

BRITISH DODGEBALL

REGULATIONS

26-27 Season



**BRITISH
DODGEBALL**

Introduction

The purpose of these regulations is to provide a structured, safe, fair and consistent framework for the organisation of British Dodgeball's competitions. The WDBF rules, these regulations, and associated regulations for specific competitions, alongside British Dodgeball's policies constitute the complete set of provisions in force from 1st of September to the 31st August in the year of issue. These regulations are ratified by the Technical Committee and are the regulations, unless otherwise stated, which govern all competition matters.

It is recognised that not every circumstance can be anticipated or addressed within these regulations. In such cases, the Technical Committee holds the authority to make any necessary decisions. British Dodgeball also holds the right to issue amendments to these regulations at any time.

Any queries relating to these regulations should be sent to: disciplinary@britishdodgeball.com

Delegation & Jurisdiction

The British Dodgeball Management Committee has delegated responsibility for the National Competitions to the British Dodgeball Technical Committee. An outline of the Technical Committee's roles and responsibilities can be found on the [Terms of Reference](#). The technical committee has the right to rule on complaints and appeals made by teams and individuals on all aspects of these regulations and with respect to the British Dodgeball code of conduct. This includes having the ability to overturn some refereeing decisions e.g. yellow card, or correct a scoreline which is erroneously added up by referees on the scoresheet. The technical committee will in general not overturn gameplay decisions e.g. catch or hits, made by a refereeing team during a match.

On the British Dodgeball website, you will find links to British Dodgeball [Regulations](#), the Code of Conduct, and other British Dodgeball policies and procedures (together, the "Dodgeball Rules"). All relevant documents can be downloaded from the British Dodgeball website and should be read prior to applying for Membership of British Dodgeball or attending any British Dodgeball events. The Dodgeball Rules govern important issues such as safeguarding, whistleblowing, and social inclusion etc. On becoming a Member or by being present at an event, you and the club committee agree(s) to (i) comply with the Dodgeball Rules; and (ii) ensure that individual members of your club also comply with the Dodgeball Rules when taking part in any dodgeball activity.

The Dodgeball Rules apply equally to all British Dodgeball events, unless otherwise stated in the Regulations. **Competition rules shall be applied in the following order:**

1. **WDBF Cloth rules, unless modified by**
2. **British Dodgeball Regulations and British Dodgeball Policies, unless modified by**
3. **Specific Competition Regulations as outlined in [Appendix 1: Rules Amendments](#)**

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Section A. Clubs, Informal Groups and Teams

A1. Clubs and Informal Groups

1. British Dodgeball works with clubs, informal groups and teams.
2. **Clubs:** These are constituted organisations who enter teams into British Dodgeball events. Clubs must hold valid [Club membership, University club membership or Associate club membership](#) to enter teams into British Dodgeball competitions. Further information is outlined in [A3 Competition Entry](#).
3. **Informal Groups:** These are informal groups who do not have a constitution or governing document in place. Informal groups may enter community open events only.
 - 3.1. British Dodgeball recognises informal groups throughout the duration of event entry in British Dodgeball competitions. Informal groups do not need club membership or to demonstrate any club membership requirements outside of:
 - Agreeing to abide by British Dodgeball code of conduct;
 - Ensuring players have the required level of playing membership as per [B1. Player Registration](#);
 - Nominating a Referee Lead who is responsible for the groups' performance of allocated refereeing duties; and
 - The informal group leader accepts personal liability for any fees owed with regards to competition entry and event fines.
4. All clubs that are British Dodgeball members must have a unique club name which is approved by the British Dodgeball Management Committee.

A2. Teams

1. Teams must be entered into British Dodgeball events by clubs (including schools, universities, colleges and other constituted organisations holding club membership as per [A1. Clubs and Informal Groups](#)) or informal groups.
2. Clubs may enter as many teams as they like into British Dodgeball events.
3. Teams may only be registered to one club.
4. **Team Names:** Every team name within a club must be unique and non-offensive. League teams must contain an identifying town/city/borough/area in their name, alongside any other chosen identifiers.
 - 4.1. A team may only change their name once they have received permission to do so in writing from British Dodgeball.
 - 4.2. If team names are not specified upon event entry, British Dodgeball will assign the club name followed by a number to each team when multiple teams are entered into an event (e.g., team 1, team 2, etc.).

A3. Competition Entry

1. Clubs may enter teams into the following event categories:

Competition Type	Open to:	Requirements:
English National Leagues (Men's, Women's, Mixed)	Community Clubs, Colleges & Universities	- Community clubs to hold active British Dodgeball Club Membership as per A1. Clubs and Informal Groups - Colleges to hold active British Dodgeball Associate Club Membership as per A1. Clubs and Informal Groups - Universities to hold active British Dodgeball University Club Membership as per A1. Clubs and Informal Groups
Northern Irish, Scottish and Welsh National Leagues (Men's, Women's, Mixed)	Community Clubs, Colleges & Universities	- Community clubs to hold active British Dodgeball Club Membership as per A1. Clubs and Informal Groups - Colleges to hold active British Dodgeball Associate Club Membership as per A1. Clubs and Informal Groups - Universities to hold active British Dodgeball University Club Membership as per A1. Clubs and Informal Groups
Open Events	Informal Groups, Community Clubs, Schools, Colleges & Universities	- Informal groups may enter with no club membership required (players must hold active playing membership as per 4.1. Player Membership). - Community clubs to hold active British Dodgeball Club Membership as per A1. Clubs and Informal Groups - Schools to hold active British Dodgeball Associate Club membership. as per A1. Clubs and Informal Groups

		- Colleges to hold active British Dodgeball Associate Club Membership as per A1. Clubs and Informal Groups - Universities to hold active British Dodgeball University Club Membership as per A1. Clubs and Informal Groups
BUCS University Leagues	University Clubs	- Universities to hold active British Dodgeball University Club Membership as per A1. Clubs and Informal Groups - Entry is confirmed with BUCS.
English University Mixed Leagues	University Clubs	- Universities to hold active British Dodgeball University Club Membership as per A1. Clubs and Informal Groups
Junior Opens, Leagues, Cups & Championship Events	Informal Groups, Community Clubs, School Clubs, Associate Clubs	- Community clubs to hold active British Dodgeball Club Membership as per A1. Clubs and Informal Groups - Schools to hold active British Dodgeball Associate Club membership. as per A1. Clubs and Informal Groups
College Championships	Colleges	- Colleges to hold active British Dodgeball Associate Club Membership as per A1. Clubs and Informal Groups
Schools Championships	Schools	- Schools to hold active British Dodgeball Associate Club membership. as per A1. Clubs and Informal Groups

- Event entry for community opens is available through the British Dodgeball website only, unless otherwise specified, and payment must be made in order to confirm entry.
- Event entry will close at the event entry deadline, or when all competition spaces are filled, whichever is sooner.
- Community Events:** Event entry for community leagues is available through completing the necessary forms to confirm entry. Entry to community opens is purchased via the British Dodgeball website.
 - National league payments will be split into two invoices - one during the start of the season (approximately October) and one during the mid-point (approximately February).
- Universities:** Event entry for university opens & championship events is available through the British Dodgeball website. Those wishing to pay via invoice may select this option.
 - Invoices for university team entry fees must be paid in accordance with the [British Dodgeball Refunds & Cancellation Policy](#).
 - Event entry for BUCS university dodgeball leagues is available through BUCS exclusively.
- Late Payments:** If a team competing in British Dodgeball leagues fails to submit payment by the relevant deadlines, they will be subject to the following sanctions:
 - The team may be docked one point for every 24 hour period until payment has been received.
 - A fine of 1% of the league fee will be added to the amount owed every 24 hour period until payment has been received.
 - A delay of more than seven working days may result in the team or teams being removed from the league.
- Where possible, the schedule for events will be available via the British Dodgeball website prior to the event. This will include match timings and allocated refereeing duties, though will be limited to group stages only where relevant.
- Outstanding Debt:** Clubs will only be permitted to enter or compete in British Dodgeball events where they have no outstanding debt to British Dodgeball.

A4. Competition Withdrawal

- Please refer to the [British Dodgeball Refund and Cancellation Policy](#) with regards to withdrawals from events or leagues. Sanctions may apply to teams consistently withdrawing from leagues or events.
- Any club or team withdrawing from a league, and then wishing to re-enter later, must re-apply as a new entrant. New entrants will be placed in the lowest available division geographically as decided by the Technical Committee.

Section B. Registration

B1. Player Registration

1. **GameDay Registration:**
 - 1.1. All individuals, or parents' guardians of individuals aged under 18, must create an account on the [GameDay platform](#) before an individual can be named on the team sheet for any British Dodgeball or BUCS event. Where this individual is competing in a league, their account must be linked to the club or informal group they are representing during that league.
 - 1.2. **Players may link their accounts to multiple teams in a season:**
 - 1.2.1. **Primary Club:** The club a player refers to as their primary community club will usually be the club they compete for in national league events. An informal group may be classed as the player's primary club should they not belong to another British Dodgeball member club.
 - 1.2.2. **Additional Club:** A player may compete for one additional community club or informal group in league events where this is beneficial to the development of the sport. Prior approval must be gained from the British Dodgeball Technical Committee; see the Eligibility section for more details. See [Appendix 2: Registering an additional club](#) for a step-by-step guide of how to complete this process.
 - 1.3. **Overseas players:** Overseas players are permitted to compete in British Dodgeball leagues, as long as they meet Eligibility Requirements outlined in [F3. Registration Eligibility](#).
 - 1.3.1. **For UK-based players who compete in another UK national league:** See [Appendix 2: Registering an additional club](#) for a step-by-step guide of how to complete this process.
 - 1.3.2. **For players outside of the UK:** See [Appendix 3. Registering an overseas player](#) for a step-by-step guide of how to complete this process.
 - 1.4. When a player first signs up to GameDay, an online player profile will be created. Players may then review and edit their details through this profile, including purchasing membership. For further information please view the [GameDay FAQ's](#) on registering as a player.

B2. Player Membership

1. **Membership Requirements:**
 - 1.1. **Adults:** To be listed on the team sheet for any British Dodgeball adult community opens, university opens, university leagues and community leagues, all players must hold valid [British Dodgeball player membership](#).
 - 1.2. **University Students:**
 - 1.2.1. **Competing at British Dodgeball Adult & University Events:** To be listed on the team sheet for any British Dodgeball adult community opens, university opens, university leagues and community leagues, all players must hold valid [British Dodgeball player membership](#). Participation includes being named on the team sheet at an event.
 - 1.2.2. **Competing at BUCS Leagues:** Those competing exclusively in BUCS events must be registered to their University team on Gameday as per 4.1.1 above.
 - 1.2.2.1. For eligibility requirements for BUCS league competitions, please refer to the BUCS regulations.
 - 1.3. **Juniors:**
 - 1.3.1. **Competing at Adult & University Events:** To be listed on the team sheet for any British Dodgeball adult community opens, university opens, university leagues and community leagues, all players must hold valid [British Dodgeball player membership](#). As junior players are under 18, a parent/guardian, or a club lead with permission from the parent/guardian, will be required to purchase membership for them.
 - 1.3.2. **Junior Community Events:** Those competing exclusively in junior events must hold valid [British Dodgeball junior player membership](#).
 - 1.4. **College students:**
 - 1.4.1. **College Championships:** No membership type is required for British Dodgeball College Championships events.
 - 1.5. **School Pupils:**
 - 1.5.1. **School Championships:** No membership type is required for British Dodgeball School Championships events.
2. **Open membership exemption for new players:**
 - 2.1. New players are able to compete in their first British Dodgeball community or university open event without purchasing player membership, but must hold the relevant membership level in advance of the second event they compete in. This only applies to open events; all players must be registered members in order to participate in British Dodgeball Leagues or Championship Events.
 - 2.2. New players must still be registered on [GameDay](#) in advance of being named on a team sheet, as per [B1. Player Registration](#).

Section C. Transfers

C1. Transfers

1. A transfer is when a player moves from one club to another club during the course of a season.
2. Transferring from a player's current primary club to a new primary club, or current additional club to a new additional club, is possible.
3. Transfer requests will need to be approved by three sources before they can officially be confirmed: a representative from the club the player intends to transfer from, a representative from the club they intend to transfer to and the British Dodgeball Technical Committee. See [Appendix 4: Transfer request process](#) for a step-by-step guide of how to complete this process.
 - 3.1. Transfer requests to change a player's primary club or additional club will be considered on a case by case basis.
4. **Transfer deadlines:**
 - 4.1. Transfer requests will not be approved to another team competing in the English National leagues after 14th March.
 - 4.2. Transfer requests will not be approved to another team competing in the Scottish National leagues after 17th April.
 - 4.3. Transfer requests will not be approved to another team competing in the NI National leagues after 3rd April.
 - 4.4. Transfer requests will not be approved to another team competing in the English Mixed leagues after 3rd April.
 - 4.5. Transfer requests will not be approved to another team competing in the NI Mixed leagues after 27th February.
 - 4.6. Transfer requests will not be approved to another team competing in the English u18 league after 7th November.
 - 4.7. Transfer requests will not be approved to another team competing in the Junior Cup after the first round of the competition.
 - 4.8. Transfer requests will not be approved to another team competing in the British Junior Championships after 7th November.
 - 4.9. If a player requests a transfer to a new club which has teams entered into competitions where some transfer deadlines have passed and others have not, the player will only be eligible to compete for their new club in competitions where the transfer deadline has not passed.
5. **Outstanding Debt:** Transfer requests between clubs will not be approved where there is evidence that a player owes money to the club that they are looking to leave.
 - 5.1. Clubs have up to 72 hours to inform British Dodgeball of this when the transfer request is submitted as per See [Appendix 4: Transfer request process](#).
 - 5.2. A player will not be permitted to compete in further British Dodgeball events until any outstanding debt has been settled.

C2. Internal Player Movement

1. Internal player movement is when a player moves from one team to another team within the same club during a league competition.
2. A player may only play for one team per event in a single round of fixtures.
 - 2.1. Players that are eligible to compete in the women's category may register for and participate in one club team in both the women's and men's categories of the same event round, as outlined in [F6. Gender Eligibility](#).
 - 2.2. Leagues with a different number of rounds or played on different dates are listed below to outline which rounds are linked for the purposes of this regulation:

English National Leagues	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8	Round 9	Round 10
English Super League & English National League 1	10th Oct 26	14th Nov 26	28th Nov 26	9th Jan 27	6th Feb 27	27th Feb 27	27th Mar 27	10th Apr 27	24th Apr 27	22nd May 27
English Men's National (North) League 2	11th Oct 26	15th Nov 26	29th Nov 26	31st Jan 27	7th Feb 27	14th Mar 27		18th Apr 27	25th Apr 27	
English Men's National (South) League 2 & 3	11th Oct 26	15th Nov 26	29th Nov 26	10th Jan 27	7th Feb 27	14th Mar 27		11th Apr 27	25th Apr 27	

- 2.3. Internal player movement requests will **not** be accepted for players moving between teams at such a time which would allow them to compete for different teams in the same event round, except in exceptional circumstances.

