

Competition Rules

Dodgeball

In this competition the emphasis is on enjoyment, social atmosphere and skill development/maintenance. While competitiveness is not discouraged, it should be remembered that novice players need some encouragement and the "win at all costs" philosophy is not appropriate. All rules are open to the interpretation of the Referee and their decision is final.

1. Responsibility of Players

All players are responsible for reading and understanding the rules contained herein.

Players and their associated spectators are not permitted to drink, or be under the influence of, alcohol (or other banned substances), during the games or at the venue.

If there are any rules that are not clear please discuss these with the Referee prior to the commencement of the game or at half time. Because of time constraints the Referees may not discuss rules or rulings during the game.

Should any player be found to consistently damage equipment, venue apparatuses or other associated materials, they shall be suspended from the competition and be required to pay for damages incurred.

2. Responsibilities of the Officials

Referee

The Referee is directly responsible for the game and ensuring the described rules are adhered to. They are responsible for the safety of the players; and the timing and conduct of the game. They have a duty to be respectful and considerate to teams, act in an unbiased manner and ensure the game remains social and enjoyable for all involved.

Convenor

The Convenor is responsible for the management of all the games, teams, venue, equipment and administration. They will be present at all games to ensure First Aid is administered, information is provided and that all players and officials are conducting themselves in an appropriate manner.

3. Conduct of Players

It is the responsibility of all players to conduct themselves in a way that is respectful and considerate to team members, opposing teams, the Convenor, the Referee and any other people concerned. Any behaviour, act or language that is considered inappropriate by the officials (Referee or the Convenor) will not be tolerated. Poor conduct either on or off the court will be determined by the officials and action will be taken based upon the offence. This can include the removal of a player, or team, from the competition, should they be deemed dangerous or offensive to players or officials.

Zero Alcohol: There is no consumption of alcohol at the Netball courts by players or spectators. The Convenor or Umpires have the right to remove a player from the court, or from the venue if they are suspected to be under the influence of alcohol. Security will be notified if there is any lack of cooperation shown towards the Convenor or Umpires.

4. Location

All games will be played on the Tennis Courts located at the UQ Sport Tennis Centre, University of Queensland St Lucia Campus.

5. Game Commencement

- (a) Teams should arrive ten (10) minutes prior to the commencement of their match to allow for smooth transition of games.
- (b) For every minute that a team is not able to take the court with the minimum amount of players (see Rule 6), a point will be awarded to the opposition team. If the game has not started by the end of the first half, a 10-0 forfeit is recorded.
- (c) Note that as this competition is social, the game may go ahead after the first half; however the 0-10 loss will stand regardless of the actual score.

6. Number of Players & Substitutions

There is no limit to the numbers of players that a team can register. However, team members can only play in the finals (quarter final, semi-final and grand final) if they have signed in and played two (2) or more games during the normal rounds. This must be indicated on the team registration form via the data from the UQ Sport Social Sport QR Code.

- (a) A team is allowed a maximum of six (6) registered/eligible players on the court. Four (4) registered/eligible players is the minimum number of players that a team can have without a forfeit resulting.
- (b) A full team of six (6) must have a minimum of two (2) and a maximum of four (4) members of either sex on the field at all times in the mixed competition.

If four (4) players are only available, at least one of these players has to be from either sex.

- (c) During finals matches (quarter final, semi-final and grand final), each player on court must have signed on and played a minimum of two (2) games to be eligible. If it is found that a player is on court that is ineligible for finals this will result in an immediate 10-0 forfeit by that particular team. It is the responsibility of individual players and team captains to ensure that all their players are eligible for finals matches. While the Referee, Convenor, and Competitions Coordinator will try to prevent such situations via the QR Code, the responsibility does rest with the individual players and team captains
- (d) Continually breaching these rules may result in the offending team receiving an official warning. Persistent infringement may involve further disciplinary actions applicable to each case.

7. Players' Equipment and Attire

Shirt

UQ SPORT advises that players in a team should all wear the same colour t-shirt or singlet.

Shoes

It is compulsory for all players to wear appropriate enclosed sports shoes. Moulded-soled shoes or boots with tags will not be permitted under any circumstance. Players are also not permitted to wear work boots or hiking boots.

Safety

No player can take the court with bare feet or while wearing jewellery of any kind. All jewellery **MUST** be removed prior to the game. The Referee will ask any player breaking this rule to remove the piece of jewellery.

