

World Dodgeball Association
(WDA)
Rules & Regulations
Version 2.0.4

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DEFINITIONS

ASSISTANT COACH. A person who is responsible for the **TEAMS** actions on the court. May represent the **TEAM** in communication with **OFFICIALS**, scorekeeper, and opposing **TEAM**. If a team does not have an **ASSISTANT COACH** the **TEAM CAPTAIN** or **TEAM VICE CAPTAIN** takes these responsibilities.

ATTACKING PLAYER. A **PLAYER** who is throwing or preparing to throw a ball at a defending **PLAYER** on the opposing team.

ATTACK LINE. The line marked across the court 3 metres in front of the **BACK LINE**. During the **RUSH** and when a **RETRIEVER** is returning a ball to court the balls must be returned to a **PLAYER** with both feet behind this line before it will be considered a **LIVE BALL**. (Previously referred to as the Ball Return Line in Europe)

ATTEMPT. The act of a **TEAM** with possession of the ball trying to put **OUT** a member of the other **TEAM**, by throwing the ball to try to **HIT** them with the ball and within a playable height. The thrown ball must be within reach of the defending **PLAYERS**, if the ball is thrown high it must be within reach without jumping and, if thrown wide of the player, it must be within 1 metre to the side of a defending player.

BACK COURT. A **TEAMS** Backcourt is the area of the court between the **BACK LINE**/wall and the **ATTACK LINE**.

BACK LINE. Where used the **BACK LINE** defines the end of a **TEAMS** playing area.

BALL COLLISION. When balls collide in the air they will remain a **LIVE BALL** in the event of a rebound collision (Where the balls bounce off of each other when **IN FLIGHT**) the balls will be treated as though they were a **BLOCK ATTACK** by the throwing **PLAYERS**.

BLOCK. When a **PLAYER** uses a ball to **BLOCK** a **THROWN LIVE BALL**, they must retain possession of the blocking ball. If the block causes the **PLAYER** to lose possession of the blocking ball they must regain possession of the blocking ball before it makes contact with any object other than a ball in their possession or a **LIVE BALL**

BLOCK ATTACK. A block, causing the ball to rebound towards an opponent. The ball is considered a **LIVE BALL** and is equivalent to throwing a ball at the opponent.

CATCH. The act of a **LIVE PLAYER** catching a ball.

1. Any **LIVE BALL** can be caught by a **LIVE PLAYER** and the opposition **PLAYER** that threw the ball or **BLOCKED** the ball is **OUT**.
 1. Also any Illegally **THROWN** ball may be caught.
 2. A **LIVE BALL** will remain a **LIVE BALL** after a collision with any other ball.
 1. If **THROWN** balls collide and rebound a **CATCH** of any of the colliding balls will result in the opponent that threw being called **OUT** and a **PLAYER** from the queue being able to return to play.
1. For a **CATCH** to be considered complete it must be fully in control of the catching **PLAYER**
2. Full control is established once at least one hand has been placed on the ball to secure the **CATCH** by the **PLAYER**.

CATCH AND CARRY. A catch made by a **DEFENSIVE PLAYER**, where momentum carries that player **OUT OF BOUNDS**, after completing the **CATCH**. The **CATCH** is good but the **PLAYER** is deemed out because the **PLAYER** goes **OUT OF BOUNDS**.

CENTRE LINE. The line across the width of the court extending to 1 Meter outside of each court boundary line separating the two playing areas.

COACH/COACHES. Person or persons who are responsible for the **TEAMS** actions on the court. Represents the **TEAM** in communication with **OFFICIALS**, **SCOREKEEPER**, and opposing **TEAM**. If a team does not have a **COACH** or **ASSISTANT COACH** the **TEAM CAPTAIN** or **TEAM VICE CAPTAIN** takes these responsibilities.

COACHING AREA. An area which may be occupied by the **COACH**, **ASSISTANT COACH** and **MANAGER**. (This area is suggested to be a 5.5 meter by 1 meter box placed directly behind the **QUEUE** where possible and not a requirement if venue limitations do not allow for the provision of it)

COMPETITION CO-ORDINATOR/COMPETITION CO-ORDINATORS. Person or Persons in charge of the co-ordination of the competition.

DEAD BALL. The term used for a ball which can no longer get a **PLAYER** out.

1. A ball becomes a **DEAD BALL** when it has made contact with the court floor or ceiling.
2. A ball becomes a **DEAD BALL** when it has made contact with any object, surface or person that is considered outside of the court.
3. During the **RUSH** a ball will remain a **DEAD BALL** until it has been returned or retrieved either to a **LIVE PLAYER** with both feet behind the **ATTACK LINE** or has made contact with the court behind the **ATTACK LINE**.
4. A ball becomes a **DEAD BALL** when it is in the possession of an **OUT PLAYER**.
 1. This rule directly effects **DELAY OF GAME**. When a **PLAYER** is **HIT** or called **OUT** during a **PLAY n BALLS** scenario any balls that they are holding at the time they are **OUT** become a **DEAD BALL** this means that any remaining **PLAYER** of the team on court that either has possession of or could be in possession of a ball that was included in the **PLAY n BALLS** call will be expected to make an **ATTEMPT** within the time remaining of the **PLAY n BALLS** call or they will be **OUT**.
(See Rule 8 section 5.8 for examples.)
5. Been ruled dead by an official.

DEFENSIVE PLAYER. A **PLAYER** that is defending an attack from an **ATTACKING PLAYER**.

DELAY OF GAME. The act of intentionally not throwing the required number of dodgeballs within the time as instructed by a **MATCH OFFICIAL**.

DOUBLE PLAY. A play in which two defensive **PLAYERS** are put **OUT** as a result of continuous action.

EJECTED PLAYER. A **PLAYER** or **COACH** removed from the game by an **OFFICIAL**, usually for an **UNSPORTSMANLIKE** act or unacceptable behaviour.

EXITING PLAYER. A **PLAYER** who has been deemed **OUT** and is in the act of leaving the court.

FAIR TERRITORY. The internal part of the court, the area inside the marked court boundaries.

FALSE START. When a **PLAYER** moves forward prior to the whistle to initiate the **RUSH**.

1. After the **MATCH OFFICIALS** call the **PLAYERS** to 'Line up!', 'Ready!' the **PLAYERS** should remain stationary and not move forwards until the starting whistle if a **PLAYER** does move forward it will be considered a **FALSE START**.

FINAL SET. If at the end of a **SET** there is 30 seconds or less remaining of the **MATCH** half a final 90 second **SET** will be played no further **SETS** will be played in this half after it has ended.

FORFEIT. A **SET FORFEIT** occurs when a team fails to field the required number of **PLAYERS** at the start of a **SET**. A **MATCH FORFEIT** occurs when a team fails to show up to play or fails to field 4 **PLAYERS** and the opposing team claims the win.

GAME. A general term for a contest between 2 **TEAMS**.

HEAD REFEREE. The **MATCH OFFICIAL** who is in charge of all **OFFICIALS, LINE OFFICIALS** and has final say on all decisions.

HEAD SHOT/HEAD SHOTS. A ball that strikes the head of a **PLAYER** above the shoulders, including the neck. This is a valid **ATTEMPT** and a **PLAYER** struck on the head is **OUT**, unless the **REFEREE** believes it was intentionally used in an **UNSPORTSMANLIKE** fashion (to intentionally injure an opposing **PLAYER**).

HOME TEAM. The **HOME TEAM** shall be designated by schedule, mutual agreement or by a flip of a coin.

HONOUR SYSTEM. The standard of fair play required to be exhibited by all teams at WDA events.

ILLEGALLY THROWN BALL. An illegally thrown ball occurs when:

1. The thrower is **OUT OF BOUNDS**.
2. A ball is thrown after an **OFFICIAL** calls a **TIMEOUT** or after play has stopped.
3. A ball has not yet become a **LIVE BALL** following the **RUSH**.

An illegally thrown ball is not able to **HIT** an opposition player **OUT** but can be caught by the opposition or used for a **BLOCK ATTACK**.

ILLEGAL ATTEMPT. An **ATTEMPT** is illegal if propelled through the air by a **PLAYER** at the opposing team, when it is not thrown. It is also a ball that the **OFFICIAL** deems has been delivered with inappropriate intent, such as to injure, e.g., after play has stopped or at the face of an opponent when other body parts were an option.

INTERFERENCE. Interfering with the natural direction and/or speed of a dodgeball.

1. Interference can be caused by a **PLAYER** or spectator who is not actively involved in play, i.e., a **PLAYER** who is out, a **TEAM** member, club member or **COACH** not involved in the period or a spectator.
2. Interference can also be the act of an opposing **PLAYER, OFFICIAL** or spectator that impedes, hinders or confuses a **PLAYER** from the opposing **TEAM** attempting to execute a play. Physical contact is not necessary.

INVALID ATTEMPT. A ball which is thrown at the opposing team in such a manner that it is not aimed at one of the defending team's live **PLAYERS**. It is normally recognised that an **ATTEMPT** is invalid

1. If it is more than 1 metre away from a **LIVE PLAYER** when the ball reaches the targeted starting position of the **PLAYER**.
2. If it is higher than the defending **PLAYER** can reach.
3. If the **PLAYER** would be forced to move **OUT OF BOUNDS** to make a **CATCH**.

IN FLIGHT. The term used for a thrown ball while airborne.

INELIGIBLE PLAYER. A **PLAYER** who has not met the requirements laid out by the WDA or those specific to a tournament, league, or event (*i.e., under age, not registered for the team, ineligible due to disciplinary action or national eligibility*)

LEAPING. An upward motion made by a **PLAYER**. A **PLAYER** is considered leaping if one or both feet have left the ground, causing their head to move above its normal upright standing position.

LINE UP CARD. A **LINE UP CARD** will contain the names and shirt numbers for a maximum of 12 players that are designated as able to participate in a **MATCH**. Only a **PLAYER** submitted on a **LINE UP CARD** will be allowed to play or act as a **SUBSTITUTE** during a **MATCH**.

LINE OFFICIAL/LINE OFFICIALS. Responsible for assisting the **MATCH OFFICIALS** in ensuring the rules of the **GAME** are adhered to by the **PLAYERS, COACHES, MANAGERS, SUBSTITUTES etc...**

1. **LINE OFFICIALS** will normally be provided by the **COMPETITION CO-ORDINATOR** however **TEAMS** not scheduled to play may be required to provide up to 5 **LINE OFFICIALS** upon request.
2. **LINE OFFICIALS** optimum positioning is shown on the **MATCH OFFICIALS POSITIONING DIAGRAM** (see **Rule 16 Section 10**)

LINES. The lines show the boundaries of the **COURT**. The actual line is **OUT OF BOUNDS**. If any part of a **PLAYER** touches any boundary line, or any surface beyond the boundary line, either wall or floor, they are **OUT**. The opposing team's court is considered as being over the boundary line.

LIVE BALL. A ball which has not come into contact with anything else other than the following (**LIVE BALL, DEAD BALL, LIVE PLAYER, EXITING PLAYER**) from the moment it is released from the throwers hand.

You can only be **HIT OUT** by a **LIVE BALL**, only a **LIVE BALL** can be caught. A **LIVE BALL** is/has:

1. A **THROWN** ball that has not touched a wall, floor, ceiling, posts or any attached objects of the court.
2. Been put into play by passing it across the **ATTACK LINE** or to a **PLAYER** with both feet behind the **ATTACK LINE** immediately following a **RUSH**.
3. Been passed by a **RETRIEVER** or an **EXITING PLAYER** to a **LIVE PLAYER** with both feet behind the **ATTACK LINE**.
4. Been placed on **COURT** behind the **ATTACK LINE**.
5. Not touched a surface beyond a side line or back line when playing on an **OPEN COURT**.

LIVE PLAYER. A **PLAYER** that is within the court boundaries and considered to be able to make attacking and defensive actions.

MATCH. The contest between 2 **TEAMS**, consisting of two 15 minute halves, with a 5 minute half-time break.

NEUTRAL ZONE. The area extended from the **CENTRE LINE** by 1.5 meters on each teams side of the court. This area may be occupied by **PLAYERS** from both teams. A **PLAYER** may safely step into the **NEUTRAL ZONE**, but not across. A **PLAYER** crossing over the **NEUTRAL ZONE**, into their opponents territory, is deemed out, except in the case of a **SACRIFICE PLAY**.

NO STALLING RULE. A instruction of 'Play n Balls' by the **OFFICIALS** warning the team with the majority of the balls, that they have no more than 5 seconds to make a valid attempt with **n** of the balls in their possession. Failing this, the **OFFICIAL** calls the offending **PLAYERS** out and play continues.

1. **n** signifies the number of balls the **OFFICIAL** expects to be thrown within their 5 second instruction and will be 1 less than the number of balls that the **OFFICIAL** considers to be in the teams possession or in reachable distance.
2. At least 3 balls must be considered to be in play.
3. The **TEAM** with the majority of these balls in their possession or within their reach will be considered to be stalling by the **MATCH OFFICIALS** if they do not appear to be making an **ATTEMPT** after 5 seconds of possession and **MATCH OFFICIALS** will instruct the **TEAM** to **PLAY n BALLS**

OBSTRUCTION. The act of an **EXITING PLAYER** who intentionally:

1. Alters or attempts to alter the path of a **LIVE BALL**.
2. Shields or attempts to shield one of his teammates while exiting.

DEFINITIONS

OFFICIAL/OFFICIALS. Responsible for implementing the rules and regulations of the sport. All judgement calls of the officials are final. An **OFFICIAL** can be a **REFEREE**, **SCORE KEEPER**, or **LINE OFFICIAL**. **COMPETITION CO-ORDINATORS** and Director of the Governing Body can also make calls, to assist **MATCH OFFICIALS**, if they see an incident which **MATCH OFFICIALS** have missed.

OPEN COURT. A court without walls or physical barriers.

OUT. The state of a **PLAYER** once they are no longer considered to be a **LIVE PLAYER**. (Also see **EXITING PLAYER**)

OUT OF BOUNDS. The area of the court outside the marked court boundaries.

OVERTIME. In knockout tournament play, **OVERTIME** is played at the end of a **MATCH** when both teams have won an equal number of sets in the **MATCH**. All 6 **PLAYERS** return to the **COURT** and an additional overtime **SET** starts if this is drawn at 3 minutes the **MATCH OFFICIALS** will call sudden death.

PENALTY BOX. Area in which a penalised **PLAYER** must remain for 5 minutes of continuous **GAME** time.

PINCHING. Squeezing a ball in order to alter the flight of the thrown ball or resulting block.

PLAY N BALLS. Is an instruction from an **OFFICIAL** to make a valid **THROW** with **N** number of balls in a teams possession. **N** is the number of balls that the **OFFICIAL** expects the team to make valid attempts with and this number of balls must be used.

1. At least 3 balls must be considered to be in play.
2. The **TEAM** with the majority of these balls in their possession or within their reach will be considered to be stalling by the **MATCH OFFICIALS** if they do not appear to be making an **ATTEMPT** after 5 seconds of possession and **MATCH OFFICIALS** will instruct the **TEAM** to **PLAY n BALLS**

PLAYER/PLAYERS. Participants in a **TEAM**.

PLAYER PENALTY SET. **MATCH OFFICIALS** may choose to award **PLAYERS** a **PLAYER PENALTY SET**. for behaviour that does not warrant a **YELLOW CARD** (e.g., smaller offence where a **YELLOW CARD** would be too harsh in the **MATCH OFFICIALS** opinion), a **PLAYER** receiving a **PLAYER PENALTY SET** must remain in the **PENALTY BOX** for the remainder of the current **SET** and the following **SET** the **TEAM** will not be able to replace the **PLAYER** until the **PENALTY SET** has been served.

PROTEST/PROTESTS. A dispute made to the **OFFICIALS** by the designated **MANAGER, COACH, ASSISTANT COACH, TEAM CAPTAIN OR TEAM VICE CAPTAIN** within the court boundaries of the following:

1. An incorrect application of a playing rule.
2. An illegal **PLAYER**.
3. An ineligible **PLAYER**.

QUEUE. The area on one side of the court where **PLAYERS** in the current **MATCH** retire when put **OUT**. **PLAYERS** must sit/stand in the order they are **OUT** until the **SET** is over. (Previously known as Player Return Area in Europe).

RECOVERING A DODGEBALL. When a **RETRIEVER** returns a ball into play behind the **ATTACK LINE** by passing it to one of their **TEAM** or placing it on court.

DEFINITIONS

RESET. Starting or restarting a **SET** this is expected to take no more than 20 seconds during normal **MATCH** play.

RETRIEVERS. SUBSTITUTES or other non-playing members of a **TEAM** who are designated to retrieve dodgeballs for their **TEAM** during live play.

RETURNEE. A **PLAYER** who returns to live play from the **QUEUE**, when a member of the same team successfully completes a **CATCH**.