3. Before the transfer deadline outlined in [C1. Transfers](#) has passed for a specific competition, each club is allowed to transfer one player per team to the next lower ranked team (e.g. 1sts to 2nds) between each round of league fixtures without request. In this case, a team's team sheet at the start of each ranking competition or league fixture will be considered notification of any intra-club transfers.
 - 3.1. All other Internal Player Movement requests must be sent to the [Technical Committee](#) requesting written approval. This includes if a team wishes to:
 - move more than one player to a lower-ranked team at a time;
 - move a player down multiple teams (e.g. 1sts to 3rds) between each round of fixtures; or
 - move a player down to a lower-ranked team after the transfer deadline has passed.
4. Intra-club transfer requests will be considered on a case by case basis and should follow the procedure outlined within these regulations.
5. Players and clubs should be aware that there is no guarantee that a transfer will be approved. After the deadline outlined in [C1. Transfers](#) has passed, movement to a lower-ranked team will only be granted in exceptional circumstances.
6. **Processing times:** There is no defined length of time for how long an internal player movement request will take to be approved or denied.
 - 6.1. Submitting movement requests a minimum of 3 working days in advance of an event is required, but earlier is still recommended as staff often have out-of-office delivery commitments and may not be able to manage the request in time.
 - 6.2. Whilst the Technical Committee will make every effort to resolve requests as quickly as possible, they reserve the right to take the appropriate amount of time to make a decision.
 - 6.3. Players and clubs who have submitted a request are encouraged to check their emails regularly in case of a further request. No moves can be assumed by individuals or clubs until they have been approved in writing.
7. Players in a team on a bye cannot move down to compete for a lower ranked team freely. One player only may move down without request as per [C2. Internal Player Movement, 3.](#)
8. Clubs with teams in the same league division must outline which is the higher-ranked team before the league start date by emailing the British Dodgeball Technical Committee or outlining this on league entry forms. If team names use a standard 1sts/2nds/3rds or A/B/C format, this will be taken as notice of team rankings by default. Teams must then abide by intra-club transfer regulations.
9. Fielding an ineligible player will result in an investigation and potential sanctions as outlined in [Section F. Competition Eligibility](#).

Section D. Event Formats

D1. British Dodgeball Competition Rules

1. Competition rules shall be applied in the following order:
 - a. WDBF Cloth rules, unless modified by
 - b. British Dodgeball Regulations and Policies, unless modified by
 - c. Specific Competition Regulations as outlined in [Appendix 1: Rules Amendments](#)

D2. British Dodgeball League Formats

1. The British Dodgeball League period will normally run from September to July each season.
1. Multiple teams from the same club are permitted to participate in any British Dodgeball league, including second teams taking up spots alongside their first teams in national leagues.
 - 1.1. Where multiple teams are in the same league, internal player movement as per [C2. Internal Player Movement](#) may be monitored closely by opponents; complaints may be submitted when a team has fielded an ineligible player on their teamsheet as per [F3. Registration Eligibility](#) and [H1. Team Sheets](#). More information on this process can be found in [J1. Match Reporting](#).
2. Although clubs may request that their teams enter a specific league where multiple leagues are held in different regions (e.g. requesting to join the Mixed National League North), priority will be given to local teams when building the leagues. British Dodgeball reserves the right to build leagues at their discretion in order to ensure all leagues are viable.
3. **League Structures:** The structure of each league may be altered depending on the number of entries and the number of league rounds.
 - 3.1. This will be decided at the discretion of British Dodgeball and communicated in advance of a league start date
 - 3.2. Leagues may adhere to the following formats:
 - 3.2.1. **One-group round robin:** All league teams are in one group and play a round robin/double round robin/triple round robin.
 - 3.2.2. **Two-group halfway split:** At the halfway point in the league, the league will be split into 2 or more groups. Further round robins will be played in these groups. For ranking purposes, all of the teams in the higher group will be ranked higher than those in the lower group so that the winners of a lower ranked league will not be positioned higher than teams in the higher ranked league in the final league table..
 - 3.2.3. **Two-group non-halfway split:** At a specified point past halfway the league will be split into 2 or more groups. Where possible the groups will be evenly-sized (e.g. a group of ten may be split into two groups of 5 or three groups of 4, 3 & 3). Further round robins will be played.

D3. British Dodgeball Open Events

4. "Open" events are any competitions where there are less stringent eligibility requirements:
 - 4.1. British Dodgeball playing membership, or playing registration, is still required, but players do not have to play for their listed primary club, additional club or university club.
 - 4.2. Teams do not need to be part of a formalised club which holds active membership with British Dodgeball.
5. Open events will typically follow a standard structure, beginning with pre-announced, unseeded groups. When group play has finished, the teams finishing at the top of these groups will progress to the knockout stages. Where entry numbers or other logistics require this, a round robin or alternative format may be used.
6. Unless specified as a mixed open, adult and university open events will aim to feature both Men's and Women's competitions as described in [F6. Gender Eligibility](#). These competitions will usually take place on the same day.
 - 6.1. If there is only one category taking place due to venue restrictions or demand, this will be a Men's event unless otherwise stated, as people of all gender identities may still compete in this category without limitation, as per [F6. Gender Eligibility](#).
7. There will be no home or away teams allocated at open events. As such, a coin toss (or other 50%-chance event in the absence of a coin) shall be used to determine choice of sides.
8. **Open Series Points:**
 - 8.1. Adult events are categorised as follows:
 - 8.1.1. British Open, New Season Open = Gold
 - 8.1.2. English Open, Welsh Open, Scottish Open, NI Open= Silver
 - 8.1.3. All other regional opens = Bronze

8.2. Teams will earn the following points from Open Series events:

Finishing Position	Gold Event Pts	Silver Event Points	Bronze Event Points
1st	20	15	10
2nd	16	12	8
3rd	14	10	7
4th	13	9	6
5th-8th	10	8	5
9th-12th	9	7	4
13th-16th	8	6	3
17th-20th	7	5	2
20th+	5	4	1

9. University Fresher's Open:

- 9.1. All except two players per team must either be in their first year of attendance at university, or be an individual who has never entered a British Dodgeball competition before at any level.
 - 9.1.1. Up to two players per team are exempt from the requirement above, so they can offer guidance to new players.
- 9.2. This event is classified as a "men's" event, meaning that anyone of any gender identity can compete without limitation as per [F6. Gender Eligibility](#).

D4. Schools Championships

1. British Dodgeball Schools Championship events operate in the following categories:
 - 1.1. Primary mixed (4:2 gender split)
 - 1.2. Primary girls
 - 1.3. Secondary 7/8 open
 - 1.4. Secondary 9/10 boys
 - 1.5. Secondary 9/10 girls
2. Events are classed as:
 - 2.1. **County Events:** The first round of events, played at county level. Depending on the category, qualifying teams may progress to a regional event. See the individual event page above for more information.
 - 2.2. **Regional Events:** The first or second round of events, played at regional level. Depending on the category, qualifying teams may progress to a national finals. See the individual event page above for more information.
 - 2.3. **National Finals:** The final event, played at national level. See the individual event page above for more information.
3. Events will typically follow a standard structure, beginning with pre-announced, unseeded groups. Depending on the number of teams, the format will consist of:
 - 3.1. **Group Stage:** A group stage usually consists of one of the following:
 - 3.1.1. **Double Round Robin:** Teams will play all other opponents twice. The team at the top of the group wins the event.
 - 3.1.2. **Single Round Robin:** Teams will play all other opponents once. The team at the top of the group wins the event.
 - 3.2. **Playoff Stage:** A playoff stage usually consists of one of the following:
 - 3.2.1. **Positionals:** When group play has finished, teams will play opponents in the same finishing position in the other group (e.g. 1st A Vs 1st B in the gold medal match; or
 - 3.2.2. **Knockouts:** When group play has finished, the teams finishing at the top of these groups will progress to the knockout stages.

D5. College Championships

4. British Dodgeball College Championship and College Championship events operate in a single, open category.
5. Events are classed as:
 - 5.1. **Regional Events:** The first round of events, played at regional level.
6. Events will typically follow a standard structure, beginning with pre-announced, unseeded groups. Depending on the number of teams, the format will consist of a **Group Stage**:
 - 6.1. A group stage usually consists of one of the following:
 - 6.1.1. **Double Round Robin:** Teams will play all other opponents twice. The team at the top of the group wins the event.
 - 6.1.2. **Single Round Robin:** Teams will play all other opponents once. The team at the top of the group wins the event.

Section F. Competition Eligibility

F1. General Competition Eligibility

1. British Dodgeball will hold a list of all players registered to play for a club (or informal group) in a particular type of league.
 - 1.1. Eligible players may be added throughout the season via registration or transfers.
 - 1.2. Where clarification of eligibility is sought, this should be sent to the [British Dodgeball Technical Committee](#) via email.
2. Teams must not allow an individual who does not fulfil all the following criteria to participate for them at an event:
 - 2.1. Comply with Membership Eligibility as per [F2. Membership Eligibility](#);
 - 2.2. Comply with Registration Eligibility as per [F3. Registration Eligibility](#);
 - 2.3. Have no outstanding debts as per [F4. No Outstanding Debt](#);
 - 2.4. Comply with age eligibility requirements as per [F5. Age Eligibility](#);
 - 2.5. Comply with gender eligibility requirements as per [F6. Gender Eligibility](#);
 - 2.6. Comply with university, college and school event eligibility requirements (where necessary) as per [F7. University, College & School Event Eligibility](#);
 - 2.7. Be listed on a relevant team sheet as per [H1. Team Sheets](#); and
 - 2.8. Have no outstanding sanctions (e.g. yellow/red cards or other bans) as per [Section L. Misconduct & Sanctions](#) to be fulfilled.
3. Where a player plays or is a named substitute for a team that they are not eligible to play for at an event, the British Dodgeball Technical Committee will review applicable sanctions; it is likely that their team would forfeit all matches at that event. Examples of ineligible players include players who:
 - Participate in league events for clubs other than their registered primary club, approved additional club or university club;
 - Are not registered on [GameDay](#);
 - Do not hold the required level of playing membership;
 - Do not comply with gender eligibility requirements;
 - Do not comply with age eligibility requirements;
 - Play for a lower-ranked team in a league event without receiving adequate permission; or
 - Presume a transfer request or additional club request has been accepted and participates before receiving written approval from the Technical Committee.
4. Adult players may participate for a maximum of one primary club and one additional club (plus a school/college/university club if an individual meets the criteria outlined in [F7. University, College & School Event Eligibility](#)) in British Dodgeball leagues and championship events in a season, except under special circumstances as approved by the British Dodgeball Technical Committee.
 - 4.1. All primary, additional and university clubs that an individual participates for must be listed on their Gameday account, see [B1. Player Registration](#) for further details of how to do this. Listing an additional club or university on your profile is not confirmation of player eligibility - permission must be sought in advance as per [B1. Player Registration](#)
 - 4.2. Players who are only registered to a university club must request to register a primary community club by following the process outlined in [Appendix 2. Registering an Additional Club](#), if they are registering part-way through the season for a community club and will only play for the primary community club in the final 2 rounds of a national league.
5. **Appeals:** Any appeals regarding eligibility should be directed to the [Technical Committee](#) (with the exception of BUCS leagues as these appeals should be directed to BUCS).

F2. Membership Eligibility

1. British Dodgeball will hold a database of all players with British Dodgeball membership and all registered players who have competed in British Dodgeball events, in accordance with the [British Dodgeball privacy policy](#). It is the responsibility of the player (or player's parents if aged under 18) and club to check that an individual is registered on GameDay and holds the relevant membership types (club administrators are able to check this via GameDay for community events). For an adult player to be considered a British Dodgeball member in time to compete in an event, payment for membership must have been successfully completed before the start time of that specific event.
2. British Dodgeball will conduct eligibility checks regularly. Any players not found to have registered or hold the required membership level as outlined in [B2. Player Membership](#) may face sanctions.
 - 2.1. Sanctions include:
 - Instantly becoming ineligible for further play until the required registration process is completed or membership is purchased; and
 - Any matches the offending individual has participated in may be deemed to be a forfeit.
 - Where a team has won medals or trophies whilst featuring ineligible players, the British Dodgeball Technical Committee may decide that these must be returned within two weeks at the team's expense, or cover the cost of purchase of replacement medals and trophies in addition to administration time.
 - 2.2. Any appeals regarding eligibility should be directed to the [Technical Committee](#) (with the exception of BUCS leagues as these appeals should be directed to BUCS).

F3. Registration Eligibility

1. **Players can register to play for more than one club per season, but only one club in each competition at a time.**
2. **Excluding open events, they must only compete for clubs they are registered for in accordance with Reg XX Player registration.**
 - 2.1. See [Appendix 2: Registering an additional club](#) for a step-by-step guide of how to register players for an additional club
 - 2.2. See [Appendix 3: Registering an overseas player](#) for a step-by-step guide of how to register an overseas player.
3. **Excluding open events, they must only compete for teams they are registered for in accordance with Reg XX Transfers.**
4. **For an adult player to be considered a British Dodgeball member in time to compete in an event, payment for membership must have been successfully completed before the start time of that specific event.**
5. **Duration of Registration:** A player's registered club for a particular type of competition will remain their registered club (and the only club they can play for in that league type and its associated Championship event) until end of the season.
 - 5.1. This must be either their primary or additional club.
 - 5.2. Transfer requests to change the club a player is registered to will be considered on a case by case basis and should follow the transfer request procedure detailed within these regulations.
6. **League Eligibility:**
 - 6.1. **Players may only play for one of their primary or additional clubs (if approved by the Technical Committee) in any league event for the duration of the entire league.**
 - 6.1.1. **The compete for their approved additional club if their primary club is not competing in that particular league, unless special displayer may only pensation is given in advance by the British Dodgeball Technical Committee.**
 - 6.1.2. **A transfer request must be completed should the player wish to change which club they represent part-way through a season as per [Cl. Transfers](#). If the player wishes to change their listed primary club, they must request a transfer as per [Cl. Transfers](#).**
 - 6.1.3. **Overseas players:** Teams may register a maximum of 2 overseas players in a season.
 - 6.1.3.1. **Players from another UK national league:** Players who are signed up to a club in their Home Nation may compete for one additional club in another home nation as long as the player meets all Competition Eligibility requirements and does not compete for two teams in the same national league. This player is classed as an overseas player for the purposes of the 2-player limit per team. See [Appendix 2: Registering an additional club](#) for a step-by-step guide of how to register UK-based players for an additional club.
 - 6.1.3.2. **Overseas players from outside of the UK:** Overseas players from outside the UK may compete for a maximum of one club as long as they meet all Competition Eligibility Requirements. This player is classed as an overseas player. See [Appendix 3: Registering an overseas player](#) for a step-by-step guide of how to register an overseas player.
 - 6.1.3.2.1. **International University Students:** As long as they meet the criteria outlined in [BUCS Individual Eligibility regulations](#), international students may use their term-time address whilst they are residing in the UK. They are **not** classed as overseas players.
7. **Team Eligibility (Internal Player Movement):**
 - 7.1. **Excluding open events, players must only compete for teams they are eligible to compete for in accordance with [C2. Internal Player Movement](#) (i.e. a 1st team player cannot compete for the 3rd team without permission from the Technical Committee).**
 - 7.2. **A player may only play for one of their club's teams in a single round of fixtures. More information is provided in [C2. Internal Player Movement](#).**

F4. No Outstanding Debt

1. **Debt to British Dodgeball/National Academies:** A player will not be permitted to compete in further British Dodgeball events until any outstanding debt regarding national academies, including trial fees, or any other British Dodgeball service has been settled.
2. **Debt to Clubs:** Players will not be eligible to play for a new or existing primary or additional club where there is evidence that the player owes money to a club that they have left. A player will not be permitted to compete in further British Dodgeball events until any outstanding debt has been settled.
 - 2.1.1. **Clubs must inform the Technical Committee as soon as possible of any concerns regarding outstanding debt; should the Technical Committee suspect the club has submitted a complaint regarding an outstanding debt at a time purposefully chosen to provide the club with a competitive advantage, the Technical Committee may manage debt repayment on a case-by-case basis.**

F5. Age Eligibility

1. Age Categories: British Dodgeball Opens, Championships, and Leagues in the 2026/27 season will be focused on five age groups:
 - 1.1. Under 11 (U11)
 - 1.2. Under 13 (U13)
 - 1.3. Under 15 (U15)
 - 1.4. Under 18 (U18)
 - 1.5. Adult