8. Game Length

Games will consist of two halves, each lasting for no longer than 20 minutes which is separated by a half time break of three (3) minutes between the first and second half. No clock stoppages will be made except under exceptional circumstances and will be at the sole discretion of the Referee.

No time outs are permitted.

If a game commences late (and is not deemed a forfeit) then it still must finish at the scheduled time. The length of the halves may be shortened at the discretion of the Convenor.

9. Drawn Matches

Should a regular competition match be drawn at full time, a draw will be awarded. In finals matches, extra games will be played until a winner is declared.

10. General Rules

All rules according to the Queensland Dodgeball Rules except for the following:

The object of the game is to eliminate all opposing players by getting them "OUT". An out is scored by:

- Hitting an opposing player with a live thrown ball below the shoulders (If a player ducks, and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is legal.)
- Catching a live ball thrown by your opponent.
- Causing an opponent to drop a live ball as a result of contact by another thrown live ball, (usually occurs when a ball is being used to block a thrown ball).
- An opposing player stepping out of bounds with momentum carrying a caught ball. Both thrower and catcher are out.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (fence, post etc)

When game comes down to one on one

If the game comes down to 1 player per side, they have 10 seconds to hit each other out; if not, "Showdown" comes into effect. The game is paused, each player gets two balls, two balls are lined up at the ends of the centerline, and the centerline is dissolved. The first player to get the other player out wins

Timing and winning a game/match

The first team to legally eliminate all opposing players will be declared the winner of the game. Matches will run for 40 minutes with a half time break with as many games played as can fit into the 40 minute time limit. Should the match be tied after the 40 minutes, a draw will be declared. In finals matches, an extra game will be played until a winner is declared.

Boundaries

During play, all players must remain within the boundary lines. Players may leave the boundaries through their sidelines or end-line to retrieve stray balls. Where the player leaves the courts is also where they must re-enter the court (i.e. if a player leaves via the left sideline, they must also return to the court via the left sideline). Any player who steps on or over the boundary line in the act of evading a ball will be called 'out'. If a player catches a ball and steps out as a result of momentum, the thrower and catcher are out.

The Opening Rush

Game begins by placing the dodge balls along the centre line – three (3) on one side of the centre marker and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centre line to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the centre marker. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

Time violations

It is illegal for teams to control all the balls for more than 5 seconds. If a team controls all of the balls they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. If this is not done within 5 seconds, a 5 second violation, will be called. A team may avoid a 5 sec violation by throwing or rolling a ball into the opponent's backcourt (Not throwing the ball over and through an opponent's end line).

Only a Referee or official may call a 5 second violation penalty for a 5 second Violation.

First violation: Game will stop and the balls will be divided evenly between the teams. Play will continue with "Balls in hand."

Second violation: Free throw for the opposing team - a penalty in which one player is allowed an obstructed throw at their opponents without risk of elimination. This is possible because a caught free throw does not result in an out for the thrower.

Third violation: Ejection of one player from the offending team.

Returnees

When a live ball is caught by an opposing player the thrower is eliminated and a player from the catching side will return to the court. Players are allowed to return to the game from the 'Player Return Area' when their teammate catches a valid attempt from an opponent. The Referee will call the player back in. Players must return to the court in order of their elimination.

Retrieving balls

Players can exit the playing area via the sidelines and end lines to retrieve balls. Players must re-enter the playing area from the same place they left. Players cannot be eliminated by a throw from a player who is out of bounds retrieving a ball. However, they can eliminate that player by catching the thrown ball. A player cannot be eliminated while retrieving a ball by being hit by a live ball. Eliminated players and substitutes may not retrieve or throw balls back onto the court.

Blocking

A player may use a ball in their hands to hit a ball away. The hands and fingers are considered a part of the ball. A ball that is hit away is a dead ball, that is, it cannot eliminate another player or be caught resulting in elimination. A player carrying a ball is considered 'out' if a ball thrown by the opposition dislodges their ball.

Warnings and ejections

Players can be warned or ejected from the game for the following infringements:

- Any deliberate head shot
- Kicking the ball at the opposing team
- A player who fails to leave the court when clearly out will be warned and possibly made to sit out for one game.
- Verbally abusing, arguing with or taunting opposition players or officials
- Deliberate stalling (deliberately throwing balls out of bounds, stalling while retrieving balls)

11. Scoring and Competition Points

Competition points will be allocated as follows -

- Win – 3 points
- Draw – 2 points each team
- Loss – 1 point

Should teams finish with equal competition points at the end of the regular season, For/Against will be used to separate the teams ie. (Team A goals scored – Team A goals scored against). If it is still a tie, the result of the game between those two teams during the season will determine the final position of the teams on the table. If the teams in question did not play each other, or, there is still a tie, the team with greater goals scored finishes above the other team.

