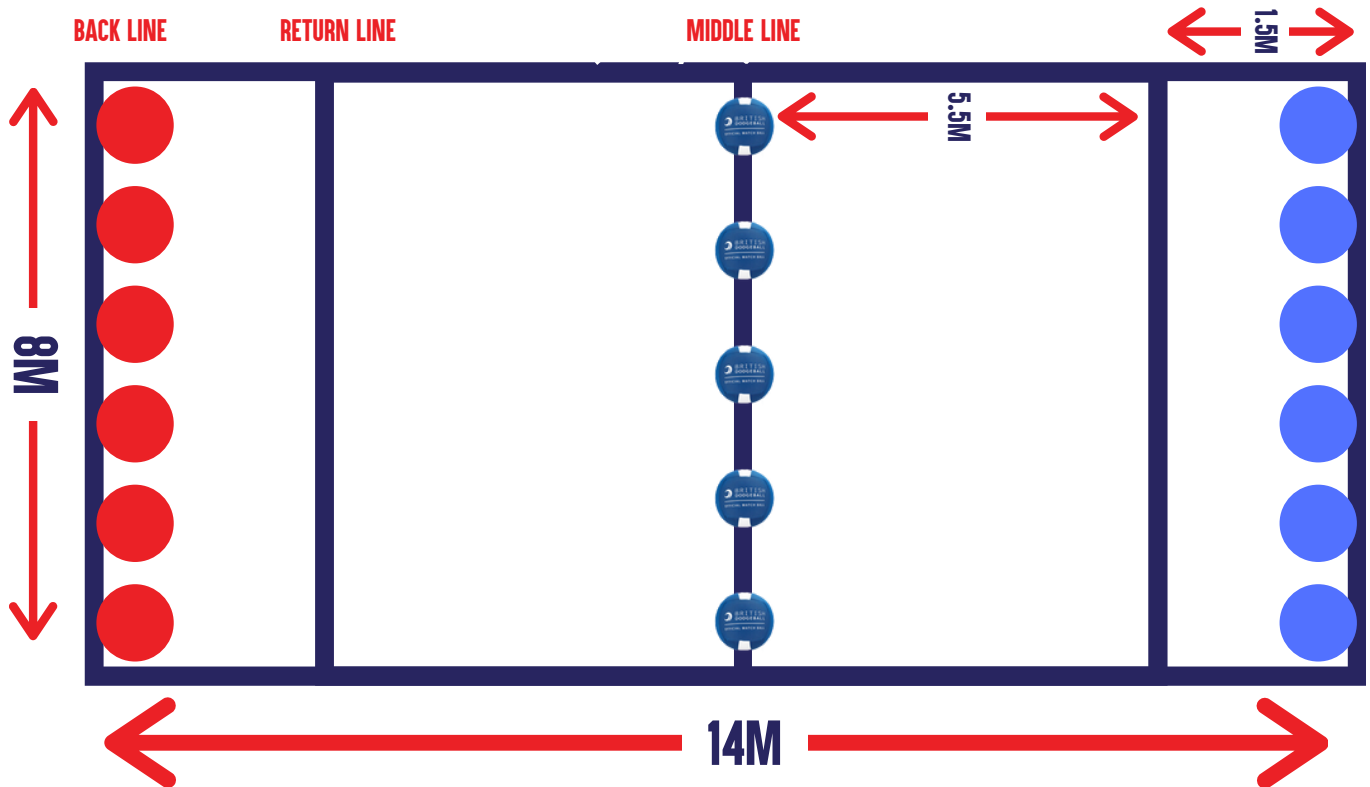
## STALLING

Players should not intentionally stall the game. Once a team has possession of 3,4 or 5 balls, they should look to make an attempt with at least one of those balls.

A referee may call 'play (n) balls'. (n) being the number of balls. For example, if your team has 4 balls the referee will ask you to play 3 balls, allowing your team to keep hold of 1 ball. In this instance, if only 2 balls are thrown then 1 player holding a ball will be called out.

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## SECONDARY SCHOOL DODGEBALL COURT



## FACE SHOTS



- 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.