2. Eligible Ages for each category:

Age Category	Minimum Eligible Age	Maximum Eligible Age
U11	6 years or over on the 31st August 2026 (<i>Year 2 & above in England & Wales/P3 & above in NI/P2 & above in Scotland</i>)	10 years or younger on 31st August 2026 (<i>Year 6 & below in England & Wales/P7 & below in NI/P6 & below in Scotland</i>)
U13	9 years or over on the 31st August 2026 (<i>Year 5 & above in England & Wales/P6 & above in NI/P5 & above in Scotland</i>)	12 years or younger on the 31st August 2026 (<i>Year 8 & below in England & Wales/Year 9 & below in NI/S1 & below in Scotland</i>)
U15	11 years or over on the 31st August 2026 (<i>Year 7 & above in England & Wales/P8 & above in NI/P7 & above in Scotland</i>)	14 or younger on the 31st August 2026 (<i>Year 10 & below in England & Wales/Year 11 & below in NI/S3 & below in Scotland</i>)
U18	13 years or over on the 31st August 2026 (<i>Year 9 & above in England & Wales/P10 & above in NI/P9 & above in Scotland</i>)	17 or younger on the 31st August 2026 (<i>Year 12 & below in England & Wales/Year 13 & below in NI/S5 & below in Scotland</i>)
Adult	A player turning 14 years in the current season (or with parental permission as per F5. Age Eligibility).	No maximum age

- 2.1. Players turning 14 within the current season are permitted to compete in adult events as part of an adult team, as long as consent is given by a parent/guardian when they are applying for Playing Membership for the young person in question.
 - 2.1.1. Please note that it is the responsibility of the parent/guardian and club coach to ensure juniors participating in adult events are at an appropriate level for the event. Age restrictions will be reviewed before the start of each season.
- 2.2. Exceptions to the above minimum eligible ages will be considered on a case-by-case basis. Requests must be submitted to the [Technical Committee](#) with the following [waiver](#) signed by a parent or guardian attached in order for this to be considered.
- 2.3. With regards to playing in adult competitions, a junior player may only play for their primary registered junior club, unless;
- 2.4. The player's junior club does not have an adult section. Players wishing to play for the adult section of a different club must sign up to an adult club on their Gameday profile as per [Appendix 2. Registering an Additional Club](#).
 - 2.4.1. Listing an adult club on a junior player's profile is not confirmation of player eligibility - permission must be given in advance as per [B1. Player Registration](#).
3. Age Checks: British Dodgeball may check age eligibility using [GameDay](#).
 - 3.1. Teams found to be playing a player in an age category which they are not eligible for will forfeit all matches in which this player participated in, or was named a substitute for.
 - 3.2. Players found to be ineligible will no longer be allowed to compete in any age groups they are not eligible to play in. They are allowed to play for the club in another age group, should the club have a team entered and there be space in that team.

F6. Gender Eligibility

1. Adult British Dodgeball events are designated as "men's", "women's", or "mixed".
2. Where an event is "women's", teams must consist only of female players or individuals with a gender identity/sex combination which allows them to compete in women's as outlined below:
 - 2.1. Female at birth identifying as a woman;
 - 2.2. Female at birth identifying as any other gender identity e.g. non-binary; or
 - 2.3. Male at birth identifying as a woman for a minimum of one year before the event start date.
3. Where an event is "men's", individuals of any gender identity may compete.
 - 3.1. Men's and women's events are classed as different events, therefore players eligible to compete in women's events are eligible to play for a primary club's men's and women's team within the same league round, where applicable.
 - 3.2. An individual may only play for their primary club's men's, women's and mixed teams unless permission to play for an additional club's men's, women's or mixed team has been granted by the British Dodgeball Technical Committee as per [B1. Player Registration](#).
 - 3.3. A request from a player who is eligible to compete in women's events to compete for a men's team in their additional club as opposed to their primary club is only likely to be granted in situations where the player's primary club is a new or small club, and does not have a women's team competing in the national league system, and where both clubs are content for the player to compete for multiple clubs.
4. Where an event is "mixed", players of any gender identity may compete. Of the six players on court at the start of a set (including any players in the penalty box), at most three can be a female (or be of a gender identity which qualifies them to compete in women's category) and at most three can be male (or be of a gender identity which does not qualify them to compete in a women's category).
 - 4.1. Squads containing more than 6 players can have an unequal mix of genders.
5. All Junior British Dodgeball Opens, Championships and Leagues are designated as "mixed", but there are no set requirements to have a specific amount of each gender on court at any one time.
 - 5.1. Any event-specific changes to this will be outlined in competition literature.
6. Players may compete in accordance with their gender identity. Where this is different from a player's sex, the player must have lived as their affirmed gender for a minimum of one year before confirming this as their gender to British Dodgeball. They can then begin to participate in a British Dodgeball event as their affirmed gender. For more details, please refer to the [British Dodgeball Transgender Policy](#).
 - 6.1. Players may not change their gender, for sporting purposes, for at least one year once it has been confirmed.
 - 6.2. If players, coaches or event coordinators have genuine concerns regarding player safety at events where trans players are competing, they are encouraged to contact the [Technical Committee](#) in order to outline any concerns. For more information, please refer to the [British Dodgeball Transgender Policy](#).

F7. University, College & School Event Eligibility

1. **BUCS University Leagues:** For university league eligibility regulations, please visit the [BUCS rules and regulations page](#).
2. **British Dodgeball University Opens, Championships & University Mixed Leagues:** To be eligible to compete in British Dodgeball University opens and mixed leagues for an institution, players must fulfil the eligibility requirements set out in the BUCS eligibility regulations, with the following exceptions which supersede BUCS eligibility regulations:
 - 2.1. Players that identify as female may play in both the women's and men's categories of the same event.
 - 2.2. Players must hold British Dodgeball playing membership to compete in these events.
 - 2.3. Players must follow British Dodgeball [Q2. Internal Player Movement](#) for team eligibility instead of BUCS eligibility rules.
3. A player may compete for a primary community club and a university club without requesting permission from British Dodgeball, provided they meet the university eligibility criteria.
 - 3.1. Where a player's community and university clubs have both entered the same league, the player must select just one of these clubs to compete for throughout the duration of that league. The team that the player is first registered for will be their registered club for that league, and any requests to change must be sent through as a transfer request.
4. **College Championships:** Players must attend the college of the team they are representing and must be able to produce valid student ID if the college uses these.
5. **School Championships:** Players must attend the school of the team they are representing.

Section G. Officials

G1. Officials Crew

1. An officials crew (a team of officials) can consist of the following personnel:
 - 1.1. 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.
 - 1.2. 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. More information is provided in [G4. Allocated Referees](#).
2. Officials shall assume positions on the court as described in the Referee's Manual on the [Refereeing page](#).
3. A team may not request a change of official during a match unless an official has become incapacitated by injury or illness.
4. An officer of the organisation may remove an official at their discretion.

G2. 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 the rules.
2. 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.
 - 2.1. Event coordinators and main referees official jurisdiction begins upon entering the venue, and continues until leaving the venue once an event is finished.
3. 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.
4. An official may assign sanctions, disqualify or eject players, captains, managers, and coaches at any time.
5. The official has the authority to make a decision on any situation not specifically covered in the rules.
6. 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.
7. An official may consult other officials at any time. However, the final decision and call rests with the main referees of that match.
8. 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 Resources page](#).
9. 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.
10. 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.
11. 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.

G3. Official's Judgement

1. 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](#).

G4. Allocated Referees

1. Each club must have a nominated referee lead at all times throughout the season.
 - 1.1. The referee lead is accountable for training their club to act as effective assistant referees when allocated this role.
 - 1.2. Clubs must submit the details of their nominated referee lead when signing up for club membership.
 - 1.3. If the referee lead leaves the club, the club must nominate a new referee lead to replace them.
2. It is a requirement for all teams competing in British Dodgeball events to be able to provide up to 5 allocated officials during any match in which they are not playing. These individuals will be used to fulfil refereeing duties as outlined below:

- 2.1. Teams must provide the following numbers of allocated referees who are confident undertaking each relevant role:

Age Category	1 x Centre Referee	2 x Back Line Assistant Referees	2 x Return Line Assistant Referees
U11	Yes	No	No
U13	Yes	Yes	No
U15	Yes	Yes	No
U18	Yes	Yes	Yes
Adult	Yes	Yes	Yes

- 2.2. The centre referee should be a coach, or individual aged 16+ who possesses a detailed knowledge of the British Dodgeball ruleset and can competently perform this role.
- 2.3. Allocated referees do not need to be from the official team e.g. parents or partners may perform this duty as long as they have a detailed knowledge of the British Dodgeball ruleset and can competently perform this role.
- 2.4. Whilst British Dodgeball will make every effort to notify teams of their allocated refereeing fixtures in advance, event coordinators may need to swap these allocations around to aid event flow (e.g. if an allocated team is late). Teams must accept re-allocations when provided.
- 2.5. Teams may not swap allocated refereeing duties on the day of an event, except in specific circumstances which are outlined below.
 - 2.5.1. Teams may only swap allocated refereeing duties if at least one member of each refereeing team and one member of each playing team who would be affected by the switch all approach the event coordinator in agreement with the swap.
- 2.6. Any instances of teams failing to provide the required number of assistant referees (including lateness of such allocated referees) will be reviewed by the British Dodgeball Technical Committee and may result in points deductions or other sanctions.
3. Each team's Club Referee Lead is responsible for ensuring that all players understand each allocated refereeing role and can sufficiently engage when performing each role.
4. British Dodgeball referees or other officials may be asked to rate the performance of a team's assistant officials following each match. Where performance is not satisfactory, the Technical Committee may decide that sanctions apply.
5. Please refer to the [British Dodgeball Referee's Manual](#) for a description of each role.
6. **Allocated Official Interference:** 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.
 - 6.1. 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 [L9. Sanctioning Allocated Referees](#).

Section H. Event Arrangements – Before an Event

H1. Team Sheets

1. **Team sheets:** The completion of a team sheet is required for each participating team for each British Dodgeball event.
 - 1.1. **Community adult open events:** Team sheets for opens can be submitted via this form: [Submit Teamsheets](#).
 - 1.2. **Community leagues:** Team sheets for British Dodgeball leagues must be submitted by a club administrator on GameDay.
 - 1.3. **Junior open events:** Team sheets must be returned to James@britishdodgeball.com after they have been sent out in a pre-event email.
 - 1.4. **University BUCS leagues:** Team sheets must be completed on the BUCS Play platform.
 - 1.5. **University open events:** Team sheets for opens can be submitted via this form: [Submit Teamsheets](#).
 - 1.6. **College competitions:** Team sheets must be returned to James@britishdodgeball.com after they have been sent out in a pre-event email.
 - 1.7. **School competitions:** Team sheets must be returned to James@britishdodgeball.com after they have been sent out in a pre-event email.
2. **Submission deadlines and amending teamsheets after submission:**
 - 2.1. **Open events:** The teamsheet for an open event must be submitted before the team's first match of the day. Should amendments need to be made to a teamsheet which is submitted before an event (e.g., due to travel issues on the morning of a league meet), teams may amend their teamsheet by re-submitting it using the method outlined above. Once the start time of the team's first match of the day has passed, no editing of a roster is possible.
 - 2.2. **League events:** The teamsheet for a league event must be submitted by 9am on the Tuesday after a league event has taken place. Should amendments need to be made to a teamsheet which is submitted before an event (e.g., due to travel issues on the morning of a league meet), teams may amend their teamsheet by emailing the [Technical Committee](#) before 9am on the Tuesday after a league event has taken place.
3. Any team that does not submit its team sheet by the required deadline, or a team which fields players who are not listed on their team sheet, will be subject to retrospective sanctions imposed by the British Dodgeball Technical Committee. Such sanctions may include the forfeiture of any matches in which the team is deemed to have fielded ineligible player(s).
4. All players from a club who are fielded by, or substitutes for, that team on that day are classed as 'participating' and must be listed on the team sheet.
 - 4.1. All players listed must comply with the eligibility requirements outlined in [Section F. Competition Eligibility](#). A team which fields ineligible players will be subject to retrospective sanctions imposed by the British Dodgeball Technical Committee. Such sanctions may include the forfeiture of any matches in which the team is deemed to have fielded ineligible player(s).
5. Junior team sheets will require the listing of a dedicated responsible adult for each team. This individual cannot be listed as the responsible adult for multiple teams which are scheduled to play fixtures at the same time (e.g. 10am-1pm). The responsible adult listed on the team sheet is responsible for ensuring the team is present and ready to start with at least one adult present acting as the team representative.
6. Teams may register a maximum of 10 registered players, 2 coaches and 2 ball retrievers at one event.
 - 6.1. For leagues comprising a number of different events, there is no limit to the total number of players who may be registered to that team across the season, but any awards, medals or prizes will be limited to 10 per team.
7. A minimum of 4 players must be listed on a team sheet to fulfil the minimum player requirements outlined in [11. Event Day Timings](#).
 - 7.1. Prior to entering a league event, British Dodgeball suggests that teams have a minimum of 10 players when entering 1 team, 18 players when entering 2 teams and 24 players for entering 3 teams so that clubs can ensure they have enough players available to fulfil all of their event fixtures.
 - 7.2. Referees will only ever delay fixtures on their court due to another court overrunning if one of the two playing teams or the team allocated to referee the fixture is playing or refereeing on another court. Referees will not delay a fixture if a fixture of another category is causing the delay (e.g. they would not delay a u11 fixture due to a u13 game overrunning). As such, teams should be cautious when playing individuals in two categories, as this may cause one team to forfeit if such a player is required to fulfil minimum numbers in both teams. British Dodgeball recommends teams list a minimum of 4 individuals who will solely play in one event so that no forfeits are required should this be the case.

H2. Bad Weather

1. In the event of bad weather, teams should make efforts to play their fixtures whilst taking responsibility for their own safety. Further information is provided in the [Extreme Weather Policy](#).
2. If there are issues arising due to the weather, teams must inform British Dodgeball as early as possible by emailing hello@britishdodgeball.com, highlighting concerns with relation to their local area and/or travelling to the event or league round.

H3. Adult Supervision and Changing Rooms

1. All players, coaches and team/club administrators must follow [British Dodgeball Safeguarding Policies](#) at all times.
2. All teams competing in junior events must have a minimum of one responsible adult over the age of 18 to accompany the team. This person can be their allocated coach.
 - 2.1. At the end of any event, this responsible adult must not leave the venue until all of their team's players have been collected by a parent or guardian.
3. At junior events, adults should not use the same changing facilities as children under the age of 18 unless there are separate cubicles unless they are parents helping their child.
4. At community events where there are a range of ages, British Dodgeball will attempt to secure over 18's and under 18's changing rooms or one changing room with separate cubicles, but this may not always be possible.
 - 4.1. If there are no separate cubicles, over 18's should change in the specified changing room at adult events whilst under 18's should arrive changed and ready to play or change in a toilet cubicle.