RUSH. The act of both teams rushing to centre court to retrieve balls. This may happen at the beginning of each set or whenever an **OFFICIAL** declares a re-set.

SACRIFICE PLAY. An airborne attack, where an attacking player may jump from within the **NEUTRAL ZONE** into their opponents **FAIR TERRITORY** to make an **ATTEMPT** while still airborne. If the **ATTEMPT** is successful either by making a **HIT** or forcing an opponent to make themselves **OUT** by avoiding it the attacking player will be considered to still be a **LIVE PLAYER** and must return to the **NEUTRAL ZONE** as quickly as possible.

SET/SETS. A period of play which begins with both teams behind the **BACK LINE** and with a **RUSH** to commence play when indicated by an **OFFICIAL**. The maximum time for a **SET** is 3 minutes of continuous play. The winning team will receive one point towards their **MATCH** score. A **SET** concludes when one **TEAM** has eliminated all members of the opposing **TEAM** or when 3 minutes or all remaining time within a **MATCH** half expires. *(Previously known as a Game or Period in some countries).*

SHORT-HANDED. When a **TEAM** is unable to field the required minimum of 4 **PLAYERS**.

SIDELINE. The line, along each side of the court, which separates the playing area from the surrounding area.

SIMULTANEOUS HIT AND CATCH. Occurs when **DEFENSIVE PLAYER** catches a ball and is **HIT** by another ball simultaneously.

SIMULTANEOUS PLAY. A simultaneous play occurs when two or more players are **HIT** and/or **CATCH** balls at exactly the same time.

SPECTATOR. An individual who is not playing on court, is not in the **QUEUE**, during a game and who is not named as a **SUBSTITUTE** for a **TEAM** which is playing.

SUBSTITUTE/SUBSTITUTES. Any member of a **TEAMS** roster who is not a starting **PLAYER** in a **SET** or a **PLAYER** who enters the game as a replacement of an existing **PLAYER** who has become injured. A **SUBSTITUTE** must abide by the rules of a **PLAYER** even when not playing.

SUBSTITUTES AREA. This is a 5.5 meter by 1 meter box placed directly behind the **COACHING AREA** which may be occupied by the **SUBSTITUTES** only.

TAUNTING. Verbally abusing the opposition, in an **UNSPORTSMANLIKE** manner, as determined by the officials.

TEAM/TEAMS. A **TEAM** consists of 6 **PLAYERS** and a minimum of 4 **PLAYERS** on court plus **SUBSTITUTES**.

TEAM CAPTAIN or **TEAM VICE CAPTAIN.** Responsible for all communications with the **MATCH OFFICIALS** in the absence of a **COACH** or an **ASSISTANT COACH**.

THROW. Another term for an **ATTEMPT**.

TACTICAL TIMEOUT. Each Team has the option to call for a 1 minute **TACTICAL TIMEOUT** this must be communicated by the Acting **COACH** or **TEAM CAPTAIN** of the **TEAM** before the **MATCH OFFICIALS** have called the **TEAMS** to be ready for the next **SET**.

TIMEOUT. A stop in play called by an **OFFICIAL** due to a **PLAYER** injury or other incident which requires the timer/stopwatch to be paused.

TRAPPING. The act of catching a ball in flight by pinning it between a wall, floor, or other object that would otherwise render the ball dead. Trapping is not considered a valid **CATCH** and the **PLAYER** executing the trap is deemed **OUT**.

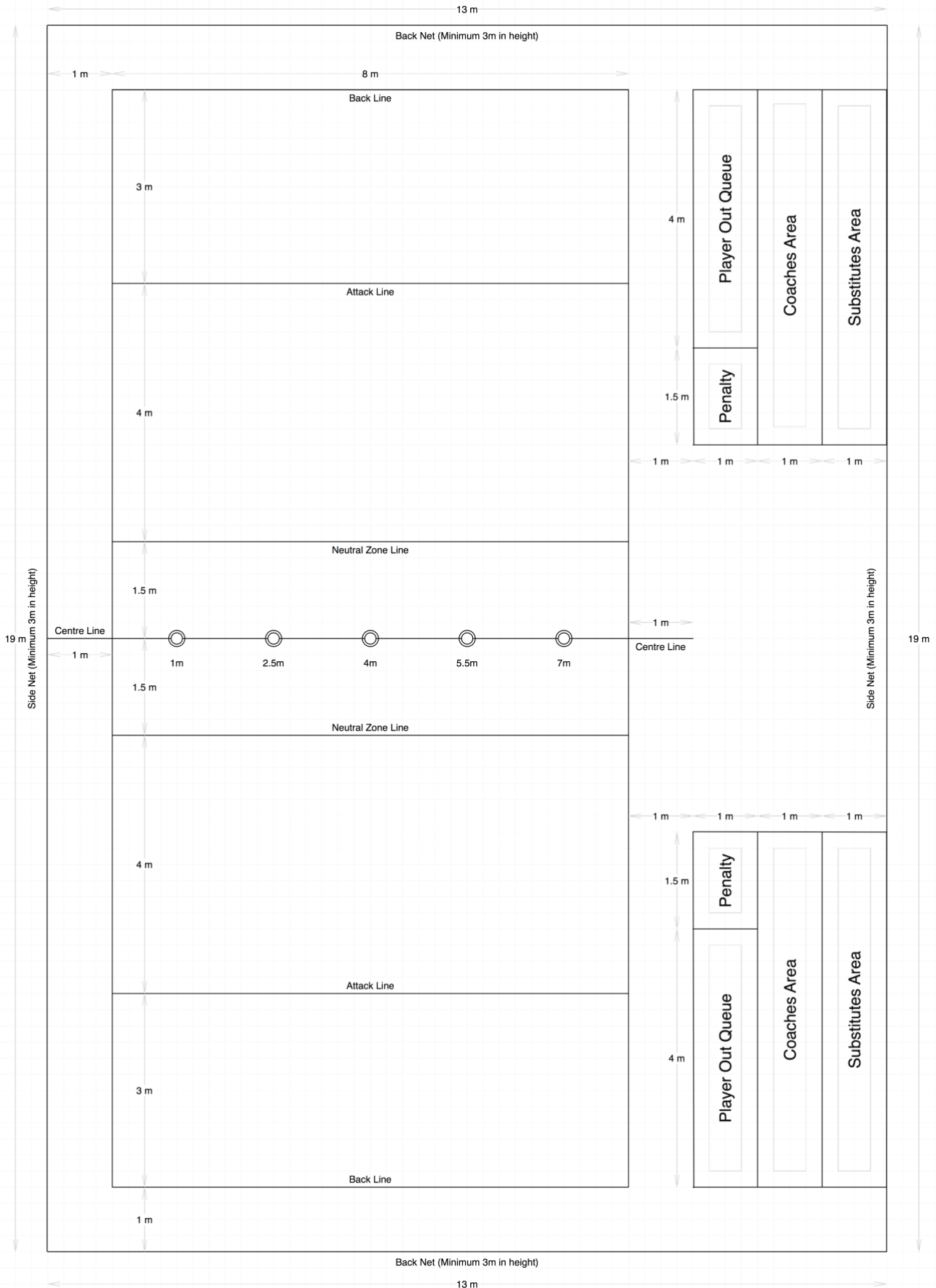
UNDER CONTROL when it is in possession and in control of a **PLAYER** with at least one hand in contact with the ball (*i.e.*, *A ball caught between a players knees, must have a hand on the ball while it is under the players control for it to be considered a CATCH*).

UNSPORTSMANLIKE BEHAVIOUR. Unacceptable behaviour for an international representative.

VOIDED PLAY. A play that results in no action. No **PLAYERS** are deemed **OUT**, any catches are void, and no **PLAYERS** are allowed to re-enter from the **QUEUE**.

WALL STRIKE. A **LIVE BALL**, which strikes a **PLAYER** and a wall or other court support at the same time. The **PLAYER** is not **OUT** and the ball is deemed a **DEAD BALL**.

Official Court Diagram



Rule 1 - The Playing Area

Section 1. The Court

1. The court is the area within which the balls may be legally played and **PLAYERS** can be **HIT** or make a **CATCH**.
2. There shall be a clear and unobstructed area between the back lines & side lines and any walls, nets or barriers beyond the court boundaries.
3. An **OFFICIAL** shall inspect the court for suitability for play prior to the start of the **MATCH**.

Section 2. Court Layout

1. The official dimensions for a regulation court are as follows:
 1. The Court is 17 metres in length and 8 metres wide.
 1. The **CENTRE LINE** is marked across the court at exactly half way between each **BACK LINE** and should continue for 1 meter outside of the court lines to indicate where a **RETRIEVER** can retrieve balls from before they have passed this line, should a **RETRIEVER** collect a ball that has passed this line the **MATCH OFFICIAL** will instruct that the ball be returned to the opposing teams back court area.
 2. The **NEUTRAL ZONE** will be marked 3 metres, wide with lines which are 1.5 metres yards either side of the **CENTRE LINE**.
 3. An **ATTACK LINE** will be marked across the court 3 metres from each **BACK LINE**.
 2. At least 1metre should be allotted for an out of bound area, allowing officials to move freely along the side lines.
 3. The **QUEUE** for each team is a 1meter X 4 meters area, and should be located at least 1meter from the side line, leaving enough room for officials to move freely along the side of the court. It will be marked out from a point which is level with the **BACK LINE**, running parallel with the side line.
 4. The **COACHING AREA** for each **TEAM** is a 1 meter X 5.5 meters area, and should be located behind the **QUEUE**
 5. The **SUBSTITUTES AREA** for each **TEAM** is a 1 meter X 5.5 meters area, and should be located behind the **COACHING AREA**.
 6. When used, ball tees shall be made of a soft rubber or a non-slip material, measuring 3" in diameter large enough to hold a WDA Dodgeball in position.
 7. The court should have four enclosed walls or barriers, wherever possible, with netting, or some type of solid barrier to prevent balls from exiting the court.
 8. Ceilings should be least 4 metres yards high whenever possible.
2. Every effort should be made to obtain the correct dimensions. However court size may be adjusted to best suit the available space.
3. Wherever possible courts will have a wall or solid barrier 1 meter behind the back line.
4. Ball Placement: Five balls are placed in the **NEUTRAL ZONE** on the **CENTRE LINE**. The balls shall be placed an equal distance from each other.
 1. The **MATCH OFFICIAL** can mark the **CENTRE LINE** to show the placement of dodgeballs at the start of each **SET**. Starting at 1 m with 1.5 m intervals (1 m, 2.5 m, 4 m, 5.5 m, 7 m)

Rule 2 - Equipment

Section 1. The Official Dodgeball

1. All WDA sanctioned events must use WDA approved balls.
2. WDA sanctioned dodgeballs can be designed in any way appropriate with designs and sponsor's logo's as approved and deemed acceptable by WDA.
3. Balls used in WDA regulation play must, in the sole opinion and discretion of the official, be appropriate for **MATCH** play.
4. Approved dodgeballs will be made of a butyl bladder, covered by webbing and a textured no-sting cloth covering which has a 2 mm layer of foam directly underneath it.
5. Approved dodgeballs shall be 7 inches/17.78cm. in diameter when measured across the width of the inflated ball.
6. The ball pressure should be set at 1.6-1.8 psi (pounds per square inch) or 0.110-0.125 bars.

Section 2. Uniforms and Protective Equipment

1. Uniforms and protective equipment are considered part of the **PLAYER**. Any **PLAYER HIT** on any part of their uniform or protective equipment will be considered **OUT**.
2. Uniforms must be worn by each team **PLAYER**.
3. Uniforms must be similar in colour and graphic style, sleeves may be of differing lengths. The uniform should display the team name along with a visible number unique to each **PLAYER**. **TEAM** logos can also be displayed on uniforms.
 1. A **PLAYER** must maintain the same unique number throughout a competition i.e. A **PLAYER** can be registered for both the mixed and gender competitions under two different numbers providing the numbers used remain unique within each team.
4. Sponsor's names and logos must be approved by WDA before they can be displayed on a team uniform at WDA events.
5. Offensive and/or otherwise obscene and discriminatory graphics and text will not be allowed.
6. A **PLAYER** will not be penalised for a uniform miss-match as result of the blood rule or should their uniform become damaged in the course of a game.
7. All protective equipment must be worn correctly and be in working condition.
8. An **OFFICIAL** may at any time request a **PLAYER** to change uniform, require an adjustment, or removal of any equipment, including jewellery, watches/timing devices.
 1. If such equipment poses a significant risk to safety or is in violation of WDA rules, the **PLAYER** will be instructed to remove the items which pose the risk.
 2. Should a **PLAYER** refuse, they will not be allowed to play.
 3. Medical alert bracelets and necklaces are exempt from this ruling but should be taped for safety if possible injury could occur.
9. Headgear.
 1. Headbands and protective helmets are the only optional headgear for **PLAYERS**.
 2. Ball caps, visors, and other head coverings are not allowed in tournament play. Bandannas do not qualify as headbands and cannot be worn around the head, neck, or wrist/arm.
10. Cast/Prostheses.
 1. Prostheses may be worn. All casts, braces, and splints with exposed hard surfaces must be padded.
 2. No **PLAYER** will be allowed to play should an **OFFICIAL** determine their equipment poses a significant risk to the safety of other players, or which changes the fundamental nature of the game or enhance the ability of a **PLAYER** such as to give them an advantage.
11. Gloves.
 1. Gloves may not be worn.

2. The only exceptions shall be when a **PLAYER** can prove there is a medical or health requirement for them to wear a glove or hand covering. If a glove or gloves are allowed for medical reasons they must not be able to enhance the ability of a **PLAYER** to play the game.
12. Jewellery.
 1. Exposed jewellery, if judged by an **OFFICIAL** to be dangerous, must be removed and may not be worn during the game.
 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.
 3. 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 by not following rules.
13. Goggles.
 1. Goggles may be worn.
 2. Eye glasses should be secured with head straps.
14. Shoes.
 1. Must be worn at all times.
 2. All shoes must be made of canvas, leather, or similar material and possess a rubber non-marking sole.
 3. An **OFFICIAL** may deem any footwear unsafe at their discretion. A **PLAYER** will only be allowed to play with footwear deemed safe.

Section 3. Uniform Guide

Uniform or equipment which affects the safety of all participants, **OFFICIALS**, and spectators.

1. No uniform or equipment will be allowed which is deemed dangerous or harmful to the wearer or to other **PLAYERS**.
2. No equipment or uniform item will be allowed which significantly enhances **PLAYER** performance beyond the normal limits of individual skill.
3. Numbers.
 1. An Arabic whole number (0-99) of contrasting colour, at least 6 inches (15.24cm) high must be worn and be visible on the back of all uniform shirts.
 2. No **PLAYER** on the same **TEAM** may wear identical numbers. (Numbers 0 and 00 or 3 and 03 are examples of identical numbers.) A **PLAYER** without a number will not be permitted to play.
 3. **PLAYERS** with the same number will not be permitted to play.
 4. **PLAYERS** not wearing the number they were registered in the competition will not be permitted to play.
 1. A **PLAYER** instructed to replace their shirt due to **BLOOD INJURY** occurring earlier in the days play will be exempt from this rule for the remainder of that days competition only.
4. Shirts.
 1. All **TEAM** members must wear shirts that display unique **PLAYER** numbers and are similar in colour and graphic style, sleeve lengths may vary.
 2. Visible undershirts may be either long or short sleeved, no restrictions on colours or style apply. No **PLAYER** may wear ragged, frayed, cut off, or slit uniform items.
5. Shorts/Leggings.
 1. **TEAMS** may choose to wear sport pants/leggings or shorts as long as they are alike in colour and style for all members of the **TEAM** that are wearing them.
 2. No **PLAYER** may wear ragged, frayed or slit legs on exposed pants or leggings.
 3. Female **PLAYERS** may choose alternative **TEAM** wear to shorts such as sport pants, skorts, sports skirts, sports dresses, leggings as long as all female members of the **TEAM**

are wearing the same style of apparel. Black is an alternative acceptable lower apparel colour to the **TEAMS** base colour. .

4. **PLAYERS** can wear visible sports base layer garments underneath the required uniform clothing. No **PLAYER** may wear ragged, frayed, cut off, or slit uniform items.

Section 4. All Equipment

1. Not with standing the foregoing, the WDA reserves the right to withhold or withdraw approval of any equipment which in the sole determination of the WDA, significantly changes the character of the game.

Section 5. Exterior Substances

1. Substances applied to the exterior of team uniform or onto the skin of a **PLAYER** which enhance the ability to throw or to catch are not allowed.
2. Substances applied to the exterior of **PLAYERS** skin, which are applied for medical reasons are allowed, but they must be covered by a dressing which is not in breach of **Rule 2. Section 2 - 1.2.**
3. Substances applied to aid a **PLAYER** injury, such as a heat spray or cold spray, are allowed to be applied.

