

UniSport Australia Guideline

Dodgeball

Mixed

UniSport Australia (UniSport) Dodgeball competitions are conducted in accordance with the rules of the [World Dodgeball Federation \(WDBF\)](#) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence. Reference should also be made to the UniSport *Breach of Competition Requirements* guideline for penalties related to breaches.

1. Team/squad size

- Minimum registered players – 7
- Maximum registered players – 12
- Maximum cross registrations – 2
- Minimum number of players that can take the court without incurring a forfeit – 4
- Minimum number of females required on the court at any one time – 3
 - Should the number of females on the court fall below three due to in-match suspension periods, teams will not be subject to a match forfeit provided the match commenced with the correct player composition.

2. Competition rules

- 2.1. Definition: The purpose of Dodgeball is to eliminate all opposing players by hitting them or catching their throws, while dodging and blocking to survive. The team with the last player(s) standing at the end of the set wins a point, with teams changing sides at the end of match-half time. Teams with the most points at the end of match time wins.
- 2.2. Format & category: Foam Mixed
- 2.3. Match Duration
 - a) All preliminary matches will be 20 minutes
 - b) Progression, elimination, ranking and medal matches will be 40 minutes with one 2 minute timeout being allowed per team per half
- 2.4. Pool points scoring

Points for each match shall be awarded as follows:

 - a) Winning team: 3 points
 - b) Drawn match: 2 points per team
 - c) Losing team: 1 point
 - d) Forfeited team: 0 points
 - e) Pool tiebreaker in order of priority: 1) ladder points, 2) sets won difference (for & against), 3) head to head result between the teams
- 2.5. Ball Retrievers
 - 2.5.1. Teams may have up to 3 designated Ball Retrievers at the start of each set, which can include “non-active” registered players.
 - 2.5.2. Ball Retrievers may enter any of the designated areas within the playing area other than the playing court to retrieve a ball up to the center line of their respective team's side during a set.
- 2.6. Match Duration
 - 2.6.1. For Preliminary matches, if there is less than 30 seconds remaining when a set ends, the match will end.
 - 2.6.2. For Elimination/Medal matches, if there is any time on the clock when a set ends, a new set will start.
 - 2.6.3. Sudden Death
 - a) Preliminary matches: Sudden death will not be enforced during Preliminary matches if the final set can be determined by the majority of players on court i.e. one team has

more on their side. Where there are an equal number of players, Sudden Death will begin after a reset, with the first eliminated player ending the set/game and awarding the set win to the opposing team.

- b) Elimination/Medal Matches: A 4 minute tie-breaking set will be played. If a winner cannot be determined after the end of the tie-breaking set, Sudden Death will be implemented.

3. Misconduct

- 3.1. All players, coaches and spectators participating in the UniSport Dodgeball Nationals are required to adhere to the [UniSport Code of Behaviour](#)
- 3.2. A zero-tolerance policy will be enforced regarding misconduct within the tournament or mistreatment of referees, players, staff and volunteers. Participants exhibiting such behaviour may be asked to leave the tournament and/or premises and/or face further disciplinary action.
- 3.3. A modified card system will be used compared to that which is provided under the current WDBF rules. These cards are issued at the discretion of the referees. These cards can be issued whenever deemed necessary and reasonable, and can be issued to individuals and/or teams.
- 3.4. Yellow Card: This card will be issued for misconduct & unsportsmanlike behaviour including but not limited to; cheating, inappropriate/excessive swearing or language, self-refereeing, disrespecting match officials and their calls.
 - 3.4.1. Players who receive a yellow card will be immediately eliminated from the current set and the subsequent set. Teams must field five (5) players in the following set.
 - 3.4.2. If a team receives a yellow card, it will result in forfeiting the current set.
 - 3.4.3. When a team receives a yellow card between sets or after the match has finished but before the match officials have signed the game off, they will forfeit a full set.
 - 3.4.4. Accumulating two (2) yellow cards will result in a red card infraction.
- 3.5. Red Card: This card will be issued for severe misconduct and/or repeated unsportsmanlike behaviour, including unsafe behaviour outlined in the yellow card provisions.
 - 3.5.1. Players who receive a red card will be eliminated from the current set and banned for the remainder of the match, with their team only allowed to field five (5) players on the court.
 - 3.5.2. Players will also be banned from their team's following match; however, their team will be permitted to field six (6) players in that match.
 - 3.5.3. If a team receives a red card, it will result in forfeiting the current match and the following match.
 - 3.5.4. Depending on the nature of the red card infraction, teams or players may be disqualified from the tournament and asked to leave the premises at the discretion of the organisers if the safety of participants is threatened or at risk.

4. Team duties

- 4.1. Team duty requirements for dodgeball are:
 - a) One person from each team competing in the current match may be required to assist with scoring and time keeping.

5. Uniform requirements

- 5.1. All players on a team must wear uniforms identical in colour and design.
- 5.2. Each player must be identified by a unique number (0-99) on the back of the uniform.
- 5.3. Names on the back of team uniform are optional. They must be above the number and are to be first name or surname only of the relevant player. Nicknames will not be permitted.
- 5.4. Unique numbers on the front of the uniform are optional.
- 5.5. Captain(s) of a team may have identifying marks on the uniform.
- 5.6. All Ball Retrievers must be clearly identified through a uniform.
- 5.7. Ball Retrievers may not wear a uniform similar in nature to the team in which they represent.

5.8. All Referees must be clearly identified through a uniform.

6. Forfeits, delays and abandonments

- 6.1. Dodgeball teams are subject to penalties under the UniSport guideline *Breach of Competition Requirements*.
- 6.2. A forfeit will be declared 10 minutes after the scheduled start of play time where either team is unable to commence play.
- 6.3. The forfeit score is four (4) sets to nil (0).
- 6.4. Should the commencement of a game be delayed due to no fault of either team (as determined by the competition management or UniSport), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams. If resolution between the teams is not possible then the competition manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.
- 6.5. In the event of a game being abandoned, the UniSport *Abandonment of Sporting Competitions* guideline will be implemented.

Previous amendments

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*All competitions will be held in accordance with the UniSport competition guidelines.