Section I. Event Arrangements – During an Event

I1. Event Day Timings

1. **Match Start Times:** An official registration time will be set for all British Dodgeball events, and each match will be given an official start time as outlined on the event schedule.
 - 1.1. Teams must not enter the sports hall more than 30 minutes in advance of the official registration time; doing so may result in sanctions.
 - 1.2. **Late Arrivals (1st match of the day):** Teams must line up with a minimum of 4 registered players and 2 ball retrievers (who do not need to be registered with the club) for their first match of the day. They have until after any warm-up time has been used to do this. If the team is not able to do so, referees must follow the Late Match Start Procedure outlined in Appendix 3.
 - 1.3. **Late Arrivals (2nd match of the day onwards):** Teams must line up with a minimum of 1 registered player and 2 ball retrievers (who do not need to be registered with the club) for their second match of the day onwards. They have until after any warm-up time has been used to do this. If the team is not able to do so, referees must follow the Late Match Start Procedure outlined in Appendix 3.
 - 1.4. Should matches fall behind the event schedule, it is each team's responsibility to ensure they are present and prepared to line up at the request of match officials and the event coordinator. Teams who are not ready with any players present will forfeit the match as outlined in [K1. Forfeit Matches](#).
2. **Match Time Allowances:** see [Appendix 1: Rules Amendments](#) for match time allowances for each event.
3. **Minimum number of fixtures:**
 - 3.1. U11/U13/U15: Minimum of 3 scheduled fixtures per event.
 - 3.2. **Adult (open format):** Minimum of 4 scheduled matches per event.
 - 3.3. U18/Adult (league format): Minimum of 2 scheduled fixtures per event.

I2. Event Scoring

1. **Competition Scoring:**
 - 1.1. 2 table points will be awarded for a match win, 1 table point for a match draw, and 0 table points for a match loss.
 - 1.2. Where teams finish level on table points at the end of all matches in any competition, the following criteria will then be considered in this order:
 1. The team with the greatest set points for-against difference from all matches will be placed higher.
 2. The team with the most match wins will be placed higher.
 3. The team with the most set points from all matches will be placed higher.
 4. The team with the most table points from any head-to-head matches will be placed higher.
 5. The team with the greatest set points for-against difference from any head-to-head matches will be placed higher.
 6. The team with the most set points from any head-to-head matches will be placed higher.
 7. If two teams are still equally placed, a single set will be played (followed by "overtime" and "sudden death" if necessary), with the winner taking the higher position.
 - 1.3. Where groups are uneven, the group/s with the greater number of teams will have the bottom-placed team's results expunged when determining positions for qualifying.

I3. Court Setup

1. Event coordinators and main referees will be responsible for the marking and maintenance of a suitable playing area.
2. Official British Dodgeball court dimensions are outlined in [Appendix 7. Court Setup](#) and the court used in each event is listed in [Section E. Competition-Specific Rules Amendments](#) if different to the official WDBF court.

I4. Official Dodgeballs

1. All dodgeball matches must use British Dodgeball-approved balls. These are:
 - 1.1. Size 1 (6") foam dodgeballs will be made of a foam core, covered by a 1mm thick polyurethane outer coating
 - 1.2. Size 2 (6.5") and size 3 (7") cloth dodgeballs
 - 1.3. Adult foam (7") dodgeballs
2. The amount and type of balls used in each event is listed in [Appendix 1: Rules Amendments](#) if different to the WDBF official rules.

15. Uniforms

1. **Super League/National League 1/British Championships:** All players competing as part of the same team must wear coordinating uniforms that clearly represent the club they are representing. Players must not wear playing tops associated with a different team or club. Team uniforms must include bottoms of the same colour (a mix of styles is permitted) and tops of the same colour and design. It is recommended that all players wear tops of an identical design. It is strongly recommended that playing tops display unique player numbers on both the front and back of the uniform. Numbers may be attached separately.
2. **Other Leagues and Open Competitions:** All players in the same team should wear coordinating uniforms where possible. Where this is not yet possible, players should wear tops of the same colour as their team.
3. **Junior Events:** It is not compulsory for players representing junior teams in our events to wear tops of the same colour and design. Players should wear clothing suitable for participating in sport.
4. **Coach:** Any designated coach should have a top sufficiently different to the playing top of the team they are coaching. This will ideally be in a different colour to the team playing top. If in the same colour/design, the top must be approved by the referee before the start of play. If this is not approved, the coach may be removed and replaced. If there is no suitable replacement, then no coach will be permitted for that match.
5. **Ball retriever:** Any designated ball retriever should have a top sufficiently different to the playing top of the team they are retrieving for. This will ideally be in a different colour to the team playing top. If in the same colour/design, the top must be approved by the referee before the start of play- otherwise, the ball retriever may be removed and replaced. If there is no suitable replacement, then the team may have to play with less players on court so others can perform retrieving duties.
 - 5.1. If wearing their team uniform, a retriever should wear something which covers the majority of the majority of their team jersey e.g. a bib or another shirt. If wearing something which does not cover the majority of their kit, this must be approved by the referee before the start of play.
6. No uniform or equipment will be allowed which is deemed dangerous or harmful to the wearer or to other players.
 - 6.1. This includes items worn over the team uniform for the purpose of retrieving e.g. a bib worn around the neck.
7. No equipment or uniform items will be allowed which significantly enhances player performance beyond the normal limits of individual skill.
8. **Number Recommendations:**
 - 8.1. An Arabic whole number (0-99) of contrasting colour, at least 6 inches (15.24cm) high should be worn and be visible on the front and back of all uniform shirts where possible.
 - 8.2. No player on the same team should wear identical numbers where possible (Numbers 0 and 00 or 3 and 03 are examples of identical numbers). Players with the same number will still be permitted to play.
9. The British Dodgeball technical committee reserves the right to refuse the use of a kit which is deemed as unsuitable either on grounds of safety or infringing on [N2. Commercial Assets](#).
 - 9.1. Offensive and/or otherwise obscene and discriminatory graphics and text will not be allowed.

16. Protective Gear

1. All protective equipment must be worn correctly and be in working condition.
2. Headbands and protective helmets are the only permitted headgear for players.
 - 2.1. Ball caps, visors, and other head coverings are not allowed in tournament play. Bandanas do not qualify as headbands and cannot be worn around the head, neck, or wrist/arm.
3. Exposed jewellery must be removed and may not be worn during the game.
 - 3.1. If a player wears jewellery which is not noticed by an official, and the item causes injury to the player wearing the jewellery or to another player on either team, the player wearing the jewellery will be held fully responsible for all personal injury caused.
 - 3.2. Medical alert bracelets/necklaces are not considered jewellery. If worn, they must be secured to the body so the medical alert information remains visible.
4. Goggles/Sporting Glasses may be worn and must be secured with head straps.
 - 4.1. If a player wears glasses which are unsecured with head straps, and the item causes injury to the player wearing the glasses or to another player on either team, the player wearing the glasses will be held fully responsible for all personal injury caused.

17. Injuries and First Aid Provision

1. Participating in dodgeball carries a risk of injury and even death. All players compete in British Dodgeball events at their own risk, and first aid provisions are the responsibility of the club, team and player.
 - 1.1. Players who have medical conditions or are pregnant should not participate in dodgeball in any form. Anyone with a medical condition or pregnancy that insists on playing, acting as a coach or ball retriever, or spectating in an area where they are at risk of being hit by a ball must understand that this is performed at their own risk.
 - 1.2. To act as a player, coach or ball retriever whilst possessing a known medical condition or whilst pregnant, an individual must submit a written health and safety waiver to the Technical Committee acknowledging their acceptance that British Dodgeball will not be held accountable and absolving British Dodgeball of all responsibility for any unfortunate events which occur at a British Dodgeball competition.
2. **Suspected concussion:** All players, coaches and team/club administrators must follow [British Dodgeball Concussion Guidelines](#) in the case of a head injury. At competitions, this is outlined in [Appendix 6. Recognising and Managing Concussion](#).
3. **Playing short-handed due to injury, blood injury or concussion:** Where a team does not meet the minimum number of active players and has no substitute, [18. Playing Short-handed](#) will apply.
4. **First aid provision:**
 - 4.1. **Training requirement:** All clubs must have someone who has undertaken [relevant first aid training](#) present at each event they compete in.
 - 4.2. **First aid pack provision:** All clubs must have a first aid kit and ice packs available at events for the use of their players.
 - 4.3. British Dodgeball will also have a staff member or event coordinator who has undergone first aid training on site who will be able to assist with first aid if necessary.
5. British Dodgeball staff members, including referees, coordinators and tutors have the right to refuse any participants access to play or compete based on medical reasons.

18. 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 1 for the start of subsequent matches.
 - 1.2. For subsequent sets in a game, the minimum number of required players for starting each set is 1.
 - 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.
 - 1.4.1. If a team is unable to field the necessary number of players due to those players still competing in a match on another court (e.g., in a different age category), referees should wait until the official match start time to begin. If the referee's court is already behind schedule, they should ask the Event Coordinator whether to begin the match immediately or to wait.
 - 1.4.2. For further information on forfeit sets, forfeit matches and abandoned matches, please refer to [K1. Forfeit Matches](#).
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 as per [17. Injuries and First Aid Provision](#).
 - 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 [Section L. Misconduct & Sanctions](#).

19. Challenges

1. Besides challenges laid out in the WDBF rules, teams may also submit a challenge if they believe the previous set's scoreline was incorrectly updated.
2. All mid-match formal protests must be made during the set or the reset prior to the start of the next set.
3. The main referee or event coordinator will attempt to resolve the protest before the game can continue. Time should be paused for a formal protest if it cannot be resolved in a matter of seconds.
4. If a team does not feel that a formal protest has been adequately resolved during the match, they may lodge a formal protest after the match by:
 - 4.1. adding details of the protest to the score sheet notes, informing the event coordinator as soon as the match has ended, or emailing the [Technical Committee](#); and
 - 4.2. Emailing in any evidence to disciplinary@britishdodgeball.com (e.g. evidence of a scoresheet showing a different score to that which was announced by referees and displayed on the visible scoreboard) within 2 working days of the event taking place.
 - 4.3. This will then be dealt with by the Technical Committee after the event has concluded. Until a complaint has been dealt with, the initial result will continue to stand.

I10. Coaches & Team Leaders

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 leader.
 - 2.1. If no coach is present, a captain will fulfil the role of a team leader.
3. The coach must remain inside their player return area or penalty box at all times during live sets.
4. Should the team leader 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.

I11. Retrievers

1. Teams are responsible for providing their own retrievers. These can be anyone not playing on court, including substitutes.
2. Teams must have a minimum of 2 retrievers at all times. Teams must play shorthanded, using players as retrievers if necessary, to meet this requirement.
3. Should team captains both agree in advance of the match and inform a main referee, each team may use 3 retrievers.
 - 3.1. This agreement lasts for the duration of the entire match once this agreement has been made. A team may reduce their own retriever numbers back to 2, but may not request that opponents reduce their retriever numbers from 3.

I12. Spectator Interference

1. Any individual who is not actively participating in a match as a player, coach or ball retriever must not enter the playing area during a set.
 - 1.1. Should they wish to cross behind the court, they must wait until the set has been completed or a timeout has been called. Failing to do so will result in a warning and a yellow card for repeat infringements where non-active players are concerned, and in a sanction as per [L8. Sanctioning Spectators](#) where spectators are concerned.
2. Spectators may return a ball to play that has gone out of bounds by giving it to an official or retriever.
 - 2.1. 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).
 - 2.2. 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.
3. Any spectators who intentionally delay the returning of a ball into the playing area may be given warnings or sanctions as outlined in [L8. Sanctioning Spectators](#) depending on whether the offending individual is a neutral spectators or non-active player.

I13. 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 [N2. 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.

Section J. Arrangements – After a Match

J1. Match Reporting

1. After each match, the main referee is required to:
 - 1.1. Submit final scores and results:
 - 1.1.1. **If using paper score sheets**, submit scoresheets to the event coordinator for recording, storage and submission.
 - 1.1.2. **If using the Gameday system**, verify scores are accurate before leaving the court.
 - 1.1.3. **If a game is forfeit or abandoned**, record this and inform the event coordinator.
 - 1.2. Record sanctions:
 - 1.2.1. Ensure all yellow card and red card sanctions are recorded on the scoresheet or on the Gameday platform, and
 - 1.2.2. Inform the event coordinator of any yellow or red cards for cumulative offence sanctions as outlined in [L13. Cumulative Offences](#).
2. After each event, the event coordinator is required to:
 - 2.1. Submit final scores and results for publishing, and
 - 2.2. Keep the hard copy of the scoresheet until the start of the following competition season in case of any queries.
3. After each match, teams may wish to:
 - 3.1. Submit referee feedback to help British Dodgeball with referee training as per [J2. Referee Feedback](#)
 - 3.2. Submit a complaint with regards to a registration offence by emailing the [Technical Committee](#) by 9am on the Tuesday following a match.
Examples of registration offences include:
 - an opposing team's failure to complete a teamsheet;
 - an opposing team's fielding of an ineligible player during a match; and
 - an opposing team's fielding of a player who is not listed on the team sheet during a match;
 - 3.2.1. The technical committee will investigate these potential offences following the submission deadline. It may be that teamsheets have been submitted or amended before the deadlines as outlined in [H1. Team Sheets](#) and no rules have been broken).
 - 3.3. Submit a disciplinary offence complaint by emailing the [Technical Committee](#) in accordance with the [Disciplinary Policy](#). This may be for actions outlined in Reg XX. Sanctional Offences or actions in direct contravention of the code of conduct or
 - 3.4. Submit a scoreline appeal as per Reg XX. Scoreline Appeals.

J2. Referee Feedback

1. If individuals wish to complain about a referee breaching the British Dodgeball Code of Conduct, they should report this as a complaint, as per the [British Dodgeball Disciplinary & Complaints Policy](#).
2. If individuals wish to provide feedback regarding a referee's performance, such as their application of the rules or communication, then individuals should use the [Referee Feedback form](#) to provide this feedback.

J3. Scoreline Appeals

1. The Technical Committee can alter a score even if team representatives have signed the sheet if it is later found to have been erroneous if the conditions below are met. Appeals must be sent in line with the [Disciplinary Policy](#).
 - 1.1. Where set scores have been recorded correctly but added up incorrectly;
 - 1.2. Clear video evidence is supplied highlighting a visible scoretable through the entire match to verify this; and
 - 1.3. The protested score is not from an open event or from the last round of a league event where final positions are awarded.