Rule 3 - Players, Coaches, Retrievers & Substitutes

Section 1. Players

TEAMS consist of 6 **PLAYERS** with up to 6 **SUBSTITUTES**, selected from a squad roster. A maximum of 15 **PLAYERS** can be listed on a squad roster.

1. A **TEAM** can consist of no more than 12 **PLAYERS**.
2. All **PLAYERS** must be in uniform a unique name and numbers on as listed on the line up sheet. **PLAYERS** cannot be added after the **MATCH** has begun.
3. A **PLAYER** may only participate in a tournament they have registered for.
4. Mixed teams must field a team consisting of both genders but no more than 3 **PLAYERS** of a single gender may be on court at anytime.
5. In specific circumstances such as **BLOOD INJURY** or Missing uniform **PLAYERS** may be allowed to wear an alternative Shirt name and number to that listed on the squad roster and **LINE UP CARD** providing this has been authorised and noted by the **MATCH OFFICIALS**.
6. A **SUBSTITUTE** may not enter a **SET** in progress until the start of a new **SET**, except in the case of an injury.
7. Should a **PLAYER** listed on the roster arrive late and is of the proper gender, they may enter the line-up at the start of the next **SET**.
8. Any **PLAYER** removed on a **YELLOW CARD** offence (see **Rule 3 Section 7**) must remain in the **PENALTY BOX** until 5 minutes of **MATCH** play has completed.
9. Any **PLAYER** removed for a **PENALTY SET** offence (see **Rule 3 Section 7.5**) must remain in the **PENALTY BOX** until the end of the following **SET** of **MATCH** play should this occur in the final **SET** of a **MATCH** it will be served in the first **SET** of the following **MATCH** the **TEAM** will not be able to replace the **PLAYER** until the **PENALTY SET** has been served.

Section 2. Coaches, Assistant Coaches, Manager

1. The **COACH, ASSISTANT COACH** or **MANAGER** is a person who is responsible for the **TEAMS** actions on the court and will represent the team in communication with the **MATCH OFFICIALS** and opposing team.
2. A **PLAYER** may be designated as a **COACH**. In the event the **COACH, ASSISTANT COACH** or **MANAGER** is absent or that **PLAYER** is acting as a **PLAYER-COACH**. In the absence of a **COACH** or **PLAYER-COACH** the **TEAM CAPTAIN** will represent their team. **COACHES** must be neatly attired or dressed in the **TEAM** uniform.
3. In championship play, **COACHES** shall not display the names and/or logos of any other dodgeball associations on their uniform, other than the logo of their National Governing Body.
4. **COACHES** may not use language that will reflect negatively upon **PLAYERS, OFFICIALS** or spectators.
5. A **COACH** may address only their team members and the **OFFICIALS** when they are making a genuine appeal of incorrect procedure.
6. A **COACH, ASSISTANT COACH, MANAGER** must remain in the **COACHING AREA** for their **TEAM**, which is marked out at the side of the court behind the **QUEUE**. They must not enter the court without justification from an **OFFICIAL**.
7. **COACHES, ASSISTANT COACHES, MANAGER** are subject to all rules of conduct.

Section 3. Line-up Cards.

1. A **LINE-UP CARD** must be completed and submitted to the **COMPETITION CO-ORDINATOR** or to a **HEAD REFEREE** before their team's first **SET** of a **MATCH**.
2. A **LINE-UP CARD** cannot be changed once the **MATCH** has begun.
3. **PLAYERS** shall be official once the **LINE-UP CARD** is inspected and approved by the **HEAD REFEREE, COACH, TEAM MANAGER**, or representative at the pre-match meeting.
4. The **LINE-UP CARD** shall contain
 1. **PLAYERS** section. The first name, last name, and uniform number of each **PLAYER** including **SUBSTITUTES**. If an incorrect number is written on the **LINE-UP CARD**, an **OFFICIAL** may correct it, and allow a **TEAM** to continue playing with no penalty.
 1. Except in the case of a **BLOOD INJURY** a **PLAYER** will not be allowed to play unless wearing the correct registered numbered shirt.
 2. **COACHES** section.
 1. The first name, last name of anyone the **TEAM** designate to be allowed in the **COACHING AREA**.
 2. Only a **PERSON** listed on the **LINE-UP CARD** or a person named under this section.on the submitted **LINE-UP CARD** will be allowed in the **COACHING AREA**.
 3. **RETRIEVERS** section.
 1. The first name, last name of each **RETRIEVER** that is not included as a **PLAYER**.
 2. Only a **PLAYER** listed on the **LINE-UP CARD** or a person named under this section.on the submitted **LINE-UP CARD** will be allowed to act as a **RETRIEVER**.

Section 4. Substitutions

1. Substitutions must be made prior to the start of a **SET**. No substitutions can be made during a **SET**, except in cases of injury.
2. Should a **PLAYER** become injured that **PLAYER** is replaced by the next available **PLAYER** in the **QUEUE**. A **SUBSTITUTE** will come into the **MATCH** by taking the last place in the **QUEUE**; the **SUBSTITUTE** will join the **QUEUE** immediately from the bench.
3. In a Mixed Team **MATCH**, the **SUBSTITUTE PLAYER** must be of the same gender and in **QUEUE** order. If there are no other same gender **PLAYERS**, that team will play **SHORT-HANDED**.
4. If a **SUBSTITUTE** is discovered to be an ineligible **PLAYER**, that **PLAYER** must be replaced immediately by an eligible **PLAYER**.

Section 5. Short-Handed Rule

1. Starting a **MATCH**.
 1. A team may begin a **MATCH** with a minimum of one or **PLAYER**.
 2. If at the beginning of a **MATCH** or 2nd half a **TEAM** is unable to field at least 1 **PLAYER** due to multiple **PLAYERS** having received a **PENALTY** the following procedure will be applied
 1. The **TEAM** will forfeit the 1st **SET** of that half, **MATCH OFFICIALS** will clear any penalty timer with less than 3 minutes to run all other **MATCH** timers and the **MATCH** clock will be and reduced by 3 minutes.
 1. Where a **TEAM** is still unable to field at least 1 **PLAYER** the **TEAM** will forfeit the 2nd **SET** and the **MATCH OFFICIALS** will clear all **PENALTY** timers and reduce the **MATCH** clock by an additional 2 Minutes.
 1. Should the **TEAM** be unable to field at least 1 **PLAYER** at this point they will forfeit the **MATCH**.

Section 6. Ineligible Players

1. An **INELIGIBLE PLAYER** is
 1. A **PLAYER** who is not part of the Official **TEAM** roster for the competition.
 2. A **PLAYER** not listed on the **LINE-UP CARD**.
 3. A **PLAYER** not wearing a shirt with their correct registered number for the competition
 4. A **PLAYER** which has received a **RED CARD** within the competition the **MATCH** is for i.e. a **RED CARD** within the mixed competition would not prevent a **PLAYER** from participating in their gender competition and vice versa.
2. A **PLAYER** will not violate the **INELIGIBLE PLAYER** rule until the **RUSH** or a ball has been thrown.
3. If the **PLAYER** is deemed ineligible the **OFFICIAL** will:
 1. Remove the **INELIGIBLE PLAYER** from the court.
 2. The offending team will continue to play without the **INELIGIBLE PLAYER** being replaced for the remainder of the **MATCH** i.e. a **TEAM** with 2 **PLAYERS** that are **INELIGIBLE** would be allowed to continue with 4 **PLAYERS** only for the remainder of the **MATCH**.

Section 7. Ejected Player/Coach/Penalty Set

(**YELLOW CARD** Offence)

1. An **EJECTED PLAYER** is restricted to the **PENALTY BOX** for 5 minutes of live play. The 5 minutes can take place across the half time break. The time in the **PENALTY BOX** will be paused during half time or if there is an injury **TIMEOUT**.
 2. An ejected **COACH** must remove them self from the playing area and remain outside the barriers and/or nets which enclose the court, for the rest of the day's play.
 3. Should an act be determined to be flagrant, aggressive or abusive the **PLAYER** or **COACH** may be required to leave the venue or the event. The offending **PLAYER** or **COACH** will be recorded as receiving a **RED CARD** by the **MATCH OFFICIAL** or tournament **OFFICIALS**.
 4. Any **EJECTED PLAYER** discovered participating in the game will constitute a **FORFEIT**.
5. **PLAYER PENALTY SET**
1. **MATCH OFFICIALS** may choose to award **PLAYERS** a **PLAYER PENALTY SET**. for behaviour that does not warrant a **YELLOW CARD**
 2. A **PLAYER** receiving a **PLAYER PENALTY SET** must remain in the **PENALTY BOX** for the remainder of the current **SET** and the following **SET**.

Section 8. Retrievers

1. A **RETRIEVER** is an individual designated to retrieve balls that go out of play. **TEAMS** are responsible for providing retrievers. There will normally be 2 **RETRIEVERS** provided by each **TEAM**. Tournament **OFFICIALS** will determine if more or fewer **RETRIEVERS** are required and they will inform **TEAMS** before the start of play.
 1. A **RETRIEVER** may not enter the court at any time.
 2. A **RETRIEVER** may not wear a jersey of the same colour as their **TEAM** uniform.
 3. A **RETRIEVER** is only allowed to field balls that are outside of the courts boundaries and have not passed the court's half way line.
 1. Each team will designate **RETRIEVERS**.
 1. Retrievers may be changed during the **RESET** between each **SET**.
 2. **RETRIEVERS** can be ejected from play if they hoard dodgeballs which are needed in play.
 3. **RETRIEVERS** must put balls into play as soon as possible.

4. When returning a ball to play a **RETRIEVER** may either toss a ball to any active **PLAYER** behind the **TEAMS ATTACK LINE** or place the ball on **COURT** behind the **TEAMS ATTACK LINE**.
5. Balls being returned from **OUT OF BOUNDS** must be returned to play by passing them onto the court behind their **TEAMS ATTACK LINE**.
4. For events not requiring **RETRIEVERS** the following rules apply:
 1. If there are **PLAYERS** in the **QUEUE**:
 2. Active **PLAYERS** may not go **OUT OF BOUNDS** to retrieve balls.
 3. One **PLAYER** may leave the **QUEUE** to retrieve a ball **OUT OF BOUNDS**.
 4. A **PLAYER** leaving the **QUEUE** to retrieve a ball is subject to all **RETRIEVER** rules and regulations.
2. If there are no **PLAYERS** in the **QUEUE**:
 1. One active **PLAYER** may go **OUT OF BOUNDS** to retrieve a ball.
 2. A **PLAYER** retrieving a ball must return promptly to their side of the court. Intentional delay will result in a penalty.
 3. A **LIVE PLAYER** leaving the court to retrieve a ball must leave the court behind their team's **ATTACK LINE**.
 1. The **PLAYER** must raise their hand above their head to indicate they are leaving court to retrieve a ball.
 2. The **PLAYER** remains a live target until they have made contact outside the playing area of the court.
 3. The retrieving **PLAYER** must come back into play by stepping back on to court over the back line.
 4. A **LIVE PLAYER** retrieving balls is subject to all retriever rules and regulations.
3. A **RETRIEVER** may not
 1. Touch, move or interfere with a ball that is within the **COURT** boundaries either through direct contact with the ball or by deliberate use of a ball they have **RETRIEVED**.
 2. Cause a ball to be transferred to the opposite **TEAM** through any means.
 3. Make contact with an opposition **RETRIEVER**.
4. If a **RETRIEVER** commits an infraction the **MATCH OFFICIALS** may:
 1. Ask the opposing **TEAM** to choose the distribution of all balls.
 2. Choose to give a **TEAM RETRIEVER** warning depending on the nature of the infraction
 3. Choose to give a **YELLOW CARD** or **RED CARD** depending on the nature of the infraction.

Section 9. Spectator Interference

1. Spectators may return a ball to play that has gone **OUT OF BOUNDS** by passing it to an **OFFICIAL** or **RETRIEVER**.

RULE 4 - THE MATCH

Section 1. Approved Style of Play

1. There is currently one approved style of play that is sanctioned by the WDA (*See Rule 4-Section 5*)

Section 2. Home Team

1. The home team shall get first choice of court side.
2. In absence of a home team, choice of sides shall be determined by a coin toss.

Section 3. Bench Conduct

1. **COACHES, ASSISTANT COACHES, MANAGERS, SUBSTITUTES, PLAYERS**, shall only be allowed in their designated area, personnel not taking part in live play, i.e., during a **SET**, shall not be allowed inside the boundaries (barriers and/or nets) which designates the area of court play.
2. Violation of point 1 can result in a **TEAM FORFEIT** of the **SET** being played.

Section 4. Fitness of the Court

1. The **OFFICIAL** shall determine the fitness of the court prior to the start of the **MATCH**.
2. The court must fit WDA standards and be free of slip or trip hazards.
3. Over the course of the **MATCH**, should the court become hazardous, the **OFFICIAL** may call a **TIMEOUT** to clear the hazard.
4. A **RESET** will be called to resume play.

Section 5. Regulation Match and Game Type

1. Match:
 1. A regulation **MATCH** will consist of two 15 minute halves, with a 5 minute half-time break.
 2. The 15 minutes for the each half will be a running clock, i.e.15 minutes without pausing.
 1. If less than 30 seconds remain of a **MATCH** after a **SET** or **RESET** is completed the **MATCH OFFICIALS** will announce that a **FINAL SET** will be played and the **MATCH** clock will be set for a **FINAL SET**.
 1. All penalty timers will be paused when **MATCH OFFICIALS** announce the **FINAL SET** and will restart when the **FINAL SET** begins and will be paused again when it ends.
 2. A **FINAL SET** will last a maximum of 90 seconds.
 1. In the event of any **FALSE START** the **FINAL SET** timer will be reset to the full **FINAL SET** time.
 3. The **HEAD REFEREE** or other **MATCH OFFICIAL** can halt play and call for a time out to stop the **MATCH** timing when they deem this to be necessary. (*See point 6*)
 4. **TEAMS** will change ends at half-time.
2. Sets:
 1. A **MATCH** will consist of an indeterminate number of **SETS**.
 2. A **SET** is when 2 **TEAMS** line up behind the **BACK LINE** to start play and they play until one **TEAM** is eliminated, or until the time for the **SET** expires.
 3. A **SET** is played as an elimination game with 2 points awarded towards the **MATCH** score for the winning of each **SET** or 1 Point each for a draw.
 4. The maximum time allowed for each **SET** is 3 minutes of continuous play.
 5. If the **REFEREE** declares a **SET** ended due to 3 minutes of time being played, the winning **TEAM** for that **SET** will be the **TEAM** with the most **PLAYERS**, on court when the **REFEREE** has ended the **SET**. If both **TEAMS** have an equal number of **PLAYERS**, still in when time

expires at the end of a **SET**, it will be declared a draw and both teams receive 1 point towards the **MATCH** score.

6. When a **TEAM** is eliminated, or the time expires, **TEAMS** will **RESET** for the next period. **TEAMS** must **RESET** immediately. **MATCH OFFICIALS** will allow 20 seconds for **TEAMS** to **RESET**.
7. Upon completion of a **SET** the winning **TEAM** receives 2 points towards their **MATCH** score if a **SET** is drawn both **TEAMS** will be awarded 1 point.
3. After the **MATCH** has been completed, the points are totalled to determine a winner. The team with the highest points total wins the **MATCH**.
4. A tie or drawn **MATCH** will remain as such in league tables and tournament group or pool rounds. Competitions will normally use the following scoring system:
 1. The points awarded from **MATCH** play towards a league table or group/pool in tournament play will normally be 3 points for a **MATCH** win and 1 point for a drawn **MATCH**.
 2. In league and group/pool tables, round-robin competitions, the more points from **MATCH** play won by a team the higher they will be placed in the table.
 3. If 2 teams are tied on points in a table the number of **MATCH** wins will decide which team is placed higher.
 1. If this is equal, the team with the better **SETS** for and against difference will be placed higher.
 2. If they have won an equal number of **MATCHES** and **SETS** their head to head result(s) will be used to decide which team is the better placed.
 3. Failing all these tie-breaking methods a single **SET** will be played to determine which team is placed higher.
5. Overtime Set
 1. In knockout tournament play, an **OVERTIME SET** is played at the end of a **MATCH** when both teams have won an equal number of **SETS** in the **MATCH**. An additional **OVERTIME SET** starts.
 2. If this is drawn at 3 minutes the **MATCH OFFICIALS** will call "Sudden Death!" and the first **TEAM** to eliminate an opposing **PLAYER** wins the **MATCH**.
6. An **OFFICIAL** is empowered to stop a **MATCH** at any time because of darkness, rain, fire, panic, or any other causes that place the patrons or **PLAYERS**, in peril.
 1. A **MATCH** stopped by an **OFFICIAL** is deemed regulation if 3 or more **SETS** have been completed.
 2. If the **MATCH** is considered regulation, the team winning the majority of the **SETS** is declared the winner.
 3. Matches not considered regulation shall be resumed at the exact point where they were stopped.
 4. Stopped matches that result in a tie, may be resumed with a **RESET**, consisting of the same number of **PLAYERS**, at the point the **SET** was stopped.