12. Finals

All players must sign in and play two (2) games during the normal rounds to be eligible to play in the finals (quarter final, semi-final and grand final). If a team uses a player who is not eligible to play in the final rounds an automatic forfeit and disqualification will be recorded to the offending team. See Section 6 (c).

All finals matches must have a winning outcome for one team. See section 9.

All players are also required to bring a form of PHOTO ID for the Convener to check player eligibility for every finals game.

13. Team Fixtures

It is the responsibility of the team captain and individual team members to read the draw. All correspondence will be forwarded via e-mail to the team contacts and will be available through the website.

Please check the fixtures right up until game day as fixtures can change from time to time.

14. Unforeseeable Acts

The following formula is to be used to determine the result for a game that cannot be completed for whatever reason (e.g. serious injury which impedes court, court unsafe, power outages, etc.).

A game called off anytime in the first half (i.e. in either the first or second quarter) will be declared a draw unless one team is leading by a margin of 5 games or more. In this instance the result will stand at the score line when the game is called off.

A game called off anytime in the second half (i.e. in either the third or fourth quarter) will be determined based on the score line when the game was called off.

15. Disciplinary Sanctions

This competition is social. Any rough play, abusive language, bickering, trash talking or challenge to the Referees authority etc. will not be tolerated. These judgements will be at the discretion of the Referee and his/her decision is final.

In most instances the following procedure will apply for the above infringements. Note however that the Referee is perfectly entitled to send off any player at any stage for any reason for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game:

16. Injury and Insurance

A player may call for 'time' due to an injury or illness, although the decision to stop play shall be at the sole discretion of the Referee. If a player is injured, it is their or their team mate's responsibility to immediately inform the Referee. The Referee may stop the game at any time.

For a minor injury, the Referee should send the injured player or a bystander to the Convenor for first aid treatment and to collect an Incident Report Form (this must be completed by the injured or another responsible person before they leave the venue for further treatment).

If a player has a minor injury (or blood on their clothing or their person), they have a maximum of two (2) minutes to be treated (or remove all signs of blood) on court, or they will be substituted with another player.

After two (2) minutes have elapsed, the Referee should immediately restart the game. Time for injury will not be added on to the final half during grading or round games. The Referee can stop a game for any period of time to deal with an emergency.

For a medical emergency, the Referee is to remain with the injured player and send somebody else to inform the Convenor of the emergency.

Time for medical emergencies will not be added on to the final half during grading or round games. See section 13 for information regarding the protocol for games that cannot continue due to injury.

During time for injury, all players must remain on the court unless involved in a substitution. In the event that a player is bleeding, they must leave the court immediately (for health and safety reasons) and not return until the wound has been cleaned and all blood and blood stained items have been removed and covered. If necessary, the ball and court surface shall be cleaned before play resumes.

During finals matches the above injury rules apply with injury time added to the final half (ie. In quarters three and four). This includes any time taken for an emergency. However the injury time able to be accumulated is to be a maximum of ten (10) minutes.



Many injuries that occur during officially sanctioned and managed UQ SPORT activities are covered by our insurance policy. For further information regarding insurance please email insurance@uqsport.com.au or call 3365 6612. Alternatively you can contact the Competitions Coordinator at socialsport@uqsport.com.au or call (07) 3365 6612.

17. Grievance and Disciplinary Procedures

Should any player, team or official conduct themselves in a manner that is deemed inappropriate, discriminatory, disrespectful or dangerous, action will be taken by UQ Sport Officials and Management.

If you feel that a player, team or official has conducted themselves in such a manner, you may lodge a formal grievance report to socialsport@uqsport.com.au

Disciplinary Procedures are in place to ensure that action is taken against any player, team or official who has acted in an inappropriate manner. Any action(s) taken will be at the sole discretion of UQ Sport Officials and Management.

Please note that the Competitions Coordinator reserves the right to withdraw a team from the competition, without a refund, should the team:

- Forfeit more than two (2) games and do not provide a valid reason
- Continually display inappropriate behaviour towards UQ Sport staff and other customers

In these instances, what is deemed “valid” and “inappropriate” shall be at the sole discretion of the Competitions Coordinator.