Section K. Forfeit Matches & Abandoned Matches

K1. Forfeit Matches

1. A team will be declared as having forfeit a match if they:
 - 1.1. Fail to line up for their first scheduled match of the day match with the minimum number of 4 registered players (after any warm-up time has been used) and have still not been able to line up with the minimum of 4 players after completing the late match start procedure outlined in [Appendix 5: Late First Match Start Procedure](#);
 - 1.2. Fail to line up with at least 1 registered player when any subsequent matches are scheduled to begin (after any warm-up time has expired);
 - 1.3. Field any ineligible players, or have them listed on their team sheets as a participant;
 - 1.4. Do not submit their teamsheet by the relevant deadline;
 - 1.5. Play a player who is not listed on their team sheet; or
 - 1.6. Choose to forfeit the match for any reason.
2. Should teams lose players due to injury, sanctions or for any other reasons, teams may choose to continue to play with less than the minimum number of registered players without forfeiting. This decision lies with the team leader.
3. **Forfeit match results:**
 - 3.1. The forfeiting team earns -2 table points for each match they forfeit in addition to recording a match loss with the following scores:
 - 3.1.1. U11: 14-0 win to the opposing team.
 - 3.1.2. U13/U15/Adult (open format): 20-0 win to the opposing team.
 - 3.1.3. U18/Adult (league format): 40-0 win to the opposing team.
 - 3.1.4. These scores may be reviewed and amended by the Technical Committee depending on context and size of league.
4. **Double forfeit match results:** In the instance that both teams involved forfeit the same match, the match will be declared as the following:
 - 4.1. Both forfeiting team earn -2 table points for the match they forfeit in addition to recording a match loss with the following scores:
 - 4.1.1. U11: -14 - -14
 - 4.1.2. U13/U15/Adult (open format): -20 - -20
 - 4.1.3. U18/Adult (league format): -40 - -40
 - 4.1.4. These scores may be reviewed and amended by the British Dodgeball Technical Committee depending on context and size of league.
5. **Advanced notice of forfeits:** Each team is responsible for informing the competition coordinator and the Technical Committee as soon as possible once it is known that they will forfeit a match, All notifications of non-attendance must contain a clear outline of which team/s the notification in with regards to and any reasons for non-attendance:
 - If more than 72 hours before an event is due to start, teams should notify hello@britishdodgeball.com and alice@britishdodgeball.com for junior events, hello@britishdodgeball.com and gareth@britishdodgeball.com for adult events.
 - If less than 72 hours before an event is due to start, teams should notify the above addresses plus the event coordinator as outlined in the pre-event email.
 - If less than 3 hours before an event is due to start, teams must ensure they notify the event coordinator by text message in addition to the above.
 - 5.1. Armed with advanced knowledge, event coordinators may be able to move one fixture around to prevent a forfeit from happening, however this can never be guaranteed as it relies on other teams being present and agreeing to this, which they are under no obligation to do.
 - 5.2. Teams which do not inform the coordinator of non-attendance at an event may face sanctions, including fines, at the discretion of the Technical Committee based on the following:

No advance notice given as outlined in Reg 12.2, 4.1.	Notice given as outlined in Reg 12.2, 4.1, unsatisfactory reason given	Notice given as outlined in Reg 12.2, 4.1, satisfactory reason given)	Notice given as outlined in Reg 12.2, 4.1 at least 2 working days before league entry deadline
Forfeit + Match fee fine + Automatically ineligible for league promotion	Forfeit + Match fee fine	Forfeit	Forfeit
- 5.3. Teams which are late in the payment of any outstanding fines will be sanctioned as per [A3 Competition Entry](#). The Technical Committee may provide further sanctions at their discretion.
- 5.4. This regulation does not apply to BUCS leagues; refer to BUCS regulations for forfeit information.
6. Where a team fails to attend two or more rounds of league fixtures, the Technical Committee reserves the right to discount any scores against the forfeiting team from the league table and to void any of the forfeiting team's own points.

K2. 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 the points below. 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 as per [K1. Forfeit Matches](#) and final match scoring should be recorded as such. Further sanctions may be applied to the offending team at the discretion of the Technical Committee depending on match context and the offence that caused the match to be deemed as abandoned. 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 [I10. Coaches & Team Leaders](#).
 - 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 one team being classed as forfeiting the match as per [K1. Forfeit Matches](#) and final match scoring should be recorded as such. Further sanctions may be applied to the offending teams at the discretion of the Technical Committee depending on match context and the offence that caused the match to be deemed as abandoned. Reasons include those outlined above, where the official deems both teams to have contributed to the abandonment.
3. **Abandoned match scorelines:** If the match in progress is deemed to have been abandoned with no team being at fault, this will be declared an abandoned match and the following results will apply:
 - 3.1. Match abandoned before first half is completed:
 - U11: 6-6 draw, one table point each
 - U13/U15/Adult (open format): 8-8 draw, one table point each
 - U18/Adult (league format): 15-15 draw, one table point each
 - 3.2. Match abandoned after first half is completed:
 - Result at the time of abandonment stands.
4. **Fixture rearrangement:** If the match is abandoned and no team is at fault, then efforts may be made to rearrange certain fixtures, however this can not be guaranteed. This decision will be made by the British Dodgeball Management Committee as it wholly depends on logistical factors such as venue bookings.

Section L. Misconduct & Sanctions

L1. 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.
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 may be sanctioned at the discretion of the technical committee.

L2. Gameplay-Related Sanctionable Offences

1. Unsporting conduct is any conduct which is intended to gain an unfair advantage over an opponent.
2. The sanctionable offences table outlined in [Appendix 9. Sanctionable Offences](#) outlines the most common sanctionable offences, and their associated penalty.
 - 2.1. Referees should generally start at the minimum associated penalty, and progress this with repeated infringements. Depending on the match context, and whether the offence was committed at the end of a set or match, referees may sanction more heavily.
3. **Unsporting Conduct – Minor:** The following are examples of unacceptable or unsporting behaviour which are likely to be sanctioned with a blue card:
 - 3.1. Use of equipment for other than its intended design;
 - 3.2. Taunting an opponent;
 - 3.3. Deliberately moving the head into a ball in an attempt to draw a head shot penalty;
 - 3.4. Faking injuries;
 - 3.5. Interfering with play (whether as an exiting player, returning player, ball retriever or assigned assistant referee);
 - 3.6. Verbal offence: Coaches, managers, or other team members will not make disparaging or insulting remarks about opposing players, officials, or spectators;
 - 3.7. Flagrant invalid attempt within last 30 seconds of a set;
 - 3.8. Swearing loudly or within earshot of spectators; and
 - 3.9. Repeated retriever errors
4. **Unsporting Conduct – Major:** The following are examples of unacceptable or unsporting behaviour which are likely to be sanctioned with a yellow or red card (or team yellow card or team red card if offences are committed by multiple members of a team) depending on the severity:
 - 4.1. After equipment check, illegal equipment is put back into play;
 - 4.2. Intentionally damaging the court, equipment or facilities;
 - 4.3. Swearing directly at an opponent;
 - 4.4. Retriever errors which interfere with play e.g. touching a live ball as it passes over court to shield a team mate;
 - 4.5. Exiting or returning player interfering with play e.g. shielding a live player; and
 - 4.6. Deliberately having the team return to court from the queue in the wrong order.
 - 4.7. Ignoring warning to avoid repeated head-height attempts at ranges longer than 4 metres.
5. **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 (or team red card if offences are committed by multiple members of a team) plus reviews for added bans depending upon the severity:
 - 5.1. Serious verbal offence: Use of derogatory, racial, or offensive gestures or language by players will not be tolerated;
 - 5.2. Swearing directly at an official or abusing an official;
 - 5.3. Persistent bullying of referees e.g. constant challenging, arguing, crowding;
 - 5.4. Spitting at an opponent; and
 - 5.5. Fighting:
 - 5.5.1. Fighting or physically contacting another player in an aggressive manner is not tolerated. An offender will be sanctioned with a red card. If the offence is committed by multiple members of the same team, a team red card may be provided. 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.
 - 5.5.2. 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 [K2. Abandoned Matches](#).
6. 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.
7. 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.

L3. Non Gameplay-Related Sanctionable Offences

1. Players and teams not abiding by these rules will face sanctions.
2. **Disruptive Behaviour:** No individuals should engage in any behaviour which puts British Dodgeball's reputation at risk. This includes:
 - Throwing dodgeballs outside of the sports hall (for example in corridors) or alongside games that are taking place in the sports hall where thrown balls may interrupt live matches;
 - Consuming, or being under the influence of, alcohol or drugs during events; or
 - Being disrespectful or abusive towards venue staff, British Dodgeball staff, spectators or the general public.
3. **Rubbish:** All individuals must take all rubbish with them when they leave, and ensure venues are left in a tidy state.
 - 3.1. Players and teams not abiding by this rule will face sanctions.
4. **Food & Drink:** No food or drink except water or isotonic sports drink should be brought into or consumed within the playing area.
 - 4.1. This includes chewing gum.
 - 4.2. Players and teams not abiding by this rule will face sanctions.
 - 4.3. All individuals must follow venue rules regarding food and drink consumption whilst on-site at events.
5. **Smoking & Vaping:** All individuals must follow venue rules regarding smoking and vaping whilst on-site at events.
6. **Venue-specific Rules:** British Dodgeball supports each venue's specific rules, including those regarding food and drink, smoking and vaping, and barring access to specific areas of the venue.
 - 6.1. British Dodgeball will not make allowances for any players who are asked to leave the venue by venue staff for venue-specific rules breaches.
 - 6.2. Anyone asked to leave by venue staff, or anyone in receipt of a complaint made by venue staff may face additional sanctions as determined by the British Dodgeball Technical Committee, as allowing such behaviour to be tolerated may put future hiring of such venues at risk.

L4. Event 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. **At adult events:** "Issuing" a card or penalty to individuals at an adult event will involve the referee verbally notifying the offending individual.
3. **At junior events:** "Issuing" a card or penalty to individuals at a junior event will involve the referee verbally notifying the offending individual's coach.
4. 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.
5. 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.
6. 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.
 - 6.1. 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.
7. Where an individual gets sanctioned multiple times for certain offences, referees should follow the progressive approach outlined in the sanctionable offences table.

L5. Blue Card

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. 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.

L6. Yellow Card & Team Yellow Card

1. In all dodgeball matches, or dodgeball matches which consist of a pre-determined number of sets rather than a running clock, the offending individual must remain in the penalty box for the remainder of the current set and two subsequent full sets.
2. 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.
3. **Team Yellow Card:** A team yellow card should be only given to a team where multiple individuals are displaying major unsporting conduct at the same time. This could be:
 - 3.1. Behaviour which is in breach of the [Code Of Conduct](#);
 - 3.2. Displaying major unsporting conduct as outlined in [L2. Gameplay-Related Sanctionable Offences](#); or
 - 3.3. Committing offences as outlined in [Appendix 9. Sanctionable Offences](#).

L7. Red Card & Team Red Card

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. 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.
 - 2.1. If a red card is received at an adult Open event using shorter match timings, this sanction will be in place for the next 4 matches.
 - 2.2. 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.
 - 2.3. 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.
3. **Team Red Card:** A direct team red card should be only given to a team where **multiple** individuals are displaying serious misconduct at the same time. This could be:
 - 3.1. Behaviour which is in breach of the [Code Of Conduct](#);
 - 3.2. Displaying serious misconduct as outlined in [L2. Gameplay-Related Sanctionable Offences](#); or
 - 3.3. Committing offences as outlined in [Appendix 9. Sanctionable Offences](#).
4. If a team red card is issued at an open event, the team forfeits all further matches taking place that day.
5. The Technical Committee will review red card offences and team red card offences to decide if further sanctions are necessary.
6. Safeguarding protocols apply when designated responsible adults are required to leave the court boundaries as per [L10. Safeguarding Impact](#).

L8. 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 during their next match scheduled. During this time, their team is not required to play short-handed.
 - 1.1.3. Receiving a red card will result in that individual having to serve a red card penalty during their next match scheduled for that day. During this time, their team is not required to play short-handed.
 - 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.

L9. Sanctioning Allocated Referees

1. Allocated referees may receive sanctions from the main referee whom they are supporting or event coordinator as described below:
 - 1.1. **Being late:** A team which is late must be reported to the event coordinator who can try to source alternative referees and switch their allocated slots around. This may affect a team's preparation i.e. being allocated to officiate immediately before they play a match. The event coordinator must report this team to the Technical Committee to consider further sanctions.
 - 1.2. **Not providing enough allocated referees:** A team which cannot provide enough allocated referees must be reported to the event coordinator who can try to source additional allocated referees or switch slots around. This may affect a team's preparation i.e. being allocated to officiate immediately before they play a match. The event coordinator must report this team to the Technical Committee to consider further sanctions.
 - 1.3. **Explicit lack of attention, including use of mobile phone:** Referees must pay attention to the match they are officiating. Where this is not the case, they should be sanctioned in line with [Appendix 9. Sanctionable Offences](#).
 - 1.4. **Passive officiating:** Referees must be active in verbally and non-verbally communicating eliminations, non-eliminations and other events (e.g. retriever error). See [Hand Signal guidance here](#). A passive official should be warned twice and then may be sanctioned for a third offence as per [Appendix 9. Sanctionable Offences](#).
 - 1.5. **Interfering with play:** See [G4. Allocated Referees](#) for more information.
 - 1.6. **Unsporting conduct, including verbal offences, arguing with or attempting to bully a player or referee:** Allocated referees should show respect to all others involved in the match. Where this is not the case, refer to the Unsporting Conduct section of [Appendix 9. Sanctionable Offences](#).

L10. 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 must be monitored by their parent, guardian or a 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.

L11. Post-Match Disciplinary Procedures

1. **Disciplinary offences:** The [British Dodgeball Disciplinary Policy](#) outlines the procedure for submitting a disciplinary offence complaint and subsequent disciplinary procedures applicable to all those involved in British Dodgeball competitions, clubs, and activities.
 - 1.1. Following an upheld complaint, the Technical Committee may impose warnings, suspensions or bans on a case-by-case basis.
 - 1.2. An individual found to have committed a yellow card offence will generally be sanctioned with a suspension close to 15-minutes of match time (e.g. one half of a league match or one full open-length match) to be served as outlined by the Technical committee. The sanctioned individual must not be within the playing area whilst serving their suspension.
 - 1.3. An individual found to have committed a red card offence will generally be sanctioned with a suspension approximating to 90-minutes of match time (e.g. three full league matches or one entire open event) to be served as outlined by the Technical committee. The sanctioned individual must not be within the playing area whilst serving their sanction. Should the sanction cover the duration of an entire event, the sanctioned individual must not be within the venue whilst serving their suspension.
2. **Recording Sanctions:** The [British Dodgeball Sanctions List](#) will display a list of players (including junior players) who have received a yellow card, a red card, or a retrospective sanction at adult events.
 - 2.1. The British Dodgeball Technical Committee will maintain an internal list of adults who have received a sanction outside of the scope of events (such as failing to adhere to the social media policy) in addition to juniors who have received sanctions at junior events for tracking purposes.
3. **Applying sanctions:** Where a new sanction has been awarded, or an existing sanction is yet to be fulfilled, the sanction should be served as follows:
 - 3.1. **Sanction awarded at a league event where there is enough game time remaining to totally fulfil the suspension:** The sanction is to be served at the next round of the league where the sanction was given.
 - 3.2. **Sanction awarded at an open event, or a league event where there is not enough game time remaining to totally fulfil the suspension:** The sanction is to be served as directed by the Technical Committee. The Technical Committee will, in general, apply the following principles in priority order when considering where to apply future sanctions:
 - 3.2.1. The sanction should be fulfilled within the same season it was awarded.
 - 3.2.2. The sanction should be fulfilled in the same competition type as it was awarded (e.g. as much of a mixed league red card suspension as possible is to be fulfilled at mixed league events).
4. The sanction should be fulfilled in league events if picked up at a league event, or open events if picked up in an open (e.g. a red card suspension in the last round of a mixed league may be applied to the next national league round).
5. **Team Offences:** 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 team yellow card or a points deduction.

L12. Anti-Doping Regulations

1. All athletes have the right to compete in sport knowing that everyone is competing on an even playing field, without any assistance from prohibited substances. In pursuit of clean dodgeball, British Dodgeball works in partnership with UK AntiDoping (UKAD) and the World Dodgeball Federation (WDBF) and European Dodgeball Federation (EDF) to ensure that the integrity of our sport is protected. British Dodgeball is unequivocally opposed, on ethical, medical, and legal grounds, to the practice of doping in sport. The use, possession or trafficking of banned substances, methods or the encouragement or counselling to use banned substances, or methods; or taking measures to mask the use of banned substances or methods by a participant in tournaments, competitions, events or fixtures over which British Dodgeball has jurisdiction is unacceptable and will not be tolerated.
2. Further information is provided in the [Anti-Doping Policy](#).

L13. Cumulative Offences

1. For every 3 yellow card offences committed by a player within a 9-month period (whether awarded by referees during match play or as a result of a disciplinary offence complaint), the British Dodgeball Technical Committee will review whether an additional 1 match ban should be issued.
 - 1.1. Where 2 yellow cards are issued in the same match, and therefore a player receives a red card, these will be logged as two yellow cards for the purposes of additional penalties for cumulative cards.
 - 1.2. For every 2 red card offences committed by a player within a 9-month period (whether awarded by referees during match play or as a result of a disciplinary offence complaint), the British Dodgeball Technical Committee will review whether an additional match/event ban should be issued.