Section 6. Forfeited Match and Forfeited Set

1. A forfeited **MATCH** shall be declared by the **OFFICIAL** in favour of the **TEAM** not at fault in the following cases:
 1. If an **OFFICIAL** is physically attacked by any **TEAM** member and/or spectator.
 2. 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.
 3. If a **TEAM** refuses to continue to play after the **MATCH** has begun, unless the **MATCH** has been suspended or terminated by the **OFFICIAL**.
 4. If, after the **OFFICIAL** has suspended play, one side fails to resume play within two minutes after the **OFFICIAL** signal to resume play.

5. If a **TEAM** employs tactics noticeably designed to delay the game.
 6. If after a warning by an **OFFICIAL**, any one of the rules of the game is wilfully violated.
 7. If the order for the ejection of a **PLAYER**, **COACH** or **TEAM MANAGER** is not obeyed.
 8. If an **EJECTED PLAYER** is discovered participating.
 9. If a **PLAYER** is injured or becomes ill, leaving the **TEAM** with less **PLAYERS**, than the required number of **PLAYERS**, for a full team.
 10. Once a **MATCH** has been forfeited, the **FORFEIT** cannot be changed.
2. A forfeited **SET** will happen when a team is not on court to begin the first **SET** in a **MATCH** at the scheduled time and when the **MATCH OFFICIALS** and opposing team are present.
 1. The **HEAD REFEREE** will declare the first **SET FORFEIT** and then allow the team who has forfeited a maximum of 3 minutes to be ready for the second **SET** of the **MATCH**.
 2. Should the team still not be present and/or ready to begin play they will forfeit the **MATCH**.
 3. A **FORFEIT SET** can also occur when a team receives a **TEAM YELLOW CARD**.
 3. Forfeit Scoring:
 1. A **FORFEIT SET** will award the one point for that **SET** to the non-offending team, towards their **MATCH** score.
 2. A **MATCH FORFEIT** will result in the non-offending team being awarded the win for that **MATCH** by 20 points to nil (20-0).

RULE 5 - STARTING THE GAME

Section 1. Beginning Play

1. Play begins with all **PLAYERS** positioned behind their team's **BACK LINE**.
 1. **PLAYERS** cannot be over the **BACK LINE** or touch the **BACK LINE** until after the **OFFICIALS** have signalled the start of play.
2. False Starts
 1. After the **MATCH OFFICIALS** call "Teams ready!" the **PLAYERS** should remain stationary and not move forwards until the starting whistle if a **PLAYER** does move forward it will be considered a **FALSE START**.
 2. In the event of a **FALSE START** the offending **TEAM** will forfeit a ball to their opponents starting with the centre ball and the **TEAMS** are then **RESET**.
 1. If both **TEAMS FALSE START** the **TEAM** which was deemed to have begun the **FALSE START** will be classed the offending **TEAM**.
 2. If the **MATCH OFFICIALS** are unable to determine which **TEAM** initiated the **FALSE START** the **MATCH OFFICIALS** will **RESET**
 3. At the **RESET** the offending **TEAM** will only be allowed to have a maximum of 1 runner for each of the remaining balls designated for their **TEAM** if any remain.
 4. In the event of any additional **FALSE START** the balls are given to the other **TEAM** in the order of outside to inside, starting with the non-offending **TEAMS** balls first. Any balls given to the non-offending **TEAM** are deemed a **LIVE BALL** immediately upon the start of the **SET**, as soon as the **PLAYER** in possession has fully stepped onto the court.
3. The **HEAD REFEREE** or other designated Starter will address each **TEAM** with these instructions:
 1. "Line up!" to order teams to take their places.
 2. The **OFFICIAL** then states "Teams ready!" for the **TEAMS** to get into position to **RUSH**.
 3. The **OFFICIAL** will pause for approximately 1 second and then blow a whistle to signal the start of the **SET**.

Section 2. The Rush

1. The **RUSH** occurs at the beginning of each **SET** or **RESET**.
2. Upon an **OFFICIALS** signal, both **TEAMS RUSH** to centre court and attempt to retrieve the two balls to their left designated for their **TEAM** and the one ball in the centre (which is open to either **TEAM**).
3. A maximum of 3 **PLAYERS** per team are allowed to **RUSH** for the balls.
4. **PLAYERS** who are not Rushing for the balls, but who are waiting for the balls to be made **LIVE** must step onto the court at the start of the set.
 1. The non-rushing **PLAYERS** have until the rushers have reached the **CENTRE LINE** to step onto the court and enter the game.
 2. If a **PLAYER** has not stepped onto the court by the time the first rusher, from either team, has reached the balls on the centre line, that **PLAYER** will be called **OUT** for being off the court.
5. When retrieving their 2 designated balls on their left, only one foot of the **PLAYER** is allowed to cross the **CENTRE LINE**.
 1. If a designated ball is knocked off of the **CENTRE LINE** in the opponents direction the ball will be considered a **LIVE BALL** for the opponents which can be used immediately without needing to be returned to a **PLAYER** behind the **ATTACK LINE**.
 2. Only a **PLAYER** with a **LIVE BALL** may fully cross the **CENTRE LINE**

1. Once a **LIVE BALL** has been **THROWN** or taken past the **CENTRE LINE** any **PLAYER** may fully cross the **CENTRE LINE**.
6. **PLAYERS** rushing for the centre ball are not allowed to put their feet across or onto the **CENTRE LINE** while trying to gain possession of the ball. The rushing **PLAYERS** are not allowed to contact the line or the court over the line with any part of their body, including their uniform.
7. There is no limit to how many balls an individual **PLAYER** may retrieve.
8. A **PLAYER** may not slide or dive head first towards the **CENTRE LINE** of the court when rushing to gain possession of a ball on the **CENTRE LINE**. The offending **PLAYER** will be called **OUT**.
9. No deliberate physical contact between **PLAYERS** is allowed, the offending **PLAYER/PLAYERS** will be called **OUT**. This applies to pushing, grabbing and leaning on to a **PLAYER** from the opposing **TEAM**. Incidental contact when competing for the centre ball will not be penalised.
10. If two **PLAYERS** both have hold of the centre ball they are both allowed to keep hold of it and try to gain possession, as long as they do not initiate intentional physical contact (see Section 2.9). If one **PLAYER** is pulled over the **CENTRE LINE** by the other competing **PLAYER** without the pulling **PLAYER** being in breach of **Rule 5 Section 2.9**, the **PLAYER** who touches the court over the **CENTRE LINE** will be called **OUT**.
11. Any **PLAYER** may cross the **CENTRE LINE** fully into the **NEUTRAL ZONE** once a **LIVE BALL** has been thrown or a **PLAYER** with possession of a **LIVE BALL** has passed the **CENTRE LINE**.
12. Once all of a **TEAM** uncontested balls have been retrieved behind the **ATTACK LINE** the team may retrieve their opponents uncontested balls.

Section 3. Putting the ball in play during the Rush

1. During the **RUSH**, any ball retrieved from the **NEUTRAL ZONE** must be returned behind the **ATTACK LINE** before it may be thrown at an opponent.
2. There are several ways to put a ball into play following a **RUSH**. A **PLAYER** carries the ball across the **ATTACK LINE**.
 1. A **PLAYER** passes the ball to a teammate who is behind or carries it across the **ATTACK LINE**.
 2. A **RETRIEVER** passes the ball to a **PLAYER** with both feet in contact with the **COURT** behind the **ATTACK LINE**.
 3. A ball is live from the opening **RUSH** once it is in possession of a **PLAYER** that has both feet established and in contact with the court behind the **ATTACK LINE**.
 4. See **Rule 5 Section 2.5.1** regarding designated balls.
 5. Once a ball crosses the **ATTACK LINE** it remains in play until the end of the **SET** or until the game is **RESET** and a new **RUSH** is executed
3. A ball put in play by a **PLAYER** that hasn't crossed the **ATTACK LINE** is considered a **DEAD BALL**, any hits are voided plays.
4. A ball knocked from its starting position on the **CENTRE LINE** towards the opposing team is considered to be in play and may be collected by the opposing team without penalty.

Section 4. Time Outs and Suspension of Play

1. Each team has the option to use a **TACTICAL TIMEOUT** of 1 minute this must be notified to the **HEAD REFEREE** immediately at the end of a **SET** before the **RESET** if it is not the **TIME OUT** will take place at the beginning of the following **SET**.
 1. **MATCH** and **PENALTY** timers will be paused during the **TACTICAL TIMEOUT** and will resumed immediately at the beginning of the next **SET**. An **OFFICIAL** may stop play if in their judgment an injury or hazard has occurred, or conditions justify such action.
2. An **OFFICIAL** may suspend play to assess penalties, settle verbal protests or to replace faulty equipment.
3. An **OFFICIAL** will suspend play if a **PLAYER** becomes injured, if in the official's judgment the **PLAYER** requires immediate attention. The **OFFICIAL** shall call a **TIME OUT** and seek first aid or contact emergency personnel.
4. Coaches and team medics are allowed on the court in the case of an injury.
5. During a break in play, all **PLAYERS** must remain on court, on the bench, or if **OUT** they must remain in their position in the **QUEUE**.

Section 5. Re-setting or Resuming Play

1. Play will resume from the point play was paused and on the instructions of **MATCH OFFICIAL**.

RULE 6 - EXITING PLAYERS

Section 1 Exiting Players

1. An **EXITING PLAYER** is a **PLAYER** who has been deemed **OUT** and is in the process of leaving the court.
2. An **EXITING PLAYER** is one who has been **HIT** and is obviously not attempting to, or has failed to catch the deflected ball.
3. **PLAYERS HIT** and attempting to **CATCH** the deflected ball are not considered an exiting player. Plays made against the **PLAYER** are resolved as follows:
 1. The player may be **HIT** and deemed **OUT** by additional throws.
 2. Catches made by the **PLAYER** are void, until the **PLAYER** first catches the deflected ball saving themselves from the **OUT**
 3. The **PLAYER** may not do anything to eliminate an opponent until they have caught the deflection. All throws made by the **PLAYER** between the deflection and **CATCH** of the deflected ball are void.
4. Upon being deemed **OUT** an exiting **PLAYER** should raise a hand over their head. This signals that they're **OUT** and leaving the court, it also helps to prevent late hits and protects the **PLAYERS** head as they exit.
5. An **EXITING PLAYER** must exit the court as quickly as possible over the nearest side line or end line. They must then make their way to the **QUEUE** without interfering with play.
6. The **EXITING PLAYER** takes position at the end of the **QUEUE**, behind any previously **OUT** teammates.
7. A ball that has **HIT** an **EXITING PLAYER** which hasn't been intentionally deflected by that **PLAYER** is still a **LIVE BALL** and can be caught or **HIT** other **PLAYERS OUT**.
8. An **EXITING PLAYER** must not intentionally obstruct a **LIVE BALL** that is **IN FLIGHT** while leaving the playing area. This includes shielding other **PLAYERS**, catching, or otherwise altering the path of a **LIVE BALL**.
9. Should an **OFFICIAL** determine an exiting **PLAYER** has intentionally attempted to impact the play while leaving the court:
 1. The **OFFICIAL** will blow the whistle and stop play.
 2. The offending **EXITING PLAYER** shall receive a **YELLOW CARD** and will have to remain in the **PENALTY BOX** until the 5 minute penalty for the **PLAYER** has ended. At the end of this time the **PLAYER** will join the **QUEUE** as if the last **PLAYER** to be out.
 3. All balls will be given to the non-offending team.
 4. Play will then resume.

Section 2 Player Interference

1. An **EXITING PLAYER** must not intentionally obstruct an **IN FLIGHT LIVE BALL** while leaving the playing area. This includes shielding other players, catching, or otherwise altering the path of a live ball.
2. An **EXITING PLAYER** or those in the **QUEUE** may not throw balls at opposing players, catch, or interfere with the path of a **LIVE BALL**.
3. Any violation determined to be intentional **PLAYER** interference, will result in a **YELLOW CARD** for the offending **PLAYER**.

RULE 7 - RETURNING PLAYERS

Section 1. Returning Players

1. A Returnee is a **PLAYER** who has been deemed **OUT** and is waiting in the **QUEUE** to return to play.
2. **PLAYERS** from the **QUEUE** return to play in the order they were put out. Any violation of this rule will result in a **YELLOW CARD** for the offending **PLAYER**.
3. A **RETURNING PLAYER** must have both feet in the playing area to be deemed in bounds.
 1. A **PLAYER** must return to the court by stepping onto the court over the Back Line.
 2. A **PLAYER** is only eligible to be **OUT** once both feet are in the playing area.
 3. A **PLAYER** is only eligible to make a **CATCH** once both feet are in the playing area.
 4. If a **PLAYER** catches a ball before establishing both feet in bounds the play is void (i.e., A **PLAYER** entering from the **QUEUE** leaps across the side line into the court and catches a ball before both feet contact the ground. This would not be deemed a **CATCH**. No **OUT** or penalty would result.)
4. If a **RETURNEE** leaves the **QUEUE** for any reason, they must return to their original position in the **QUEUE**. The team will forfeit its ability to return a **PLAYER** from the **QUEUE** until that **PLAYER** returns to the **QUEUE**.

Section 2. Returning Order

1. **PLAYERS** shall return from the **QUEUE** in the order they were put out, i.e., first out first in (FOFI).
2. A **PLAYER** who enters out of turn receives a **YELLOW CARD**, and must immediately exit the court to the **PENALTY BOX**.
 1. This team loses the chance to add a new **PLAYER** and the **PLAYER** who was supposed to enter, remains in the front of the **QUEUE** but is not allowed to enter until the next opportunity.

RULE 8 - OFFENSIVE AND DEFENSIVE PLAY

Section 1. Attempts

1. Balls may only be **THROWN**, with the exception of the **BLOCK ATTACK**. A **THROW** may be performed with one or both hands and be overhand, underhand, side arm or chest push/throw.
2. Intentionally kicking or spiking a ball will result in an **OUT** for the offending **PLAYER**.
3. A **PLAYER** may not **THROW** or kick the ball once play has stopped or after being called **OUT**, Actions deemed as flagrant or unnecessary, will result in a **PLAYER YELLOW CARD**.
4. A **PLAYER** should not pick up a ball on **COURT** after they are **HIT** or called **OUT**.
5. A **THROW** must leave a **PLAYERS** hand. An opponent may not be "tagged" **OUT**.
6. **PLAYERS** are not allowed to roll a ball to the opposing team, unless instructed to do so by a **MATCH OFFICIAL**.
7. Attempts must be seen as valid attempts by the **OFFICIALS**. Failure to make valid attempts will result in the offending **PLAYERS** being called **OUT** by the officials.
 1. Transferring balls to the opponents half by any means other than an **ATTEMPT** or **BLOCK** will be considered an **INVALID ATTEMPT** and the **PLAYER** will be called **OUT**. Examples of this but not limited to are:
 1. Dropping a ball in a manner that causes it roll into the opponents **FAIR TERRITORY**.
 2. Carrying a ball into the **NEUTRAL ZONE** and leaving it there.

Section 2. Outs

1. A **PLAYER** deemed **OUT** becomes an **EXITING PLAYER** and must exit the court directly and join the end of their team's **QUEUE** accordingly.
2. A **PLAYER** is **OUT** at the moment of contact. Although the ball remains a **LIVE BALL** the **PLAYER** may no longer make any plays other than to **CATCH** the ball that put them **OUT**.
3. A **PLAYER** shall be deemed **OUT** when:
 1. **HIT** by a **LIVE BALL** on any part of the body including hair.
 2. Any article of clothing or uniform is **HIT** by a **LIVE BALL**.
 3. **HIT** by a **LIVE BALL**:
 1. Rebounding off of another **PLAYER** on the court.
 2. Rebounding off of another ball including balls blocked by opponents and/or teammates.
 3. Rebounding off of a ball lying on court.
4. A **LIVE BALL** they have thrown is:
 1. Caught **IN FLIGHT** by a defending **PLAYER**.
 2. Caught after rebounding off of another **PLAYER** by a defending **PLAYER**.
 3. Caught after rebounding off a ball lying on the court by a defending **PLAYER**.
5. The **PLAYER** crosses over the **NEUTRAL ZONE** in violation of **RULE 10**
6. An **OFFICIAL** has deemed that a **PLAYER** has committed a rules violation.
7. The **PLAYER** or team has been charged with a penalty, causing a **PLAYER** to be ejected from live play.