Section M. After a Season Ends

M1. Promotion & Relegation

1. Promotion & Relegation – General:

- 1.1. Where leagues are not split into regions:
 - 1.1.1. Leagues of 7 or less teams: The bottom finisher in one league will be ranked lower than the top team, but higher than the second-placed team, in the next league down.
 - 1.1.2. Leagues of 8+ teams: The bottom two finishers in one league will be ranked lower than the top two teams, but higher than the third-placed team, in the next league down.
- 1.2. Where leagues are split into regions, a team in one region will be grouped with the teams finishing in the equivalent positions in the other regional league. Of these teams, the team with the greatest number of points per match during the league season will be ranked higher.
 - 1.2.1. This ranking will be superseded by results at any finals days or playoffs, where these exist.

2. Promotion & Relegation – League-Specific Information for the 26/27 Season:

2.1. Men's/Women's National Leagues:

- 2.1.1. The Scottish Men's National League only has 1 division, so no promotion/relegation will take place.
- 2.1.2. The Welsh Men's National League only has 1 division, so no promotion/relegation will take place.
- 2.1.3. As the English National Leagues consists of a combination of North/South/national divisions, promotion/relegation will work as follows:

English Women's National Leagues	Promotion	Relegation
English Women's National Super League	N/A	Bottom 2 teams relegated to English Women's National League 1
English Women's National League 1	Top 2 teams promoted to English Women's National Super League	N/A
English Women's National League 2 (formed after League 1 splits partway through season)	N/A	N/A

English Men's National Leagues	Promotion	Relegation
English Men's National Super League	N/A	Bottom 2 teams relegated to English Men's National League 1
English Men's National League 1	Top 2 teams promoted to English Men's National Super League	Bottom 2 teams relegated to English Men's National League 2 (North/South) 7th & 8th place teams to compete in English Men's National League 1 Playoffs
English Men's National League 2 (North/South)	Top team in North & South promoted to English Men's National League 1 2nd place team in North & South to compete in English Men's National League 1 Playoffs	Bottom 2 teams relegated to English Men's National League 3 (South)
English Men's National League 3 (South)	Top 2 teams in South promoted to English Men's National League 1 South	N/A
English Men's National League 3 (North) (formed after League 2 North splits partway through season)	N/A	N/A

- 2.1.4. The NI Women's National League only has 1 division, so no promotion/relegation will take place.
- 2.1.5. As the NI Men's National League has 2 divisions, promotion/relegation will work as follows:

NI Men's National Leagues	Promotion	Relegation
NI Men's National Super League	N/A	Bottom team relegated to NI Men's National League 1
NI Men's National League 1	Top team promoted to NI Men's National Super League	N/A

2.2. Mixed National Leagues:

- 2.2.1. The Scottish & NI Mixed Leagues only have 1 division, so no promotion/relegation will take place.
- 2.2.2. As the English Mixed National League has multiple regions, promotion/relegation will work as follows:

English Mixed National Leagues	Promotion	Relegation
English Mixed National Super League	N/A	Bottom 2 teams in North & South relegated to English Mixed National League 1
English Mixed National League 1 (North/South)	Top team in North & South promoted to English Mixed National Super League	N/A

2.3. BUCS Leagues: Refer to [BUCS Regulation 8 Team Championships \(Leagues & Knockouts\)](#).

M2. Playoffs

- Player Eligibility:** Competing teams must therefore treat this as an additional league round and follow the same team eligibility rules.

M3. British Dodgeball Championships

- The British Championships will take place following the conclusion of the league season.
- The British Championships is linked to league performance. Competing teams must therefore treat this as an additional league round and follow the same team eligibility rules.
- The British Championships will follow league format, with qualification solely via the British Dodgeball national community men's and women's leagues.
- Qualifiers:**
 - Last year's British Dodgeball Championship winner, plus:
 - Top-ranked team from Scotland
 - Top-ranked team from Wales
 - Top-ranked two teams from Northern Ireland
 - Top-ranked two teams from England
 - Qualification spots from league finishes are in addition to the spot taken by the defending champions. Therefore, if the men's defending champion finishes in the top 2 in the Men's English Superleague, the third-placed team will also qualify for British Championships.
 - The Technical Committee may make changes where appropriate to qualification should leagues listed above not go ahead, or should additional leagues go ahead.
- Replacements:**
 - If any team does not take their place in the adult men's or women's championship, the place will be allocated to the next best-placed team in the English Leagues.
 - If any team does not take their place in the junior championship, the place will be allocated to the next best-placed team in the league which the qualifier competed in.
- Additional Club Eligibility:** Players can only represent their primary club at community championship events. Those with a registered additional club may only represent their additional club at this event if their primary club is not present.

M4. British Dodgeball Junior Championships

1. The British Junior Championships will take place following the conclusion of the league season.
2. Competing teams can only select players who are registered to them on Gameday
3. **Qualifying Criteria:** The British Dodgeball Junior Championships will manage qualification as follows:
 - 3.1. The teams with the highest amount of qualifying points from results at British Dodgeball Junior Open Events during the current season
 - 3.1.1. **Qualifying points:** The winner receives the equivalent number of points to the amount of teams entered into an event. Subsequent placings are awarded one less point (e.g. in a 6-team event, 1st place receive 6 qualifying points, the 2nd place team receives 5 qualifying points, the 3rd place team receives 4 qualifying points etc.).
 - 3.1.2. In the case of a tie, results at the previous season's British Dodgeball Junior Championships and results at other British Dodgeball Events during the current season will be used as a tie breaker.
 - 3.1.3. The management committee reserves the right to refuse entry to teams where a club has demonstrated poor adherence to the Dodgeball Code during the past 2 seasons.
4. **Qualifying Amount:** 5 teams will qualify for the competition in each age category (U11/U13/U15/U18)
 - 4.1. The Technical Committee may make changes where appropriate to qualification should event constraints change.
5. **Replacements:** If a team does not take their place, their place will be allocated to the next best placed team according to the criteria.
6. **Additional Club Eligibility:** Players can only represent their primary club at junior community championship events. Those with a registered additional club may only represent their additional club at championship events where their primary club is not present.

M5. British Dodgeball University Championships:

1. The University Championships follows an open format, with the exception being that teams will be seeded when groups are formed.
2. The University Championships are not linked to BUCS dodgeball leagues and so any university club who holds active University Club Membership may enter.
 - 2.1. Entry is first-come-first-served, with a university's 1st team given priority.
 - 2.2. General eligibility regulations for university events apply.

M6. British Dodgeball School Championships National Finals

1. The Schools Championships are open for all schools to enter and schools can enter 2 teams per event. If a school wishes to enter any additional teams they should contact James@BritishDodgeball.com
2. The winning team from each county championship are guaranteed entry into the Regional Finals for Mixed Primary Events,
3. The top 6 teams from each region will qualify for the National Finals at the Regional Round. The Regionals are North, Midlands, South West and South East.
4. Runners Up from County Events may be invited to Regional Finals events if spaces become available.
5. Secondary Events: the winners of each Secondary Year 7-8 event qualify for the National Finals. The 9-10 National Finals are open for all teams to enter on a first come first serve basis.

M7. British Dodgeball Mixed Championships

1. The British Dodgeball Mixed Championships will take place following the conclusion of the league season.
2. The British Dodgeball Mixed Championships is linked to league performance. Competing teams must therefore treat this as an additional league round and follow the same team eligibility rules.
3. The British Dodgeball Mixed Championships will follow league format, with qualification solely via the British Dodgeball national mixed leagues.
4. **Qualifiers:**
 - 4.1. Last year's British Dodgeball Mixed Championships winner, plus:
 - 4.2. Top-ranked team from Scottish Mixed Superleague
 - 4.3. Top-ranked two teams from NI Mixed Superleague
 - 4.4. Top-ranked four teams from English Mixed Superleague
 - 4.5. Qualification spots from league finishes are in addition to the spot taken by the defending champions. Therefore, if the defending champion finishes in the top four in the Mixed English Superleague, the fifth-placed team will also qualify for the British Dodgeball Mixed Championships.
 - 4.6. The Technical Committee may make changes where appropriate to qualification should leagues listed above not go ahead, or should additional leagues go ahead.
5. **Replacements:** If any team does not take their place in the adult men's or women's championship, the place will be allocated to the next best-placed team in the English Mixed National Leagues.
6. **Additional Club Eligibility:** Players can only represent their primary club at mixed finals day. Those with a registered additional club may only represent their additional club at this event if their primary club is not present.

Section N. Legal

N1. Liability Statement

1. Each Member and individual participating or spectating in dodgeball activity recognises and acknowledges that British Dodgeball cannot accept any liability for any death, accident, injury or loss of property sustained by a board member, technical representative, members, players or others who are either acting on behalf of the organisation; participating in activity coordinated by the organisation; or led by someone who holds a coaching award of training provided by the organisation.

N2. Commercial Assets

1. Each Member or individual involved in any British Dodgeball events:
 - 1.1. Consents to the capture of content featuring the member teams and participants at or in relation to all British Dodgeball competitions;
 - 1.1.1. Content capture may be performed by British Dodgeball representatives or member club representatives as per [Appendix 10. Image Capture & Distribution Permissions](#).
 - 1.1.2. **Withdrawal of Filming Consent – Junior Events:** Parents who do not wish for their child to be photographed or filmed at British Dodgeball junior events must email the [Technical Committee](#) in advance of the first relevant event and wear a wristband which identifies them to event coordinators, photographers and club member representatives.
 - 1.1.2.1. Notice should be given as early as possible. Individuals who give notice less than 2 working days in advance of an event without good reason may be subject to sanctions, as this may have a significant impact on content capture processes.
 - 1.1.2.2. Should any clubs or individuals film, or distributes content which includes, a junior player who is wearing a wristband which identifies them as having withdrawn consent, they:
 - Must immediately cease filming upon being informed by a British Dodgeball representative, or
 - Must immediately remove this content upon being informed by the Technical Committee, and
 - May be subject to sanctions, including a termination of membership in extreme or repeat circumstances.
 - 1.1.3. **Withdrawal of Filming Consent – Adult Events:** It is a condition of membership that individuals, or the parents of individuals, must allow for themselves or their child to be filmed by British Dodgeball representatives or member club representatives at adult events. This footage will be used internally to support training and as evidence in complaints where relevant.
 - 1.1.3.1. All footage is classed as data which must be stored in line with British Dodgeball/club privacy policy adhering to GDPR.
 - 1.2. Grants to British Dodgeball the right to use and sub-licence the use in perpetuity and free of charge the member assets for use in connection with the British Dodgeball commercial programme; in accordance with this Regulation.
 - 1.2.1. **Withdrawal of Distribution Consent – Adult Events:** Individuals, or the parents of individuals, who do not wish themselves or their child to appear in distributed content must email the [Technical Committee](#) in advance of the first relevant event and wear a wristband which identifies them to event coordinators, photographers and club member representatives.
 - 1.2.1.1. Notice should be given as early as possible. Individuals who give notice less than 2 working days in advance of an event without good reason may be subject to sanctions, as this may have a significant impact on content capture processes.
 - 1.2.1.2. Should any clubs or individuals distribute content which includes a player who is wearing a wristband which identifies them as having withdrawn consent externally, they:
 - Must remove this content immediately upon being informed by the Technical Committee, and
 - May be subject to sanctions, including a termination of membership in extreme or repeat circumstances.
2. British Dodgeball shall not use or grant to any British Dodgeball Commercial Partner the right to use (without the express prior written consent of the member in question):
 - 2.1. Any member assets in any manner which implies that any member, member team or participant endorses a product, service or brand of any commercial entity, or which reflects unfavourably upon the good name and image of the member; or
 - 2.2. Any member logo on a stand-alone basis, and shall only use any member logo alongside or in connection with a minimum of one other member save in respect of:
 - 2.2.1. Editorial usage by British Dodgeball and/or media outlets; or
 - 2.2.2. Congratulatory messaging by British Dodgeball and/or any British Dodgeball commercial partner
3. Each member shall support British Dodgeball media and marketing activities by providing British Dodgeball and the British Dodgeball commercial partners with access to its member teams, participants, and British Dodgeball events in connection with:
 - 3.1. Any sponsorship advertising, promotion, publicity, merchandising or other commercial exploitation of the commercial rights relating to British Dodgeball and/or any British Dodgeball competition; and
 - 3.2. The hosting, conduct, operation, management, filming, recording, broadcast or other distribution of any British Dodgeball competition member event (including the provision of suitable facilities to enable the capture of content) in each case, without further consent or approval.
4. Each Member recognises and acknowledges that:

- 4.1. All commercial rights in the British Dodgeball organisation, British Dodgeball events and British Dodgeball competitions as a whole, including all rights in content, are wholly owned by British Dodgeball and British Dodgeball is exclusively entitled to exploit such rights;
- 4.2. Members may not enter into any commercial agreement surrounding this programme without the prior written consent of British Dodgeball. For the avoidance of doubt, this includes merchandise, third party retailers, advertising or event/social activity.
 - 4.2.1. Whilst members are not required to ask permission of British Dodgeball to enter into specific sponsorship agreements, British Dodgeball may refuse the use of a logo, name, product, service or brand of any commercial entity which would appear on kit or in any British dodgeball commercial assets which reflects unfavourably upon the good name and image, or best interests, of the member, sport or British Dodgeball. Clubs are therefore encouraged to check before entering into any sponsorship agreements with commercial entities.
- 4.3. Any use it wishes to make of the British Dodgeball logo or other reference to British Dodgeball in connection with any British Dodgeball event or otherwise shall be subject to the prior written approval of British Dodgeball.
- 4.4. All rights in content captured at British Dodgeball events shall be the property of British Dodgeball and the member hereby assigns such rights to British Dodgeball by way of future copyright. British Dodgeball shall be entitled to licence such content, and the right to broadcast such content, (including to broadcasters), as part of the British Dodgeball commercial programme and each member shall observe and comply with any and all exclusivity and other relevant conditions arising from such licence as British Dodgeball may notify to the member from time to time.
 - 4.4.1. Members shall be entitled to broadcast non-live content captured at British Dodgeball events via the member's own individual platforms without the prior written consent of British Dodgeball as per [Appendix 10. Image Capture & Distribution Permissions](#).
 - 4.4.2. Members may be entitled to broadcast live content captured at British Dodgeball events via the member's own individual platforms with the prior written consent of British Dodgeball. This can be sought by emailing the [Management Committee](#).
 - 4.4.3. Organisations or members may be entitled to broadcast content captured at British Dodgeball events via organisation platforms or non-individual platforms with the prior written consent of British Dodgeball. This can be sought by emailing the [Management Committee](#).
 - 4.4.4. All content shared is subject to any conditions relating to such broadcast as British Dodgeball may notify to the member, but the member shall have no right to licence such content to any third party broadcaster.
- 4.5. Any breaches with regards to this regulation may result in membership sanctions including, but not limited to, event bans, termination of membership and legal action.

Appendices

Appendix 1A. Rules Amendments

- All British Dodgeball events will use WDBF rules, unless modified by the general British Dodgeball regulations, unless modified by the following amendments listed in this appendix.

- Inclusive Rules Adaptations:** Event organisers in the UK may also choose to implement [Inclusive Rules Adaptations](#). These 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.

- Playing Area (WDBF Rule 1)** - This amendment applies to all British Dodgeball events:

British Dodgeball Elite Events:	British Dodgeball Events:	British Dodgeball School & College Events + Safety Adaptation:
- National Super League - Community National League 1 - British Dodgeball Championships - British Dodgeball Junior Championships	- English National League 2 & 3 - BUCS Leagues - University Mixed Leagues - Adult Opens - University Opens - University Championships - Junior Opens - Junior Cup	- School Championships - College Championships - All events where the British Dodgeball 16m x 9m court cannot fit safely
WDBF 18x9m event court as per Appendix 7. Court Setup .	British Dodgeball 16x9m event court as per Appendix 7. Court Setup .	No Neutral Zone 14m x 9m event court as per Appendix 7. Court Setup .
Courts may be narrowed to 8m where necessary for safety purposes as per Appendix 6. Court Setup .		

- Balls (WDBF Rule 2)** - This amendment applies to u11, u13 and u15 age categories as well as school events:

- U11 and Primary School:** use 3x size 1 foam (6") dodgeballs.
 - Two balls are placed on the outer markings during the opening rush.
 - Possession and stalling rules apply to a majority of 2 balls instead of 3 balls.
 - U13, U15, Secondary 7/8 and Secondary 9/10:** use 5x size 2 cloth (6.5") dodgeballs.

- Retrievers (WDBF Rule 4)** - This amendment applies to all youth age categories as well as school and college events:

- Adult retrievers (e.g. coaches or parents) must only be used as a last resort if a team has no available substitutes or other junior players (e.g. from other age categories or other teams) who can act as retrievers.

- Timings (WDBF Rule 9)** - This amendment applies to all British Dodgeball events:

Event Format	Warm-Up Time	Safety Checks, Official Briefings (& Coin Toss)	Match Time	Total Time Allocated
School	N/A	1 minute	14 / 19 minutes to play: 5 x 2 min sets / 6 x 2 min sets 1 min half time	15 minutes / 20 minutes <i>(depending on event - see schedule)</i>
College	N/A	1 minute	14 minutes to play: 10 min match (2 min sets) Final set: <1 min remaining = 1 min final set	15 minutes
U11	N/A	1 minute	19 minutes to play: 6 x 2 min sets 1 min half time Final set: <1 min remaining = 1 min final set	20 minutes
U13/U15	N/A	1 minute	24 minutes to play: 2 x 8 min halves (2-min sets) 1 min half time Final set: <1 min remaining = 1 min final set	25 minutes

Adult/University/U18 (open format)	3 minutes	During warm-up time	22 minutes to play: • 2 x 8 min halves (3-min sets) • 1 min half time • Final set: <30s remaining = 30s final set	25 minutes
Adult/University/U18 (league format)	5 minutes	During warm-up time	40 minutes to play: • 2 x 15 min halves (3-min sets) • 5 min half time • 2 x 1 minute team timeouts • Final set: <1 min remaining = 1 min final set	45 minutes

6. **False Starts (WDBF Rule 14)** – This amendment applies to u11 age categories as well as primary school events:
 - 6.1. Teams are provided with one warning for their first false start offence in a half, where balls are reset and the rush begins again. For any subsequent false starts during that half, the team forfeits all balls to the opposing team.
7. **Headshots (WDBF Rule 15)** – This amendment applies to all British Dodgeball events:
 - 7.1. A headshot is when a ball that strikes a player directly in the head or neck.
 - 7.2. A penalty is only given for a headshot if officials deem the attempt to meet all of the following criteria:
 - Close range (less than approximately 4 metres);
 - A powerful, direct attempt (not a soft toss or a ricochet); and
 - At a target who is standing upright or high-kneeling who has made no attempt to dodge.
 - 7.3. 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. See [Appendix 9. Sanctionable Offences](#) for the recommended sanction for a sanctionable headshot.
 - 7.4. 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 (i.e., players of vastly higher ability repeatedly throwing head-height at targets who are not regularly jumping).
 - 7.5. Unsportsmanlike or unsafe behaviour from the target will not be tolerated and will be sanctioned accordingly. Examples of this include:
 - Taunting for a headshot;
 - Deliberately moving the head into a ball; and
 - Moving towards a thrower with no ball in possession.
8. **Faceshots (WDBF Rule 15)** – This amendment applies to u11/u13/u15 age categories as well as school events:
 - 8.1. A direct 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 8. Face Shots](#). It does not include the top, side or back of the head or neck.
 - 8.2. Players are not eliminated if they are hit in the face by a ball, unless they are in movement and dodging low when struck.
9. **Invalid attempts (WDBF Rule 16)** – This amendment applies to u11, u13 and u15 categories as well as school and college events:
 - 9.1. Players may only be given an invalid attempt sanction if the referee deems them to be intentionally missing their target. A player who has shown they cannot yet throw the ball far enough to reach opponents is not sanctioned.
10. **Exiting Players (WDBF Rule 23)** – This amendment applies to u11/u13/u15 age categories as well as school and college events:
 - 10.1. **u11/u13/u15 community events:** Players are given one warning before receiving a blue card for not dropping balls in their possession once rendered out in front of the attack line.
 - 10.2. **School & college events:** Players may pass balls to teammates once rendered out, no matter where they are when rendered out.
11. **Sacrifice Play (WDBF Rule 28)** – This amendment applies to all youth age categories as well as school and college events:
 - 11.1. Leaps of faith render the thrower out for a line fault once they touch the ground; the player can not therefore remain active to move back to their fair territory.

Appendix 1B. Rules Amendments Summary (Community Dodgeball)

Rule	U11	U13/U15	U18	Adult
Courts	- British Dodgeball Court (16x9m) - Championships: WDBF Court (18mx9m)			- No Neutral Zone Court (14m x 9m) at venues where the British Dodgeball 16m x 9m court cannot fit safely - British Dodgeball Court (16x9m) or WDBF Court (18mx9m) depending on event
Timings	6 x 2-min sets	2 x 8-min halves, 2-min sets Final set: <1 min remaining = 1 min final set	Opens: 2 x 8-min halves, 3-min sets Final set: <30s remaining = 30s final set Leagues: 2 x 15-min halves, 3-min sets Final set: <1 min remaining = 1 min final set	
Balls	3x size 1 foam (6") dodgeballs	5x size 2 cloth (6.5") dodgeballs		
Retrievers	Adult retrievers to be used as a last resort			
Sacrifice Play	Thrower out even if successful			
Headshots	- Penalty given for close range, powerful, direct headshot at a target who is standing upright or high-kneeling who has made no attempt to dodge - Warning and further sanctions for repeated head-height attempts even at ranges longer than 4 metres if there is a cause for concern			
Faceshots	Players are not eliminated if they are hit in the face by a ball, unless they are in movement and dodging low when struck.			
False Starts	One warning per half followed by forfeiture of balls to opponents			
Invalid Attempts	Only sanctioned if the referee deems them to be intentionally missing their target			

Appendix 1C. Rules Amendments Summary (School & College Dodgeball)

Rule	Primary School	Secondary School	College
Courts	No Neutral Zone Court (14m x 9m) at venues where the British Dodgeball 16m x 9m		
Timings	5 x 2 min sets		10 min match, 2 min sets Final set: <1 min remaining = 1 min final set
Balls	3x size 1 foam (6") dodgeballs	5x size 2 cloth (6.5") dodgeballs	
Retrievers	Adult retrievers only be used as a last resort		
Sacrifice Play	Thrower out even if successful		
Headshots	- Penalty given for close range, powerful, direct headshot at a target who is standing upright or high-kneeling who has made no attempt to dodge - Warning and further sanctions for repeated head-height attempts even at ranges longer than 4 metres if there is a cause for concern		
Faceshots	Players are not eliminated if they are hit in the face by a ball, unless they are in movement and dodging low when struck.		
False Starts	One warning per half followed by forfeiture of balls to opponents		
Invalid Attempts	Only sanctioned if the referee deems them to be intentionally missing their target		

Appendix 2. Registering an Additional Club

1. A player wishing to compete for a primary community club in one type of league and an additional community club or informal group in another type of league must receive approval from the British Dodgeball Technical Committee prior to participating for their additional club. The player should always register with their primary club first on [GameDay](#).
 - 1.1. The primary club will be classed as the club the player initially joined, whilst the club they requested permission to join afterwards will be their additional club for eligibility purposes.
 - 1.2. The Technical Committee may require an individual to change their primary club in order for a request to be granted in order to fulfil the conditions as outlined in these regulations.
2. Such requests will only be accepted if it is justified how this benefits the development of one or both clubs; allows fixtures to be fulfilled; or provides opportunities that extend over and above what a player's primary club can offer.
 - 2.1. Reasons for adding an additional club the Technical Committee will likely find acceptable include:
 - To help a club field the minimum required number of players in order to fulfil fixtures.
 - To support a club to enter a league which they could not enter otherwise due to low numbers.
 - To provide opportunities for players who wouldn't be able to otherwise play as their affirmed gender in single gender or mixed events due to their primary club not entering relevant events.
 - To provide opportunities for junior players to play at their own age group due to their primary club not having a junior section, or not having a junior section which competes at their age category.
 - To provide opportunities for junior players to play at adult level due to their primary club not having an adult section.
 - 2.2. Reasons which are unlikely to be accepted by the Technical Committee include:
 - Players who are requesting to sign up to more than one additional club per season.
 - Players who are requesting to transfer between additional clubs multiple times per season.
 - Players who are joining a team which competes in a league where a transfer deadline has passed.
 - To help a club field a team where the club already has 6 people registered on a team sheet for that event.
 - To help a club field the minimum required number of players in order to fulfil fixtures, where the player:
 - Is adjudged to be of a far higher standard than the league they would be competing in;
 - Has no prior connections to the additional club;
 - To provide additional opportunities for players which are already provided by their primary club e.g. they can already play for their primary club in the same event.
3. All requests, including those that do not fall under the criteria above, will be considered on a case-by-case basis.
4. Requests must be made by the additional club admin and the following Request a [Transfer by Name guide](#) can be used to support the club administrator through the process.
5. Players and clubs should be aware that there is no guarantee that an additional club request will be approved.
6. **Processing Times:** There is no defined length of time for how long an additional club request will take to be approved or denied.
 - 6.1. Submitting transfer requests a minimum of 3 working days in advance of an event is required, but earlier is still recommended as staff often have out-of-office delivery commitments and may not be able to manage the request in time.
 - 6.2. Whilst the Technical Committee will make every effort to resolve requests as quickly as possible, they reserve the right to take the appropriate amount of time to make a decision
 - 6.2.1. This is extremely relevant when players in question have additional clubs who participate in the same leagues as new primary clubs. It is recommended that players who are in more complex situations such as this submit requests at least one working week in advance of an event they wish to first represent their new club at.
 - 6.3. Players and clubs who have submitted a request are encouraged to check their emails regularly in case of a further request. No moves can be assumed by individuals or clubs until they have been approved in writing.

Appendix 3. Registering an Overseas Player

1. A player who is based outside of the UK must receive approval from the British Dodgeball Technical Committee prior to participating in a UK-based event (excepting opens) for a maximum of one club per season. The player must register with the club they intend to represent as their primary club first on [GameDay](#).
2. Such requests will only be accepted if it is justified how this benefits the development of one or both clubs; allows fixtures to be fulfilled; or provides opportunities that extend over and above what a player's primary club can offer.
 - 2.1. Reasons for adding an additional club the Technical Committee will likely find acceptable include:
 - To help a club field the minimum required number of players in order to fulfil fixtures.
 - To support a club to enter a league which they could not enter otherwise due to low numbers.
 - To provide opportunities for players who wouldn't be able to otherwise play as their affirmed gender in single gender or mixed events due to their primary club not entering relevant events.
 - To provide opportunities for junior players to play at their own age group due to their primary club not having a junior section, or not having a junior section which competes at their age category.
 - To provide opportunities for junior players to play at adult level due to their primary club not having an adult section.
 - 2.2. Reasons which are unlikely to be accepted by the Technical Committee include:
 - Players who are requesting to sign up to more than one additional club per season.
 - Players who are requesting to transfer between additional clubs multiple times per season.
 - Players who are joining a team which competes in a league where a transfer deadline has passed.
 - To help a club field a team where the club already has 6 people registered on a team sheet for that event.
 - To help a club field the minimum required number of players in order to fulfil fixtures, where the player:
 - Is adjudged to be of a far higher standard than the league they would be competing in;
 - Has no prior connections to the additional club;
3. All requests, including those that do not fall under the criteria above, will be considered on a case-by-case basis.
4. Requests must be made by the additional club admin and the following Request a [Transfer by Name guide](#) can be used to support the club administrator through the process.
5. Players and clubs should be aware that there is no guarantee that an additional club request will be approved.
6. **Processing Times:** There is no defined length of time for how long an overseas player registration will take to be approved or denied.
 - 6.1. Submitting transfer requests a minimum of 3 working days in advance of an event is required, but earlier is still recommended as staff often have out-of-office delivery commitments and may not be able to manage the request in time.
 - 6.2. Whilst the Technical Committee will make every effort to resolve requests as quickly as possible, they reserve the right to take the appropriate amount of time to make a decision
 - 6.2.1. This is extremely relevant when players in question have additional clubs who participate in the same leagues as new primary clubs. It is recommended that players who are in more complex situations such as this submit requests at least one working week in advance of an event they wish to first represent their new club at.
 - 6.3. Players and clubs who have submitted a request are encouraged to check their emails regularly in case of a further request. No moves can be assumed by individuals or clubs until they have been approved in writing.

Appendix 4. Transfer Request Process

1. The player must submit a transfer request via their profile on [GameDay](#).
2. The player and both clubs (new and old) will automatically be notified via their email from GameDay.
3. If either the new or old club object to the transfer (e.g. due to an outstanding debt), they must notify the [Technical Committee](#) within 72 hours of receiving the notification email.
4. The Technical Committee will make the final decision on whether to approve the transfer. Further information from the player or clubs involved may be requested at this time.
5. Written confirmation that the transfer has been approved on Gameday.
6. **Processing Times:** There is no defined length of time for how long a transfer request will take to be approved or denied.
 - 6.1. Submitting transfer requests a minimum of 3 working days in advance of an event is required, but earlier is still recommended as staff often have out-of-office delivery commitments and may not be able to manage the request in time.
 - 6.2. Whilst the Technical Committee will make every effort to resolve requests as quickly as possible, they reserve the right to take the appropriate amount of time to make a decision
 - 6.3. Players and clubs who have submitted a request are encouraged to check their emails regularly in case of a further request. No moves can be assumed by individuals or clubs until they have been approved in writing.

Appendix 5. Late First Match Start Procedure

1. **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 [Appendix 1: Rules Amendments](#)), the official will begin the forfeit match start procedure:
 - 1.1. 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.
 - 1.2. 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.
 - 1.3. If this team is still not present for the beginning of the third set, then they shall be deemed to have forfeit the match.
 - 1.4. Double Late First Match Start Procedure:
 - 1.4.1. 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.
 - 1.4.2. 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.
 - 1.4.3. 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).
2. **Match Forfeits:** Where one team, or both teams, have forfeited the match, this will result in match scores as outlined in [K1. Forfeit Matches](#).
3. The event coordinator will declare a match a forfeit from the start (and thus inform officials not to begin the late match start procedure) if the forfeiting team has given advance notice of their forfeit. They may instead look to arrange a friendly match for the opposing team instead.

Appendix 6. Recognising and Managing Concussion

1. 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.
2. Head injuries and suspected concussions should be dealt with as per the WDBF rules, with the following exceptions:
 - 2.1. 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.
 - 2.2. The player must undergo a concussion assessment:
 - 2.2.1. 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.
 - 2.2.2. 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 \(page 12, 13 & 14\)](#).
 - 2.2.3. 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.
 - 2.3. If a neck injury is suspected, the player should only be moved by Healthcare Professionals with appropriate training.
3. As with injured players, 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.