Section 3. Catches

1. A **CATCH** is deemed valid if the following conditions are met:
 1. The ball is a **LIVE BALL** and it is caught **IN FLIGHT** by a **LIVE PLAYER**.
 1. Also any Illegally **THROWN** ball.may be caught.

2. When a player jumps to make a **CATCH**, the **CATCH** is complete once the player has control of the ball. Any subsequent actions, such as being **HIT** by another ball or landing **OUT OF BOUNDS** will be seen as a separate action which happens after the **CATCH** and the **PLAYER** will be **OUT**.
3. A ball shall be considered **UNDER CONTROL** when it is in possession and in control of a **PLAYER** with at least one hand in contact with the ball.
4. An **OFFICIAL** shall decide if the ball is **UNDER CONTROL**.
 1. For a catch to be considered complete it must be fully in control of the catching **PLAYER**
 2. Full control is established once at least one hand has been placed on the ball to secure the **CATCH** by the **PLAYER** (*i.e., A ball caught between a players knees, must have a hand on the ball while it is under the player's control to be considered caught*).
2. **TRAPPING** is the act of catching an **IN FLIGHT** ball by pinning it between a wall, floor, or other object that would otherwise render it a **DEAD BALL**. **TRAPPING** is not considered a valid **CATCH** and the **PLAYER** executing the trap is deemed **OUT**.
3. **PLAYERS** are not allowed to pull out their shirt or any other part of their uniform to **CATCH** a ball.
4. Jumping into an opponent's court is permitted when attempting to **CATCH** a ball providing it is not considered to be dangerous play by the **HEAD REFEREE** the **PLAYER** will be called **OUT** when the **PLAYER** makes contact with the floor.
 1. If it is considered to be dangerous the Jumping **PLAYER** will be penalised with a **YELLOW CARD**.

Section 4. Blocking

1. A **PLAYER** can use any **LIVE BALL** or **DEAD BALL** to **BLOCK** a ball which has been thrown by the other team.
2. The blocked ball remains a **LIVE BALL** and if it deflects off the blocking ball onto the blocking **PLAYER** or any other **PLAYER**, any **PLAYERS HIT** will be **OUT**.
3. When a **PLAYER** uses a ball to **BLOCK** a **THROWN LIVE BALL**, they must retain possession of the blocking ball. If the block causes the **PLAYER** to lose possession of the blocking ball they must regain possession of the blocking ball before it makes contact with any object other than a ball in their possession or a **LIVE BALL**
4. When a **PLAYER** uses a ball to **BLOCK** a **THROWN** ball, their hands to the wrist are considered to be part of the ball any contact on the hand before the wrist is not a **HIT**.
5. **A BLOCKED BALL** can be caught.
 1. If caught by the opposition the **BLOCKING PLAYER** is **OUT**
 2. A **BLOCK ATTACK** is considered to be the same as a throw and any resulting actions should be ruled as such
 1. However if a team mate is hit by a ball from a **BLOCK ATTACK** they will be **OUT**

Section 5. No Stalling Rule

(Previously called Delay of Game or Five Seconds Violation in some countries)

1. The act of intentionally stalling the game is illegal. When a team has possession of the majority of the balls in play they have 5 seconds to make an attempt with the balls in their possession from the moment a **MATCH OFFICIAL** has called on them to "**Play n Balls.**"
 1. Once a **TEAM** has or can have possession of the majority of the balls in play the **MATCH OFFICIALS** will allow them a count of 5 seconds to make an **ATTEMPT** if the **MATCH OFFICIALS** believe the **TEAM** to be intentionally stalling they will call "**Play n Balls**". Strategic use of a single ball should not be confused with stalling
 1. A ball is considered to be in possession when a **PLAYER** or **RETRIEVER** has the ball in hand or within a reachable distance.

RULE 8 - OFFENSIVE AND DEFENSIVE PLAY

2. A minimum of 3 balls must be on **COURT** before a **MATCH OFFICIAL** will call "**Play n Balls**".
2. Teams are allowed to retain possession of only one of the balls considered to be in their possession at the time they were instructed to "**Play n Balls**"
3. When teams have possession of the majority of the balls they will be regarded as the team who must be active and make attempts on the other team.
4. If **PLAYERS** fail to make an **ATTEMPT** on the opposing team within 5 seconds, all **PLAYERS** who have possession of dodgeballs and **PLAYERS** who can have possession of a dodgeball, but have declined to pick up the ball, will be called **OUT** by a **MATCH OFFICIAL**.
5. When "**Play n Balls**" has been called by an **OFFICIAL**, the team with majority of the balls must make attempts which can get a member of the opposing team out. Their attempts must be seen as valid attempts by the **OFFICIALS**. Failure to make valid attempts will result in the offending **PLAYERS** being called **OUT** by the officials.
6. In situations where there are more dodgeballs on their side of the court than there are **PLAYERS**, all **PLAYERS** must make attempts within 5 seconds, until the opposing team has the majority of the balls; for example: a **TEAM** has 2 **PLAYERS** left on court and they have all 5 balls in their possession, the **PLAYERS** must both throw balls and this would still mean they had most of the balls and they would have to both throw 2 more dodgeballs within another 5 seconds, as the rules states they can only keep one ball however as "**Play n Balls**" is an instruction based on stalling if they were to **THROW** another ball before the **OFFICIALS** called "**Play n Balls**" again they would no longer have the majority of balls and could retain 2 balls.
7. In situations where each team has an equal amount of balls the **OFFICIALS** will determine which team can be in possession of the majority of reachable balls based on the nearest **PLAYER** to any **DEAD BALL** within reachable distance on court.
 1. If each team has 2 balls and a ball is stationary in the **NEUTRAL ZONE** which ever team has the nearest **PLAYER** to the stationary ball will be deemed to have the majority of balls.
 2. A ball within a teams **FAIR TERRITORY** is considered to be in that teams possession.
8. **Play n Balls** situational examples:

The reasoning on these examples is based on the following If a **PLAYER** in possession of a ball or multiple balls is **HIT** out during a "**Play n Balls.**" call they will be unable to throw the balls held and they are not in possession of another **PLAYER** nor can another **PLAYER** be considered to have declined to pick them up as they were in possession of an active **PLAYER** during the "**Play n Balls.**" call.

 1. Team has 3 balls in possession **OFFICIALS** call 'Play 2 Balls' and 2 **PLAYERS** have begun to **THROW** but 1 **PLAYER** is **HIT** before making a **THROW** and only 1 ball is **THROWN** this means that a 2nd ball needs to be **THROWN** before the call to 'Play 2 Balls' expires or a **PLAYER** will be called **OUT**.
 2. Team has 3 balls in possession **OFFICIALS** call 'Play 2 Balls' and 2 **PLAYERS** have begun to **THROW** but both **PLAYERS** are **HIT** before making a **THROW** this means that the 3rd ball in the teams possession must be **THROWN** before the call to 'Play 2 Balls' expires or a **PLAYER** will be called **OUT**.
 3. Team has 3 balls in possession **OFFICIALS** call 'Play 2 Balls' and 1 **PLAYER** with possession of 2 balls is **HIT** before making a **THROW** this means that the 3rd ball in the teams possession must be **THROWN** before the call to 'Play 2 Balls' expires or a **PLAYER** will be called **OUT**.
 4. Team has 3 balls in possession **OFFICIALS** call 'Play 2 Balls' and 2 **PLAYERS** have begun to **THROW**, 1 **PLAYER** has possession of 2 balls and is **HIT** before making a **THROW** this means that the 3rd ball in the teams possession must be **THROWN** before the call to 'Play 2 Balls' expires or a **PLAYER** will be called **OUT**.
 5. Team has 3 balls in possession **OFFICIALS** call 'Play 2 Balls' and 2 **PLAYERS** have begun to **THROW**, 1 **PLAYER** has possession of 2 balls and another **PLAYER** has possession of the 3rd ball and both are **HIT** before making a **THROW** this means that the call to 'Play 2 Balls' must end

and a new '*Play n Balls*' be called.

Section 6. Pinching

1. Holding a ball in order to alter the normal flight pattern of the thrown ball.
 1. Pinching is when a **PLAYER** holds the outer cover of the dodgeball between thumb and fingers.
 2. Pinching the ball when throwing it is an **ILLEGAL ATTEMPT**.
 3. Inserting fingers through splits or tears in the outer cover of the ball is also regarded as Pinching.
2. Any individual or team found pinching will be assessed as called **OUT**.
 1. Persistent pinching can result in a **YELLOW CARD** offence being declared by the **MATCH OFFICIALS** on the offending **PLAYER**.

RULE 9 - OUT OF BOUNDS

Section 1 Out Of Bounds

1. If any part of the **PLAYERS** body touches a **BACK LNE**, **SIDE LINE** or oppositions **NEUTRAL ZONE** line the **PLAYER** shall be deemed **OUT**.
2. A foot or feet must touch ground in **FAIR TERRITORY** (within the court boundary lines) with no part of their body touching on or outside a boundary line for a **PLAYER** to be considered in bounds. The **BACK LNE**, **SIDE LINE** and **NEUTRAL ZONE** line, in the opposition's court, are considered **OUT OF BOUNDS**.
3. The following actions will result in an **OUT** when:
 1. A **PLAYER** steps **OUT OF BOUNDS** or on a **BACK LINE**, **SIDE LINE** or oppositions **NEUTRAL ZONE** line.
 2. A **PLAYER** intentionally throws a ball at an opponent from **OUT OF BOUNDS**. No **HIT** or **CATCH** will be called and no **PLAYERS** are returned from the **QUEUE**. Flagrant or repeat violations will result in a **YELLOW CARD**.
 3. A **PLAYER** steps out of bound to avoid a hit.
 4. A **PLAYER** steps **OUT OF BOUNDS** to make a catch.
4. Momentum may carry a **PLAYER OUT OF BOUNDS** while making a **CATCH**. The **CATCH** will be good, providing control of the ball is established before going **OUT OF BOUNDS**, but the **PLAYER** will subsequently be called out after making the **CATCH**.

RULE 10 - NEUTRAL ZONE

Section 1 Neutral Zone

1. The **NEUTRAL ZONE** is an area the width of the court and 3 meters wide, spaced equally either side of the **CENTRE LINE** the. **NEUTRAL ZONE** Lines are 1.5 m either side of the **CENTRE LINE**.
2. A **PLAYER** may safely step into the **NEUTRAL ZONE** but not across into the opposing teams **FAIR TERRITORY**. Any **PLAYER** crossing over the **NEUTRAL ZONE** is deemed **OUT**.
3. A **PLAYER** is considered crossing the **NEUTRAL ZONE** if any part of the **PLAYERS** body touches the ground over or on the **NEUTRAL ZONE** line in the opposing teams **FAIR TERRITORY**.
4. **PLAYERS** may reach across the **NEUTRAL ZONE** into the opposing teams **FAIR TERRITORY** to retrieve a ball.
5. A **PLAYER HIT** while in the **NEUTRAL ZONE** is deemed **OUT**.
6. The **SACRIFICE PLAY** rule supersedes any application of the **NEUTRAL ZONE** rule.
7. No physical contact can be made between opposing **PLAYERS**. Any physical contact results in an out for the **PLAYER** that initiates contact

RULE 11 - SIMULTANEOUS PLAY

Section 1. Simultaneous Play

Simultaneous Play occurs when two or more opposing **PLAYERS** are **HIT** and/or **CATCH** balls at the same time and **MATCH OFFICIALS** cannot determine which play was completed first.

1. All results are resolved simultaneously.
 1. Each **PLAYER HIT** is deemed **OUT**.
 2. Each **CATCH** results in one **PLAYER** returning from the **QUEUE**.
2. A **SIMULTANEOUS PLAY** will only be ruled as such when **MATCH OFFICIALS** cannot establish a linear sequence of events.
3. Should a **SIMULTANEOUS PLAY** result in all **PLAYERS** being eliminated:
 1. The **SET** is concluded and the **SET** result is declared a tie/draw.
 2. Both teams retake their positions to begin the next **SET**.

Section 2. Simultaneous Hit and Catch

1. A **SIMULTANEOUS HIT AND CATCH** occurs when a **PLAYER** in the act of catching a ball is **HIT** by another ball simultaneously, such that the **MATCH OFFICIALS** cannot determine which action was completed first both:
 1. The thrower of the caught ball will be deemed **OUT**.
 2. The **PLAYER** catching the ball who was **HIT** is deemed **OUT**.
2. One **PLAYER** from the catching team is allowed to return from the **QUEUE**.

RULE 12 - SACRIFICE PLAY

Section 1. Sacrifice Play

1. An airborne attack, where an **ATTACKING PLAYER** may legally cross the **NEUTRAL ZONE** to make an attempt to **HIT** out an opponent.
 1. The ball must leave the attacker's hand before any part of the **ATTACKING PLAYER** touches the oppositions **FAIR TERRITORY**.
 2. No physical contact can be made between opposing **PLAYERS**. Any physical contact results in an out for the **PLAYER** that initiates contact
 3. If an attacker puts out any opponent the attacker remains in but must return to their side of the court immediately. Any intentional delay shall result in a **PLAYER YELLOW CARD**.
 4. If the **ATTACKING PLAYER** is **HIT** while in the air, after they have thrown their ball, the ball they have thrown remains a **LIVE BALL**.
2. A **SACRIFICE PLAY** is successful if the **THROW** causes a **PLAYER** to go out by being **HIT** or stepping **OUT OF BOUNDS**.
 1. Once an **ATTACKING PLAYER**, which has put a defending **PLAYER** out, touches the ground and remains within their opponents court boundaries they cannot make any thrown attacks until they return completely into the **NEUTRAL ZONE**. They may however be put **OUT**. This means a **PLAYER** making a successful **SACRIFICE PLAY** can still be **HIT OUT** but they cannot put any defending **PLAYER OUT** with a thrown attack until they have returned to the **NEUTRAL ZONE**
 2. Any ball thrown by a **SACRIFICE PLAYER** after they have landed in their opponents court is not considered to be a **LIVE BALL** and is not able get an opponent **OUT**.
3. A **SACRIFICE PLAYER** may **CATCH** any **LIVE BALL** that has been thrown by, **BLOCKED** by or deflected off an opponent or ball thrown by an opponent whilst they are a **LIVE PLAYER**.
 1. If the **ATTACKING PLAYER** catches a ball in mid-air the **CATCH** is good but the **PLAYER** is out when they land on the oppositions **FAIR TERRITORY** if the initial **SACRIFICE PLAY** was not successful.
 2. The **ATTACKING PLAYER** must remain within the court boundaries and return to the **NEUTRAL ZONE** immediately with or without possession of the caught ball.
 2. The **ATTACKING PLAYER** must not pickup any ball from the oppositions **FAIR TERRITORY** until they have returned fully to the **NEUTRAL ZONE**.
 3. If the **ATTACKING PLAYER** is **HIT** by a ball ricocheting off a defending **PLAYER** both **PLAYERS** are out.
4. If an **ATTACKING PLAYER** is unsuccessful, the attacking **PLAYER** is deemed **OUT** and must leave the court immediately.

RULE 13 - HEAD SHOTS

Section 1 Head Shots

1. A **HEAD SHOT** is when a ball that strikes the head of a **PLAYER** above the shoulders, including the neck.
2. There is no penalty for **HEAD SHOTS** in normal play.
3. A **HEAD SHOT** is a valid attempt and a **PLAYER** struck on the head is **OUT**, unless the **REFEREE** believes it was intentionally used in an **UNSPORTSMANLIKE** fashion (to intentionally injure an opposing player).

RULE 14 - INJURED PLAYER/BLOOD

Section 1. Injured Player

1. If a **PLAYER** becomes injured and requires immediate attention, the **OFFICIAL** shall blow the whistle, call a time out and seek first aid or contact emergency personnel if necessary.
2. If the injured **PLAYER** is unable to continue play:
 1. The next **PLAYER** in the **QUEUE** replaces the injured **PLAYER**.
 2. A **SUBSTITUTE** may enter the game to replace the **PLAYER** on the roster for that set.
 1. The **SUBSTITUTE** enters at the end of the **QUEUE**, and must wait until their turn to enter the game. If the **QUEUE** is empty, the **SUBSTITUTE** may enter immediately.
3. Anyone leaving the game due to injury may not re-enter until the start of the next set at the discretion of the **OFFICIAL** and the league, tournament, or event representative.
4. The **OFFICIAL** may disqualify an injured **PLAYER** and insist that a **SUBSTITUTE PLAYER** replaces them, should that **PLAYER** present an unreasonable risk to themselves and/or other **PLAYERS**.

Section 2. Blood Rule

1. If a **PLAYER**, **COACH**, or **OFFICIAL** is found to be bleeding or discovered to have blood on their uniform.
The **OFFICIAL** shall:
 1. Stop the game immediately and allow treatment.
 2. Call a **COACH**, trainer or other authorised personnel to administer first aid, or contact emergency services as necessary.
 3. The injured individual will be prohibited from participating any further in the set. They can return to **MATCH** pay at the start of the next appropriate treatment has been administered and there is no blood clearly visible on the person and the **PLAYERS** clothing.
2. All rules of the game regarding substitution and shorthanded play will be applied, and a **RESET** will be executed if required.
3. If medical care or treatment is administered in a reasonably short length of time, in the **OFFICIALS** judgment, and the **PLAYER** is not at risk to themselves or others, the individual may remain in the set.
4. Uniform rule violations will not be enforced if a uniform change is required due to a blood Injury.

RULE 15 - PROTESTS

Section 1. Invalid Protests

1. Protests will not be received or considered if based solely on or involving the accuracy of a decision or judgment on the part of a **MATCH OFFICIAL**.
Examples of protests, which will not be considered but not limited too:
 1. Whether a defender was **HIT**.
 2. Whether a defenders clothing was **HIT**.
 3. Whether a **PLAYER** was **OUT OF BOUNDS**.
 4. Whether a throw was a **HEAD SHOT**.
 5. Whether a ball was caught legally.
 6. Whether a **PLAYER** crossed the **NEUTRAL ZONE**.
 7. Whether a ball was live or dead.
 8. Whether there was or was not interference or obstruction.
 9. Whether the court/field is or is not fit to continue or resume play.
 10. Whether there is or is not sufficient light to continue of play.
 11. Any other matter involving the accuracy of a decision or judgment of a **MATCH OFFICIAL**.
2. **PROTESTS** will only be addressed if presented by the designated **MANAGER, COACH, ASSISTANT COACH, TEAM CAPTAIN** within the court boundaries i.e, the **TEAM CAPTAIN** on court or in the **PLAYER OUT QUEUE or PENALTY BOX**, the designated **MANAGER, COACH, ASSISTANT COACH** in the **COACHING AREA**.
 1. If a **TEAMS** designated **COACH** has been ejected then only the **TEAM CAPTAIN** on court or in the **PLAYER OUT** or **PENALTY BOX** may **PROTEST**.
3. A **TEAM** is allocated a single **PROTEST** for each **MATCH**.
 1. If the **PROTEST** is upheld they keep the option to make a **PROTEST** within the **MATCH**.
 2. If the **PROTEST** is denied they forfeit the option to make a **PROTEST** within the **MATCH**.
 3. All timers are paused during a **PROTEST** and will resume once the protest has been resolved.

Section 2. Valid Protests

The following **PROTESTS** will be considered:

1. **PROTESTS** of an incorrect ruling must be made to an **OFFICIAL** immediately before the next "out."
2. Ineligible **PLAYER PROTESTS** must be made to the **HEAD REFEREE** on the court prior to the start of the current set.
3. Disqualified or ejected **PLAYER PROTESTS** must be made to an **OFFICIAL** at the end of the current set.

Section 3. Verbal Protest

1. All **PROTESTS** must be made immediately by notifying the **HEAD REFEREE** on the court that the **MATCH** is to be played under **PROTEST**. The **PROTEST** must be made by the designated **TEAM CAPTAIN** or **COACH** within the court boundaries.
2. If the court's **HEAD REFEREE** determines the **PROTEST** is valid, the play shall stop.
3. The court's **HEAD REFEREE** shall in turn notify other **OFFICIALS**, as well as the opposing team's **OFFICIAL** representative.
4. To aid in the determination of the **PROTEST**, all interested parties shall take notice of the information, details and conditions surrounding the decision to **PROTEST**.
5. The **HEAD REFEREE** and league, event or tournament representative will attempt to resolve the **PROTEST** before the game can continue.
6. If the **PROTEST** is upheld, the game will be **RESET** at the point prior to the **PROTEST**.
 1. If the number of balls is even then positioned between the ball markers starting either side of the centre(4m) ball mark

7. If the **PROTEST** is denied and the decision is upheld, the protesting team will forfeit the right to raise any further **PROTESTS** during that **MATCH**.
8. All dodgeballs will remain in possession of the teams who had possession when play was halted.
 1. Any balls which were not in possession of either team will be placed equally spaced and centrally along the **CENTRE LINE**
 2. If the number of balls is odd then starting with the centre(4m) ball mark and working outwards evenly.

RULE 16 - OFFICIALS

Section 1. Power and Duties

1. **OFFICIALS** are representatives of the league or organisation by which they have been assigned to a particular **MATCH** and as such, are authorised and required to enforce each section of these rules.
2. **OFFICIALS** may order **PLAYERS, CAPTAINS, MANAGERS,** and **COACHES** to carry out or to omit any act, which in their judgment is necessary to give force and effect to one or all of the rules.
3. An **OFFICIAL** may assign penalties, disqualify or eject **PLAYERS, CAPTAINS, MANAGERS,** and **COACHES** at any time.
4. The **OFFICIAL** has the authority to make a decision on any situation not specifically covered in the rules.
5. 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.
6. An **OFFICIAL** may consult other **OFFICIALS** at any time. However, the final decision and call rests with the **HEAD REFEREE** of that **MATCH**.
7. The primary responsibilities for a **HEAD REFEREE** are:
 1. Enforce proper conduct from all participants of the game.
 2. Inspect the court, balls, and all equipment in play.
 3. Review and verify the team line-up, substitutions, and roster.
 4. Align all balls at centre court, and initiate a **RUSH**.
 5. Enforce the **NEUTRAL ZONE RULE**.
 6. Assume all responsibilities of a side line **OFFICIAL**.
8. The primary responsibilities for the side line **OFFICIAL** are:
 1. Insuring that all balls are put in play, following a **RUSH**
 2. Calling and verifying a **CATCH** made in their territory.
 3. Calling and verifying an **OUT** made within their territory on the court
 4. Monitor players exiting and re-entering from the **QUEUE**.
 5. Assist the **HEAD REFEREE** in enforcing the rules of the game.
9. The **HEAD REFEREE** and sideline **OFFICIALS** have equal authority to:
 1. Determine if a ball has **HIT** a player or article of clothing of a **PLAYER** in their territory
 2. Determine if a ball was thrown illegally.
 3. Call a player **OUT**.
 4. Declare a **CATCH**.
 5. Declare a player **OUT OF BOUNDS**.
 6. Suspend play or call a **TIMEOUT**, when an injury occurs or a protest is enforced.
 7. Eject or disqualify a **PLAYER, COACH,** manager or other team member from the game for violation of rules or unsportsmanlike conduct.
 8. Declare a forfeit of any game.
10. An **OFFICIAL** will declare the **PLAYER OUT** without waiting for an appeal for such decision. In all cases such a **PLAYER** retires to the **QUEUE** in accordance with these rules.
11. An **OFFICIAL** will not penalise a **TEAM** for any infraction of a rule when imposing the penalty would be an advantage to the offending **TEAM**.

Section 2. Officials Crew

1. An **OFFICIALS** Crew (a team of **OFFICIALS**) can consist of the following personnel:
2. The **HEAD REFEREE** is in charge of all officials on their court and is the final decision maker on all matter covered by these Rules and Regulations.
3. Side Line **OFFICIALS** are there to assist the **HEAD REFEREE** and they can number between 1 and 5 on each court.

1. Side Line **OFFICIAL** #1 is the main assistant to the **HEAD REFEREE**. They will usually be a qualified dodgeball **REFEREE**.
2. Side Line **OFFICIALS** #2, #3, #4 & #5 will be provided by **TEAMS** who are not playing at the time this **MATCH** is being played if not provided by the **COMPETITION CO-ORDINATOR**. **TEAMS** must provide these Side Line **OFFICIALS** when instructed to do so or face fines and penalties as stated by the event organisers.
4. A Scorer can also be appointed to keep accurate **MATCH** scoring, by filling out the score sheet as the **MATCH** progresses.
5. They will operate the scoreboard.
6. The Scorer can also be responsible for operating all official timing used during the **MATCH** where a designated **TIME KEEPER** is not provided by the **COMPETITION CO-ORDINATOR**.

Section 3. Responsibilities of a Single Official

1. If only one **OFFICIAL** is assigned, that **OFFICIAL** assumes all powers and duties of both a **HEAD REFEREE** and **LINE OFFICIAL**.
2. The **OFFICIAL** shall take position as a **HEAD REFEREE** at the **CENTRE LINE**.

Section 4. Official's Court Positions

1. The **HEAD REFEREE** shall:
 1. Takes a starting position at centre court in the **NEUTRAL ZONE**, on either the right or left hand side of the court.
 2. The **HEAD REFEREE** can alternate sides between sets.
2. The Side Line **OFFICIALS** shall:
 1. Take a position on the side line mid court, roughly at a 45° angle, opposite the **HEAD REFEREE**.
 2. The side line **OFFICIALS** should alternate sides in coordination with the **HEAD REFEREE**.
 3. The diagram indicates the correct positioning for each **MATCH OFFICIAL**.

Section 5. Change of Official

1. A team may not request a change of **OFFICIAL** during a **MATCH** unless an official has become incapacitated by injury or illness.
2. An officer of the organisation may remove an **OFFICIAL** at their discretion.
3. A change of an **OFFICIAL** shall not constitute nor be grounds for a protest.

Section 6. Official's Judgment

1. There will be no protest or appeal of any decision made by an official on the grounds that the official's judgment was incorrect.
2. Whether a **PLAYER** was **HIT**, a ball was caught, a **PLAYER** crossed an end line or side line, or on any action involving accuracy of judgment
3. No decision rendered by an **OFFICIAL** may be reversed except; whereby the official in question is convinced the decision is in violation of one of these rules.
4. Should a manager, acting manager, captain, or assistant captain of either team seek reversal of a decision based solely on a point of rules the **OFFICIAL** in question, if in doubt, shall confer with other **OFFICIALS** before rendering a decision. Any decision is solely the responsibility of the calling official.
5. Under no circumstances is any **PLAYER** or person other than the manager, acting manager, captain, or assistant captain, able to protest any decision and or seek its reversal on a rule.
6. Under no circumstances will an **OFFICIAL** seek to reverse a decision made by another official unless asked to do so, by another official.

Section 7. Official Interference

1. An **OFFICIAL** shall avoid interfering with play or balls in flight whenever possible.
2. An **OFFICIAL** may prevent a ball from leaving an **OPEN COURT**. In which case the ball should be moved on in its natural direction as if it had bounced off the **OFFICIAL**, or returned to centre court if the point of exit is undetermined.
3. Any ball rebounding off an **OFFICIAL** is considered a dead ball as if it hits a wall, ceiling, floor.

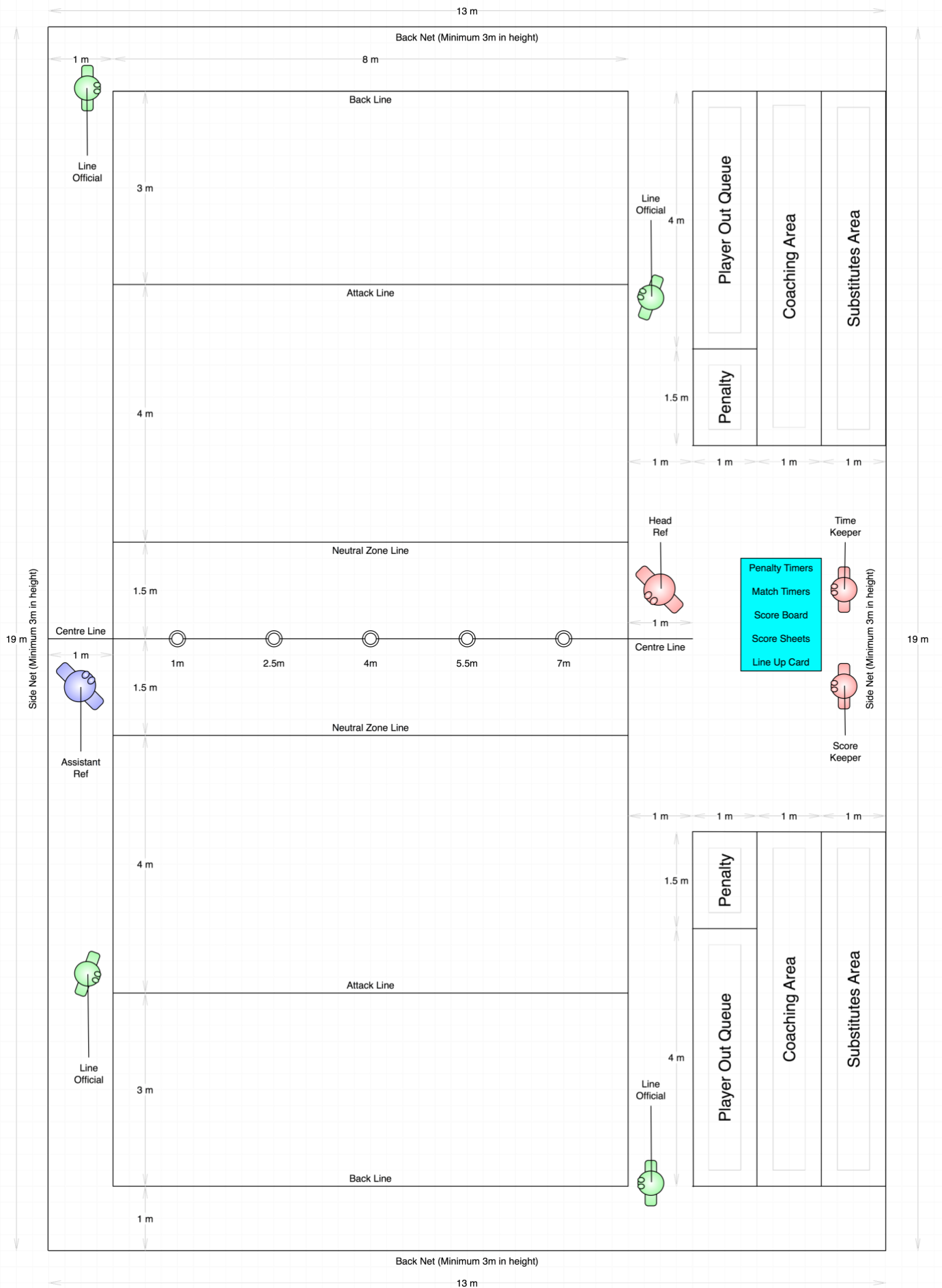
Section 8. Official's Uniform

1. A regulation WDA **OFFICIAL** shall wear a short-sleeve polo shirt, predominantly black colour with white trim. It will have the WDA logo or the letters "WDA" worn on the left chest.
2. Black slacks or shorts.
3. Shoes may be solid black or white or mixed black and white athletic shoes with non-marking soles.

Section 9. Guideline for Officials

1. An **OFFICIAL** should not be a member of either **TEAM** (i.e., player, coach, manager, officer, scorekeeper or sponsor), if so an equal number of **OFFICIALS** from each **TEAM** should be available.
2. The **OFFICIALS** should be sure of the date, start time, and location of the event and should arrive at the court 15 to 30 minutes ahead of the start time.
3. At some events the **OFFICIALS** will be responsible for the accurate marking and set up of the court and its immediate playing area.
4. When **OFFICIALS** are responsible for marking out courts and set up the playing area, another **OFFICIAL** or event **OFFICIAL** should inspect the court area before play commences.
5. They should start the event or **MATCH** at the designated time and leave the court when the **MATCH** is over.
6. 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**.
7. **OFFICIALS** should introduce themselves to the **COACHES, TEAM CAPTAINS, MANAGERS**.
8. The **OFFICIAL** should inspect the court, boundaries, balls, and all other equipment
9. The **OFFICIAL** should clarify all rules for the representatives of both teams.
10. The **OFFICIAL**, may suspend play when in their judgment, conditions justify such action.
11. The **OFFICIAL** should suspend play when a **PLAYER** become injured and require immediate attention. The **OFFICIAL** shall call a "time out" and seek first aid or contact emergency services if required.

RULE 16 - OFFICIALS



Section 10. Match Officials Positioning Diagram

RULE 17 - CODE OF CONDUCT

Section 1. WDA Code of Conduct for Players:

Players are expected to abide by the WDA Code of Conduct:

1. Understand, appreciate and abide by the rules of the sport.
2. Respect the integrity and judgment of **MATCH OFFICIALS** and WDA staff.
3. Respect your opponent and congratulate them in a courteous manner following each **MATCH** whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.

Section 2. The Honour System:

PLAYERS are expected to abide by the Honour System.