Appendix 7. Court Setup

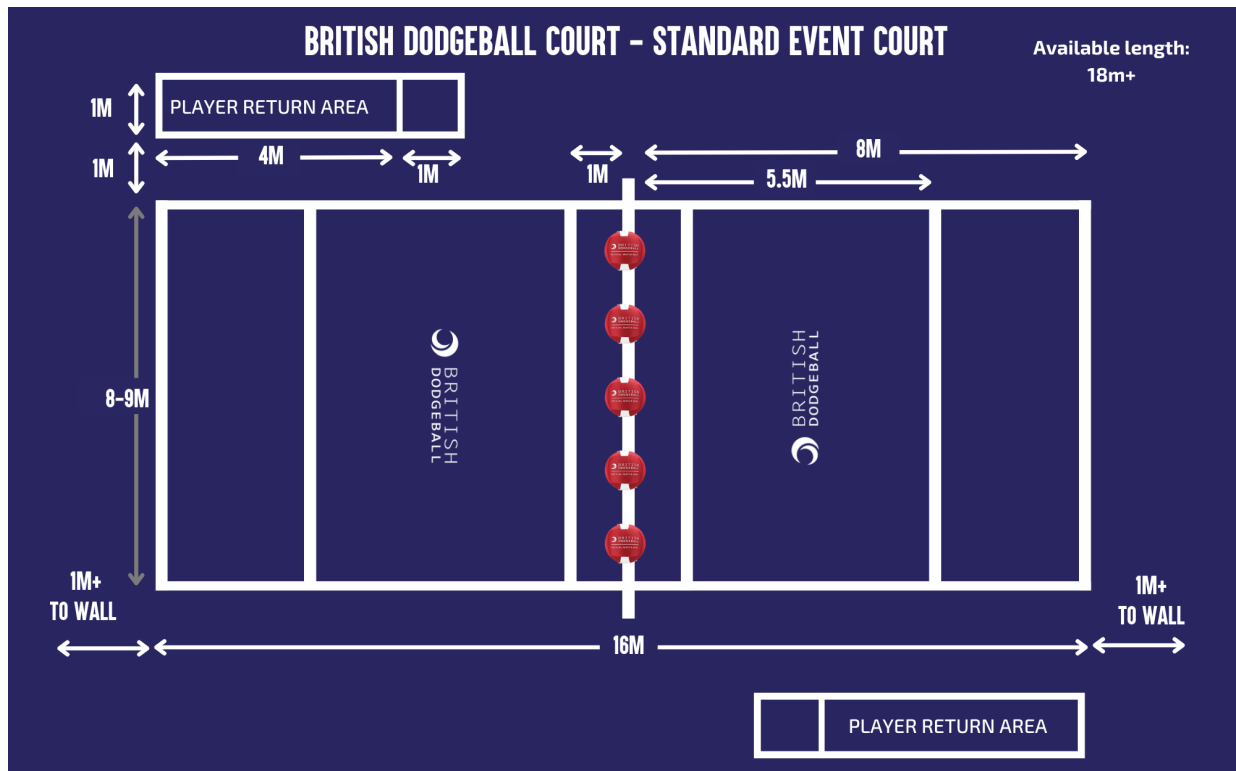


Figure 1: British Dodgeball standard court. 16m x 8-9m with a 2-metre neutral zone. Throwing distance is 7m.

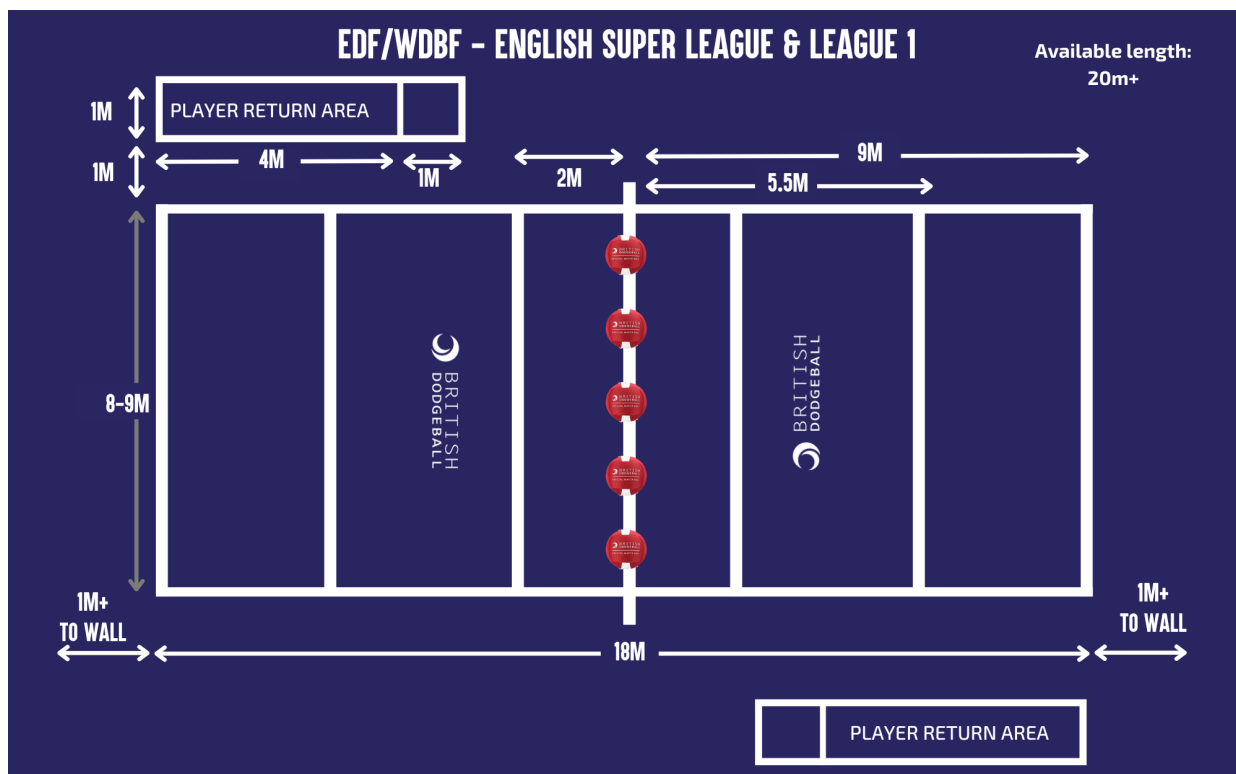
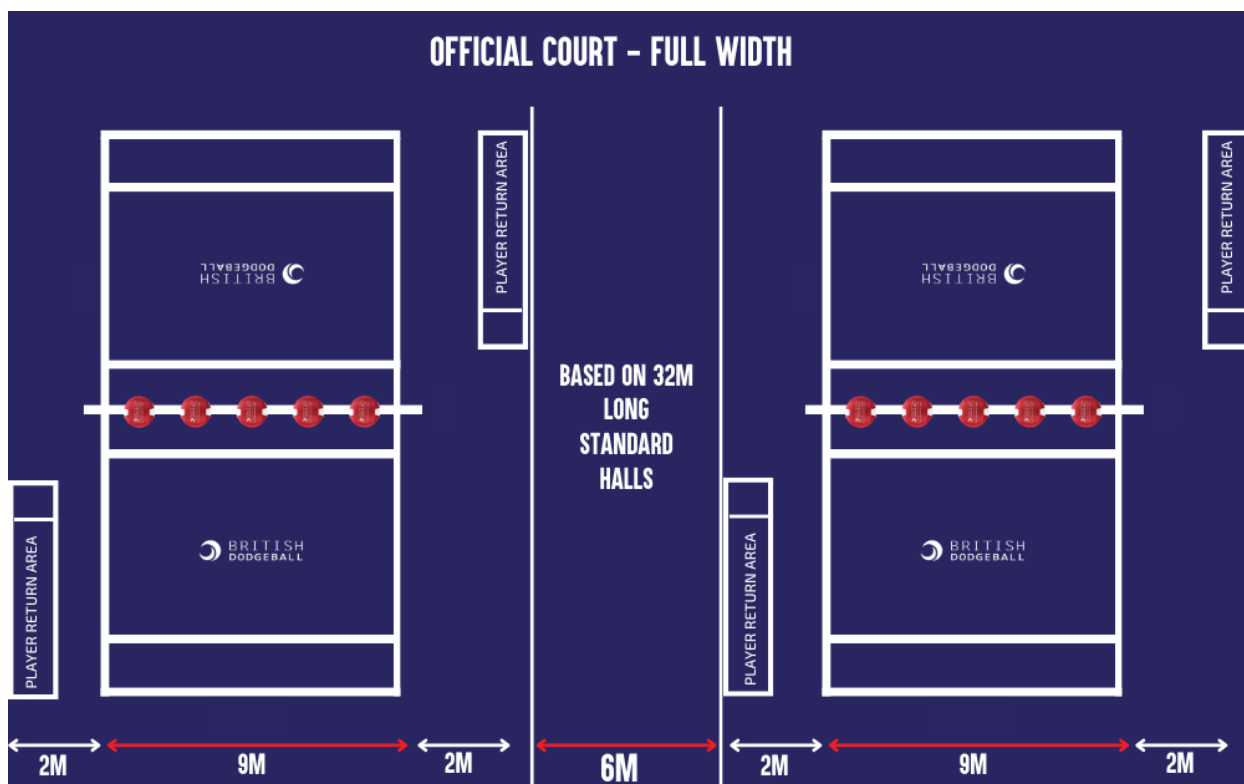
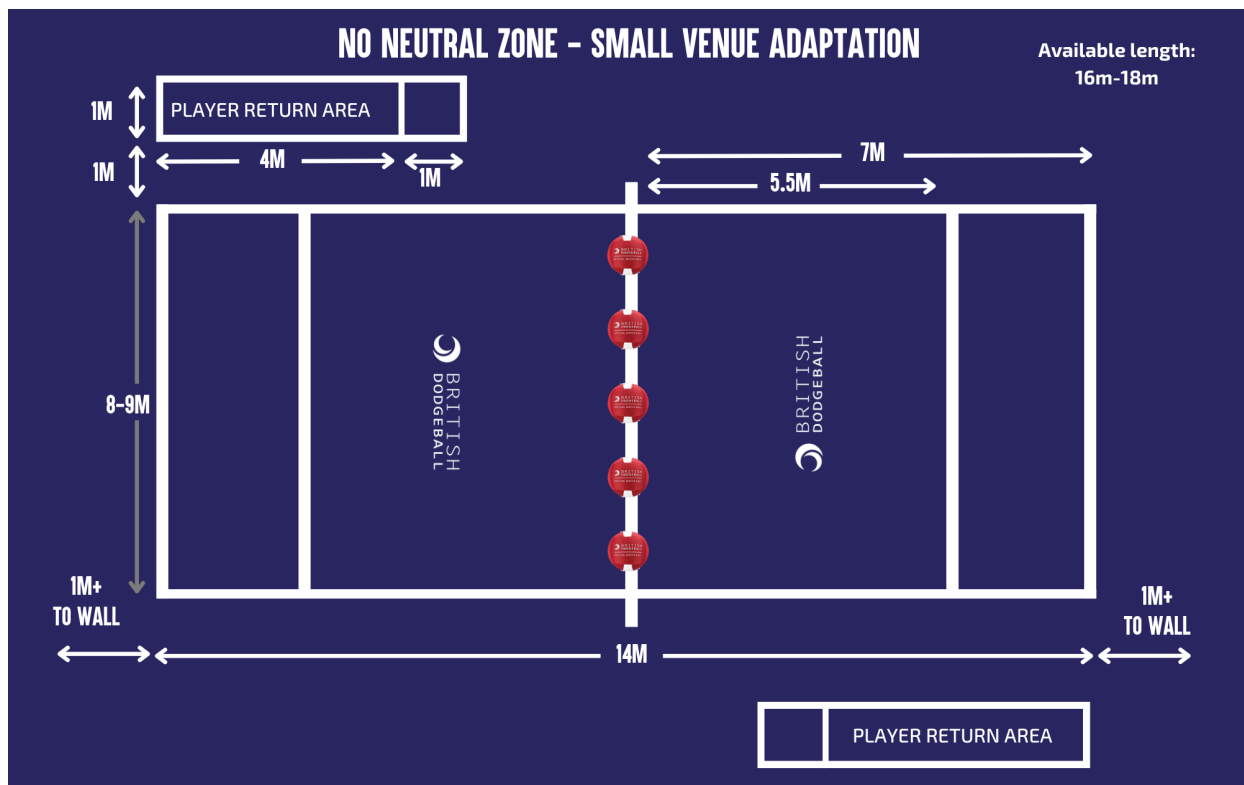
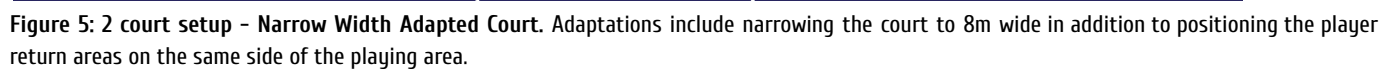


Figure 2: WDBF Court. 18m x 8-9m with a 4-metre neutral zone. Throwing distance is 7m.





Appendix 8. 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 9. 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 near-contact after rush (see Neutral Zone rules)	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	→	→	→	
		Moving beyond allocated boundaries during referee discussions	→	→	
			Attempting to influence referee by claiming to have seen firsthand/video	→	
			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 (new player or minor offence)			Explicit lack of attention, including use of mobile phone	
	Passive officiating			Passive officiating	
				Interfering with play	

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

Appendix 10. Image Capture & Distribution Permissions

Key:

Green = Allowed

Blue = Allowed with advanced permission from British Dodgeball Management Committee

Purple = Allowed with permission from players or parents/guardians of players

Orange = Allowed with both advanced permission from British Dodgeball Management Committee & from players or parents/guardians of players

Red = Not allowed

Participant Type	Individual Capturing Footage			
	British Dodgeball staff member/media volunteer	Member club representative e.g club media officer	Individual member or spectator	Third party organisation
Junior Player @ Junior Event - No Wristband	- Film/take photos - Distribute images/footage internally - Distributing images/footage externally* - Live Stream	- Film/take photos - Distribute images/footage internally - Distribute images/footage externally* - Live Stream	- Film/take photos* - Distribute images/footage* - Live Stream*	- Film/take photos - Distribute images/footage internally - Distribute images/footage externally* - Live Stream*
Junior Player @ Junior Event - Wristband	- Film/take photos - Distribute images/footage internally - Distributing images/footage externally* - Live Stream	- Film/take photos - Distribute images/footage internally - Distribute images/footage externally* - Live Stream	- Film/take photos - Distribute images/footage* - Live Stream	- Film/take photos - Distribute images/footage internally - Distribute images/footage externally* - Live Stream
Player @ Adult Event (Ang Age) - No Wristband	- Film/take photos - Distribute images/footage internally - Distributing images/footage externally* - Live Stream	- Film/take photos - Distribute images/footage internally - Distribute images/footage externally* - Live Stream	- Film/take photos* - Distribute images/footage* - Live Stream	- Film/take photos - Distribute images/footage internally - Distribute images/footage externally* - Live Stream*
Player @ Adult Event (Ang Age) - Wristband	- Film/take photos - Distribute images/footage internally - Distributing images/footage externally* - Live Stream	- Film/take photos - Distribute images/footage internally - Distribute images/footage externally* - Live Stream	- Film/take photos - Distribute images/footage* - Live Stream	- Film/take photos - Distribute images/footage internally - Distribute images/footage externally* - Live Stream

*Safeguarding practice: No names used where possible. First name only used if necessary.

Definitions:

- Internal distribution:** Sharing only conducted between club committee members and British Dodgeball e.g. for training purposes or evidencing complaints.
- External distribution:** Sharing outside the club and British Dodgeball e.g. in public spaces, on social media or with players who are not club committee members.

All footage is classed as data which must be stored in line with British Dodgeball/club privacy policy adhering to GDPR.