1. The Honour System expects all **PLAYERS** to abide by the highest level of honesty and sporting conduct at all times during competitive play.
2. **PLAYERS** should remove themselves from the court and go into the **QUEUE** for their team if they are out by being **HIT** with a ball, caught out or if they commit a line infraction. They should not wait to be called **OUT** by the **MATCH OFFICIALS**.
3. Any **PLAYER** who remains on court after they are clearly out and waits to be called **OUT** by an **OFFICIAL** will be in breach of the Honour System.
4. This is regarded as **UNSPORTSMANLIKE** conduct.
5. The offending **PLAYERS** will be given a verbal warning and they will be disciplined with a **YELLOW CARD**, if they are seen to behave in this manner on more than one occasion during an event.
6. **PLAYER** honesty will not be penalised and the **REFEREE** may call a **PLAYER** that has left the court back into play.
 1. This will happen when a **PLAYER** has stepped off the court because they believe they are out.
 2. This is entirely at the discretion of **REFEREES**.
7. **TEAMS/PLAYERS** that are observed or reported to be abusing the honour system through **UNSPORTSMANLIKE** behaviour during or after a tournament may be formally reported to the WDA through the **XYZ PROCEDURE** for review and further action.

Section 3. Code of Conduct for Officials

1. **MATCH OFFICIALS** must behave in an exemplary manner when communicating with teams, players, coaches, managers, spectators, other **OFFICIALS**, event organisers and WDA officers.
2. **MATCH OFFICIALS** must not swear at **PLAYERS**, spectators, any other team officers or any event **OFFICIALS** and officers.
3. **MATCH OFFICIALS** must not make derogatory or abusive remarks at any time, to any person during a WDA event.
4. **MATCH OFFICIALS** must remain calm when dealing with outspoken, abusive and aggressive persons and treat **PLAYERS**, coaches, managers, spectators and other **OFFICIALS** and officers with respect at all times.
5. As all **MATCH OFFICIALS** will be recognised as such during the full schedule of an event by **PLAYERS**, coaches, managers, spectators, officials and event officers, they must behave in an exemplary manner at all times when they are officiating at a WDA event.

RULE 18 - VIOLATIONS AND PENALTIES

Section 1. Penalty Set

1. A **PENALTY SET** can be issued where the **MATCH OFFICIALS** consider a **YELLOW CARD** to harsh for the offence committed but still requires punitive action.
2. A **PENALTY SET** will mean that the **PLAYERS** will be sent to the **PENALTY BOX** for the duration of the current **SET** and the following **SET** and the **TEAM** will not be able to **SUBSTITUTE** the **PLAYERS** and must play with the reduced amount of **PLAYERS** until the **PENALTY SET** has expired.
3. A **PLAYER** may only be given a **PENALTY SET** twice within a **MATCH** after which all offences for the **PLAYER** will have to be given as a minimum of a **YELLOW CARD**.
4. Use of a **PENALTY SET** is discretionary and based on the **MATCH OFFICIALS** judgment of the intentions and the severity of the offence.

Section 2. Yellow Card

1. A **YELLOW CARD** indicates that a team or **PLAYER** has received a penalty following aggressive, abusive, unsportsmanlike or other unacceptable conduct or unacceptable use of profanity or unsavoury language.
2. A **YELLOW CARD** can be issued to an individual player or a whole team and they are cumulative throughout a tournament.
3. **PLAYER YELLOW CARDS:**
 1. First Offence: The **PLAYER** shall be deemed ejected from play for a 5 minute period of play and may not return until they have remained off court, in the Penalty Box (situated next to the **QUEUE**), for the allotted time.
 1. The **EJECTED PLAYER** must remain in the **PENALTY BOX** and they must not confer or discuss the disciplinary decision which inflicted the **YELLOW CARD** with any **MATCH OFFICIAL** during the time of their penalty.
 2. When a **PLAYER** has been ejected due to a **YELLOW CARD** offence, their team will play **SHORT-HANDED** while the penalty is being served.
 3. When the **YELLOW CARD** is issued in the first half of play and there is less than 5 minutes of play remaining in the half, their 5 minute penalty will be paused during the
 4. Half-time break and the penalty will continue at the beginning of the second half. The penalised **PLAYER** is allowed to leave the **PENALTY BOX** during the half-time break.
 5. When the **YELLOW CARD** is issued in the second half of play and there is less than 5 minutes of play remaining in the **MATCH**, the 5 minute penalty will be paused at the end of the **MATCH** and the penalty will continue for that **PLAYER** at the beginning of the next **MATCH** in the tournament or league. The **EJECTED PLAYER** must sit out the rest of the time for his penalty, as a **SUBSTITUTE**, at the start of the next **MATCH** but his/her team can start the next **MATCH** with a full team.
 6. Once the 5 minute penalty is completed the player will take position in the **QUEUE** as the last **PLAYER** out.
 2. Second Offence: The **PLAYER** is assessed a **RED CARD** and is removed from the **MATCH** for the rest of the time remaining. Further penalties will be enforced.
4. **RETRIEVER YELLOW CARD**
 1. Should a **RETRIEVER** receive a **YELLOW CARD** that person will not be allowed within the **COURT BOUNDARIES** for 5 minute period of play.
5. Team **YELLOW CARDS:**
 1. First Offence: The team will forfeit the set in which they are issued the **YELLOW CARD**.

2. Second Offence: The team will be assessed a **RED CARD**. This will result in a **MATCH** forfeit.
 1. **MATCH OFFICIAL's**, tournament officials and/or WDA officials will decide if further Penalties will be imposed.
 2. Further penalties for a **TEAM RED CARD** can be decided on the day or at a meeting convened at a later date.

Section 3. Red Card

1. A **RED CARD** may be issued to an individual **PLAYER** or a whole team.
2. A **RED CARD** indicates that a **TEAM** or **PLAYER** has received a penalty following aggressive, abusive, unsportsmanlike or other unacceptable conduct or unacceptable use of profanity or unsavoury language.
3. **PLAYER RED CARD:**
 1. The **PLAYER** is disciplined with a **RED CARD** and is removed from the **MATCH** for the rest of the time remaining.
 2. The **PLAYER** will also automatically be penalised with a full 2 **MATCH** suspension with immediate effect on the next matches their team is scheduled to play. These matches can take place at the same event, at any subsequent WDA events and at the events of affiliated National Governing Bodies.
 1. **MATCH OFFICIAL's**, tournament officials and/or WDA officials will decide if further penalties will be imposed.
 2. Further penalties for a **PLAYER RED CARD** can be decided on the day or at a meeting convened at a later date.
4. During the **MATCH** in which the **RED CARD** penalty is issued that **PLAYERS** team will play **SHORT-HANDED** for the remainder of that **MATCH**. At the following matches in which the penalised **PLAYER** is not allowed to participate, the team can use another member of they're playing roster to **SUBSTITUTE** in for the penalised **PLAYER** in order to make up a full team.
5. Team **RED CARD:** Results in the forfeiture of the entire **MATCH**.

Section 4. Unsportsmanlike Conduct

1. Sporting Behaviour: Dodgeball competitions are based on sporting behaviour and fair play. Coaches and **PLAYERS** are expected and trusted with these values. The following are examples of unacceptable or unsportsmanlike behaviour:
 1. Tactics that endanger the safety of **PLAYERS**.
 2. After equipment check, illegal equipment is put back into play.
 3. Use of equipment for other than its intended design.
 4. Fighting.
 5. Intentional damage the court, equipment or facilities.
 6. Use of derogatory, racial, or offensive gestures or language by **PLAYERS** will not be tolerated. Coaches, managers, or other team members will not make disparaging or insulting remarks about opposing **PLAYERS**, **OFFICIALS**, or spectators, nor commit any other acts that could be considered unsportsmanlike conduct.
2. Fighting or physically contacting another **PLAYER** in an aggressive manner is not tolerated. An offender will be ejected (**RED CARD** offence) from the **MATCH** and shall be removed from the tournament venue. 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.
3. 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.
4. The **OFFICIAL** will report any unsportsmanlike conduct to the **COMPETITION CO-ORDINATOR**, league, or WDA representative. Depending on the circumstances, severity, and frequency of such conduct, a team or player may be prohibited from participation in WDA sanctioned play.

5. An official may remove any **PLAYER** or team from play at any time should their conduct be deemed unsportsmanlike.

RULE 19 - MEDIA

Section 1. MEDIA

1. All photographic equipment must be in possession of or carried by the photographer. No equipment can be left on the ground.
2. A ball trapped in equipment is considered “dead” and should be returned to an **OFFICIAL**.
3. Media Coverage: Media authorised by the tournament **OFFICIALS** can be in the playing area. All media personnel must be able to move to avoid being **HIT** by the ball. Should they accidentally be hit, the ball becomes dead.

DODGEBALL ASSOCIATION OF SINGAPORE

OFFICIAL PLAYING RULES

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1. Definitions and Terminology

1. 1.1 1, 2, DODGEBALL! is the command the Referee uses to indicate the start of the game during the Opening Rush.
2. 1.2 Activation Line is the line which a team has to bring the ball/s across to activate it before it can be legally thrown.

3. 1.3 Advantage is the play which gives one team the potential to improve its position to score.
4. 1.4 Area of Play is the playing area bounded by the Boundary Lines.
5. 1.5 Ball Retriever/s and Returning Area is the area where:
 1. Ball retriever/s is/are allowed to be at so as not to interfere with the game
 2. Returning Area is the entry area for returning players
6. 1.6 Block is when a player uses the ball in his/her hands to block an incoming ball.
7. 1.7 Boundary Lines are used to demarcate the layout of the Area of Play, consisting of a base line (back), touch line (sides) and centre line.
8. 1.8 Catch is the term used when an opposing player catches a Live Ball.
9. 1.9 Dead Ball is when a Live Ball comes in contact with any Dead Object/s

a. When two or more Live airborne balls, thrown by opposing players, make contact with each other, it is considered as a Dead Ball.

10. 1.10 Dead Object/s are anything that is not a player, for e.g. the ground, the ceiling, the enclosure walls, "dead" players who are not in active play, ball retrievers, another ball, coaches, substitutes, referees, spectators, and/or supporters.
11. 1.11 Dropped Ball means the ball the player uses to block/deflect another oncoming ball, drops from his/her hand. He/She will be deemed out.
12. 1.12 Full Time occurs at the end of the normal playing time allowed for play.

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13. 1.13 Fumble means when a player tries to catch a Live Ball, loses control of it and drops the ball. The player will be deemed as Out.
14. 1.14 Hit is the term used when there is a contact, on any part of a player, by a Live Ball. This includes hair, clothing, shoes, or any other accessories on the player.
15. 1.15 Live Ball is a ball that has only come into contact with a player and can still be caught (before it touches any Dead Object/s).
16. 1.16 Opening Rush is the first run at the start of the game to retrieve the dodgeballs from the centreline.
17. 1.17 Out is a term used to indicate that the player is out of the game.
18. 1.18 Rebound occurs when the ball is deflected from or makes contact with any part of a player or ball, and bounces away without contact on any Dead Object/s.
19. 1.19 Trapped Ball is when a low thrown ball touches the ground and the player's body/hand at the same time. The player that traps the ball between him/herself and the ground will be considered out.

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2. The Playing Area and the Ball

1. 2.1 The Playing Area

The ideal measurements of a playing court shall be at least 50ft in length and 30ft wide (similar to a Volleyball court). The court is divided into two (2) equal sections by a centreline and an

activation line 9ft from, and parallel, to the centreline. If there are space restrictions in a location, a proportionately smaller court may be used.

2. 2.2 The Ball

The balls used in gameplay are official balls recognized by DAS. Each game comprises of 6 balls in gameplay at all times.

60'

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Base Line

Activation Line

Activation Line

3. Player Eligibility and Attire

1. 3.1 Player Eligibility

All players, who are certified physically fit, are eligible to take part in the game.

2. 3.2 Attire

During game play, players must be dressed in matching team uniforms, and attire must be appropriate and suitable for movement.

Attire shall be in good taste and shall not contain any offensive/abusive wordings or logos.

If gameplay is held on a hard court or any other court, players are expected to wear appropriate footwear. No slippers or sandals are allowed on the court.

Footwear exception is allowed if game is played on the beach. However, playing barefooted on the beach is the player’s own responsibility, and DAS will take no liability for any injuries.

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4. Objective, Mode of Play, Duration and Scoring

1. 4.1 Objective

The objective of the game is to eliminate all players on the opposing team by:

- ● Hitting them with a live ball (thrown or deflected ball)
- ● Catching a live ball thrown by the opponent
- ● Causing opponent to overstep the court boundaries during gameplay

2. 4.2 Mode of Play

The game begins by placing the dodgeballs on the centre line, 3 on each end. Players then take their positions at the base line.

The opening rush will begin after the starting call from the game official. Players from each team may then rush forward to retrieve the 3 dodgeballs placed on the right side of their playing court.

Balls must pass the activation line on the court before they are considered live balls for attack. Any ball that is thrown before crossing the activation line is considered a dead ball, and any player on the opposing team hit by the ball will still be considered in play. No outs will be called on such a play.

Both teams will play until the game has reached full time.

The tournament will be played round-robin, in group stages. The top 2 teams from each group will move on to the knock-out stage.

3. 4.3 Duration

The match is 10 minutes divided into two 4 minute halves with a 2 minute break in between.

4. 4.4 Scoring

The games will be scored according to a league format, where 3 points are awarded for a win, 1 point for a draw, and no points awarded for a loss.

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5. Team Composition and Substitution

1. 5.1 Team Composition

Teams will consist of 6 to 8 players, with six players competing on a side. The others will serve as substitutes and ball-retrievers during a gameplay.

2. 5.2 Substitution

Substitutes may enter the game only during timeouts or in the event of an injury. Only the refereeing official may call for a timeout.

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6. Opening Rush – 1, 2, DODGEBALL!

The Opening Rush is the first run at the start of each game, where players from both teams rush forward to retrieve the dodgeballs from their side of the court.

Players from both teams must stand at the base line.. The refereeing official will start the game only when s/he deems both teams ready.

The game is initiated when the refereeing official gives the call '1, 2, DODGEBALL!'

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7. Elimination – “Live” / “Dead” Ball

During game play, any ball that is thrown is a live ball, if it has not touched any dead object/s. A dead ball is a ball that has come into contact with any dead object/s.

7.1 A player is called out when s/he (is):

- a. Hitbyaliveballthrownbyanopposingplayer
- b. Throwsaliveballatanopposingplayer,andtheopposingplayercatches

the live ball

c. Steps on/out of the boundary lines or on the centreline during game play

2. 7.2 When a ball is considered dead (i.e., has come into contact with any dead object/s), and it hits any of the players on an opposing team, there is no elimination, and the game play continues.
3. 7.3 A play is called a Multiple Kill when a live ball comes into contact with one or more of the team's players and none of the players catches the ball before the ball becomes dead, then all the players who have come into contact with the live ball are called out.
4. 7.4 If a ball comes into contact with one or more of the team's players and one player on the same team catches the ball before the ball is dead, then all players who have previously come into contact with the ball are safe and a player on the catcher's team can re-enter the game. The opposing player who has thrown the ball will be called out.

8. Catching & Saving your team mate / Deflections

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1. 8.1 Catching & Saving your team mate

A player is called out when s/he:

- a. Throwsaballatanopposingplayer,andtheopposingplayercatchesthe ball before it touches any dead object/s

When a player catches a live ball thrown by the opposing team, one player from the catcher's team (who was previously called out) may re-enter the game and the opposing player who threw the ball will be called out.

2. 8.2 Deflections

A player may deflect an incoming live ball with:

1. A deadball

However, if the deflected live ball hits a player on the same team, the player who was hit will be called out

If a player on the same team catches a deflected live ball, the player on the opposing team who threw the ball will be called out, and one player on the catcher's team can re-enter the game (See Catching).

In the instance where the player catches, fumbles and drops the ball, the player(s) who has/have come into contact of the live ball will be called out. (See Multiple Kills)

2. Any part of his/her body

The deflected live ball must be caught by another player on the same team; otherwise the player who deflected the live ball with any part of his/her body will be called out.

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9. Possession and 5-second Rule

The refereeing official will inform the team that has possession of more balls, and the 5 second countdown will begin. The team with possession of more balls will have to make their play before the countdown ends.

If the team does not make their play within the 5 seconds, they will have to relinquish the balls to the opposing team.

The opposing team will only be allowed to make their play after the call from the refereeing official.

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10. Advantage

During the game, the team with the most number of balls in their possession will have offensive advantage over the opposing team to make their play first.

If both teams possess an equal number of balls, the team with the highest number of players in the court will have the offensive advantage.

If both teams have equal number of players on court and same number of balls, the team with the lead will take the offensive advantage.

The team with the offensive advantage will have 5 seconds to make their play. Refer to the chapter on 'Possession and 5-second Rule'.

MY Dodgeball



**Inclusive Dodgeball
Information Booklet**

Inclusivity in dodgeball

Although dodgeball is a very inclusive sport in itself, there are a few alterations that can be made to make this fantastic sport even more inclusive. With the popularity growing all the time, particularly with young people, dodgeball offers a unique opportunity.

This booklet has been designed as a guide so that you can introduce dodgeball into your sessions when working with adults, children and young people who have a disability. The alternative rule adaptations in this booklet are meant as a guideline for deliverers and not strict rules for you to follow. If you have any suggestions after putting these rules into practice please get in touch. We are more than happy to take feedback on board.

Dodgeball is a sport that can be played on most surfaces. Sessions can be delivered in a sports hall, on grass, on hard court such as playground, astro or even on the beach.

Slight variations in rules are available in this booklet for wheelchair users, people with learning disabilities, blind and visually impaired players, deaf players and the physically disabled.

These rule variations are both adaptable and flexible which allows them to be played at any age group.

The STEP principle is a great tool to utilise when planning your dodgeball session. Below is an example of how you can put STEP into practice for dodgeball.

- Make the playing area larger or smaller to challenge or support
- Reduce centre zone width to 1ft so that wheelchair users can reach the ball

without going over the line

- Allow more leniency on stepping over the lines
- 2 feet placed over the centre zone is out. If over the side lines 2 seconds to

return to the game

- Enable some players to save themselves from being out if they drop an attempted catch by catching the ball after 1 bounce
- Use extra linesmen who utilise a flag system for deaf players
- In wheelchair Dodgeball any part of the body or wheelchair hit above the knee height is out
- Vary the ball size. There are 3 types of dodgeball that we recommend. Official UKDBA Adult dodgeballs, Official UKDBA Junior (U16) or Women’s dodgeballs, and the soft 150mm diameter Playsport dodgeballs, these are also available in 200mm and can be used for any age group
- Think about the number of players on a team
- Reduce games to 3 v 3 and a squad of 5 so that all players are fully involved when on court

Space Task Equipment People

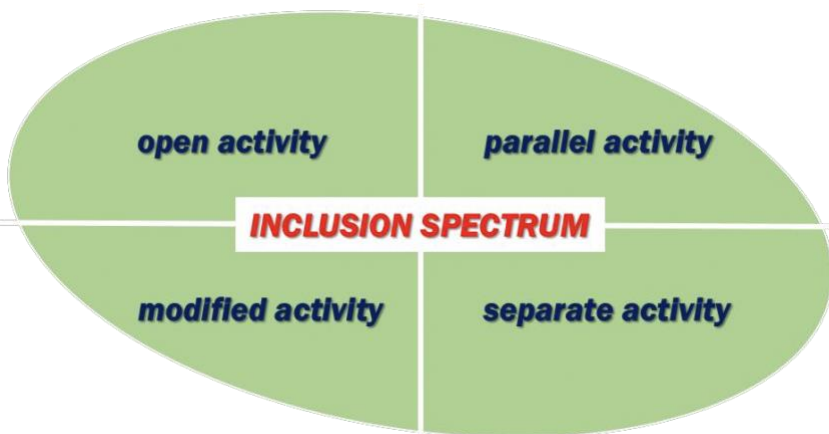
The Inclusion Spectrum and dodgeball

Parallel Activities Open Activities

An activity based on what everyone is capable of doing, therefore ensuring everyone in the group is able to take part. For example, a game of ‘dodge-tag’ where players move around a space and try and avoid being hit by the ball.

Parallel activities happen where everyone participates in the same activity, but they are organised in ability groups with the activity set at a level suitable for each group.

One activity is set at a simple level that enables the participants with the least skill to thrive and enjoy it, and one activity extends the gifted and talented participants in the group. There can be 2 or more activities in a parallel session.



Activity 1	Activity 2	Activity 3
dodge tag	2v2 dodgeball small sided dodgeball	traditional 6 aside dodgeball games

Modified Activities Separate Activities

Participants will do the same activity but in different ways. Changes will be made to the activity based on a participants skill level. For example, when playing a game of dodgeball some participants will play using the 5 second rule, for others this will not be appropriate and unlimited time on the ball may be a better option.

Some activities may be totally unsuitable for some people so separate activities are ideal. When a separate activity is provided, it must be purposefully planned. For example, when a group are doing throwing, a participant who can't throw would practise something else. Where a participant cannot access the activity create a different opportunity such as official or assistant to a coach with younger people. An individual could be separated from the group to practise their throwing so that they could be involved in future games.

Dodgeball variations – quick guide

	2 mins	24ft by 42 ft (2ft centre zone)	3	team of 6	best of 3-7 games	
	3 mins	24ft by 42 ft (2ft centre zone)	3	team of 3	best of 3-7 games	bell ball, floor tape, blackout goggles/masks
	3 mins	24ft by 42 ft (1ft centre zone)	3	team of 3	best of 3-7 games	wheelchairs
	2 mins	24ft by 42 ft (2ft centre zone)	3	team of 6	best of 3-7 games	hand flags
	2 mins	24ft by 42 ft (2ft centre zone)	3	team of 6	best of 3-7 games	
	3 mins	24ft by 42 ft (1ft centre zone)	3	team of 3	best of 3-7 games	

Catches Head Shots

Catches

- A successful catch brings a teammate back in to the game. First Out First In
- The catcher may fumble the ball and make a successful catch as long as the ball has not touches anything else.

Shots

- Head shots do not count and both players will remain IN, unless
- They have their back turned to the opposition and are struck on the back of the head
- They use their head to block an opposing throw
- They are ducking down whilst the ball strikes them on the head and the head is therefore preventing

the ball from hitting another part of the body

- The thrower is out if they strike an opponent

minutes

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15.4m by 6.1m

centre zone

Head

Mainstream dodgeball rules

Starting

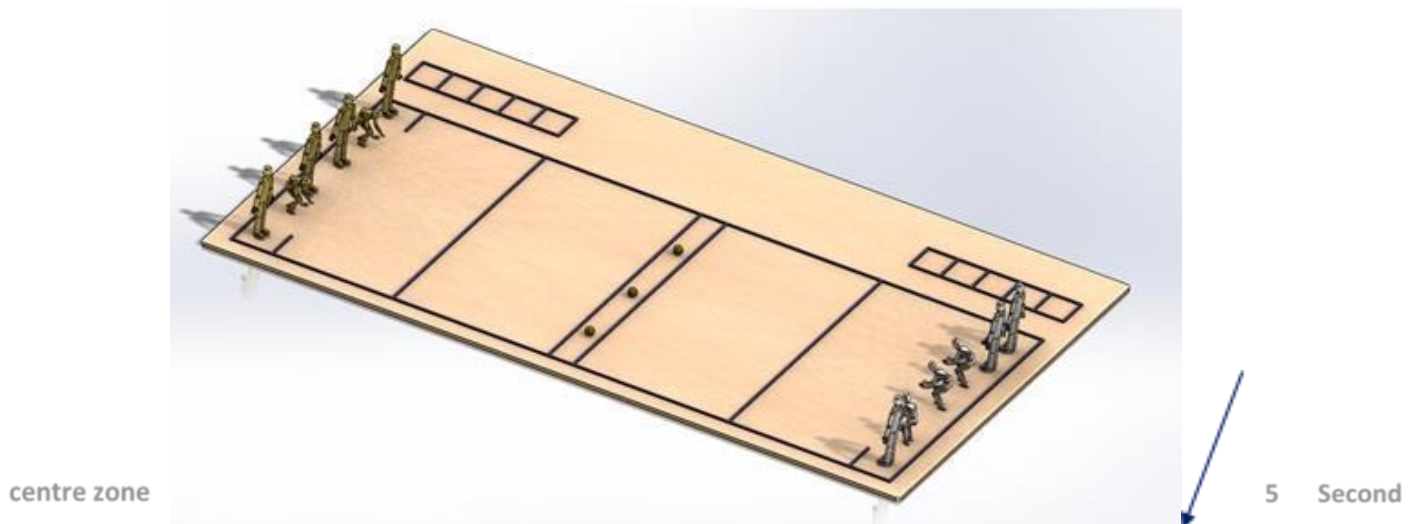
- 2 teams of 6 players begin the game with 1 foot touching the end line or wall
- Teams consist of all boys or all girls. Squad maximum is 10 players
- 3 balls in the centre zone
- Maximum of 3 players race to collect the balls from the centre zone
- Balls must be passed back beyond the player return line before thrown

Playing

- A game (2minutes)
- A match (best of 5 games maximum)
- Substitutions are allowed between the 2 minute games
- You can use a ball in your possession to block a thrown ball
- You can SAVE a teammate from getting OUT if you catch a ball deflected off him/her without the ball having touched another player or surface
- A SAVE does not eliminate the thrower

Winning

- Eliminating all opposition players within 2 minutes
- Having more players still in play at the end of 2



Both teams have no more than 5 seconds to throw the majority of the balls at the opposing team (whether they are the leading team or not).

- Players do not need to make a valid attempt. Throws must not be deliberately thrown out, placed over the line or rolled to the opposition at any time.

Elimination

- Hit by a Dodgeball thrown by an opponent without a bounce
- An opposition player catches a Dodgeball that you have thrown
- Stepping over the 2nd centre zone line at the start of a game or the 1st line during play
- A referee will only call a player out if they step over the side lines by a large distance or to avoid

being hit by a ball

- You lose possession of the ball you are holding because of an opponents throw
- Punching or kicking the Dodgeball

Mainstream dodgeball rules **Adult 16+**

Starting

the

Game Elimination

(Getting

Out) Dodgeballs

- Use Official UKDBA Dodgeballs – 8 inch diameter inflated to 1.8-2.0psi

Court

- 16-17m by 8m
 - 2 teams of 6 players begin the game with 1 foot touching the end line or wall
 - 3 balls in the centre zone full
 - Maximum of 3 players race to collect the balls from the centre zone
 - Balls must be passed back and received by a player in contact with the court

behind the player return line

- Hit by a Dodgeball thrown by an opponent on the
- An opposition player catches a Dodgeball that you

Game

have thrown

- Stepping over the centre zone lines or out of court
- You lose control of the ball you are holding due to

an opponents throw

- Punching or kicking the Dodgeball

Catches

- A successful catch brings a teammate back in to the game. First Out First In
- The catcher may fumble the ball and make a successful catch as long as the ball has not touched anything else.

The

- You can SAVE a teammate from getting OUT if you catch a ball deflected off him/her without the ball having touched another player or surface
- A SAVE does not eliminate the thrower
- A game (3 minutes)
- A match (best of 3, 5 or 7 3 minute periods)
- Substitutions are allowed between the 3 minute periods
- You can use a ball in your possession to block a thrown ball

- The leading team (the team with the most players on court) has 5 seconds from the referees call to throw the majority of the balls in their possession. If both teams have equal number of players then 5 second rule applies to both teams
- The leading team can always hold on to 1 ball
- The losing team (the team with the least players on court) can hold on to the

balls for as long as they like

- The leading team in a game must make a valid attempt when throwing the

balls (Valid attempt = throw with intent to get someone out) *Winning*

- Eliminating all opposition players within 3 minutes
- Having more players still in play at the end of 3 minutes

Dodgeball for the blind & visually impaired



The UKDBA follows' the International Blind Sports Association (IBSA) classification of vision, widely used throughout the Paralympics.

Rule adaptations

- The game is played by 3 in a team with a squad of 5
- Both teams have one sighted coach on the outside of their court offering guidance
- Players who drop a catch are not out if they catch it after the ball bounce's once, however the opponent who through the ball is also still in
- Players who step out of the court have their colour and number shouted by an official, who gives them 2 seconds to step back into the court

- If a player crosses any line with two feet he is out
- All players MUST wear black out goggles
- Ball's contain ball bearings so they are constantly making sound
- Court is marked out by thick tape marking, which can be felt underfoot and

by hand

B1 – Legally Blind

Total Absence of perception of light in both eyes, or some perception of light but with the inability to recognize the form of a hand at any distance and in any direction

B2 – Partially Sighted

From the ability to recognize the form of a hand to a visual acuity of 2/60 and/or visual field of less than 5 degrees.

B3 – Partially Sighted

From a visual acuity of above 2/60 to a visual acuity of 6/60 and/or a visual field of more than 5 degrees and less than 20 degrees

Dodgeball for the deaf

It is important to understand many organizations use the term deaf for all types of deafness; including temporary deafness, partial hearing and profound deafness. For the purpose of competing in UKDBA Deaf classified matches all players must have a minimum hearing loss of 55 Decibels in their better ear.

Rule adaptations Role of the vertical linesperson



- The game is played using mainstream UKDBA rules
- Introduction of two vertical linespeople
- Players who are unaware that the game has ceased cannot become out after the allotted game time, even if they continue playing

(Two flags held above head and waving linespeople and referees' enter court)

- The deaf game will have two vertical linespeople, positioned opposite each other at opposing ends of the dodgeball court

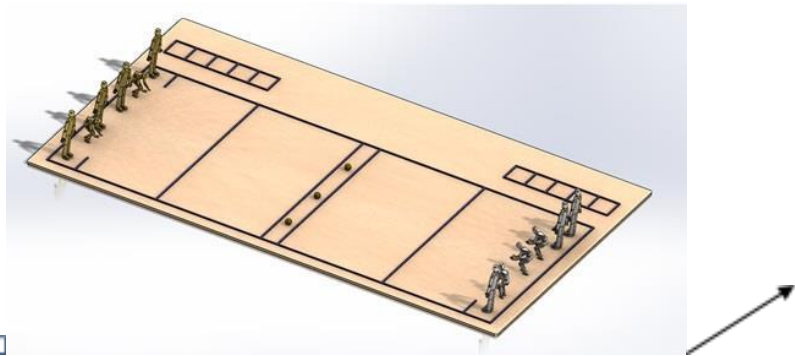
Linesperson is to display the referee calls using a flag system



When out the linesperson will also point to an ejected player and raise the players number

The Linesperson officiates the team facing them, on the far side of the court

= Position of linesperson



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Dodgeball for wheelchair users (non powered)

Dodgeball for those with a learning disability

The UKDBA Wheelchair Dodgeball structure is defined for players using a manually powered wheelchair.

- The game is played by 3 in a team with a squad of 5.
- The dead zone is 1ft wide not the regular 2ft, this allows players on both sides to reach all balls in the dead zone.
- Front wheels on wheelchair can cross the Dead zone, when picking up balls.
- No part of the body or wheelchair can cross the dead zone or court when Dodging a throw, if they do that player is out.
- Shots below the knee do not count
- Parts of the wheelchair above knee height are classified as “body” and if hit player is out.

The UKDBA use the term Learning Disability in accordance with the World Health Organization’s International Classification of Disease and the 2001 publication “Valuing People” by the Department of Health, which includes the following definition of learning disabilities. ‘Learning disability includes the presence of: a significantly reduced ability to understand new or complex information, to learn new skills (impaired intelligence), with; a reduced ability to cope independently (impaired social functioning); which started before adulthood, with a lasting effect on development.’

There are no rule adaptations and the game is played using mainstream UKDBA dodgeball rules



Rule adaptations Rule adaptations Dodgeball for those with Cerebral Palsy

Cerebral Palsy matches are accessible to players who are classed as ambulant and therefore within the Cerebral Palsy classification spectrum of 5-8. Alternatively through following the Paralympic classification T35, T36, T37 and T38. Players in T31, T32, T33, T34 are wheelchair users.

It is recommended that in all cerebral palsy matches the participants compete against players in the same classification as themselves in accordance with Paralympic athletic events.

Rule adaptations Classification

There are very few rule adaptations and the game is played mainly using mainstream UKDBA rules.

The dead zone is 1ft wide not the regular 2ft, in order to assist players with hemiplegia.

Matches are contested between a standardised 5 games.

T33 -- CP3 athletes. T32 athletes also (CP2) compete in this class. T34 -- CP4 athletes.

T35 -- CP5 athletes.

T36 -- CP6 athletes.

T37 -- CP7 athletes. T38 -- CP8 athletes



Further information Dodgeballs

Qualifications

Dodgeballs are available from www.ukdba.org

Adult and junior (u16) women's dodgeballs are available at a cost of £29.85 for a

set of 3. (other amounts are available)

Special offers and discounts are available for affiliated clubs and schools

As well as this free booklet some other great resources are available to aid your delivery of dodgeball from the UKDBA online shop.

Dive into Dodgeball resources are available for the following age groups:

The UKDBA has a range of qualifications available, tailored to the needs of either young people, teachers or coaches.

The Leadership Award in Dodgeball is for young people aged 12-19. The award is a 3 hour practical course and at a cost of £16pp. To arrange a leaders course contact info@ukdba.org

The UKDBA Teachers Award is for qualified teachers and is a 3 hour practical course that is delivered at a total set cost of £250. Up to 20 teachers can attend the training. To arrange a teachers course contact info@ukdba.org

The UKDBA offers both a level 1 and level 2 coaching award for 16+ year olds. The level 1 award is a 6 hour course at a cost of £60pp and the level 2 is an 8 hour course at a cost of £100pp. Upcoming courses are available on the www.ukdba.org