

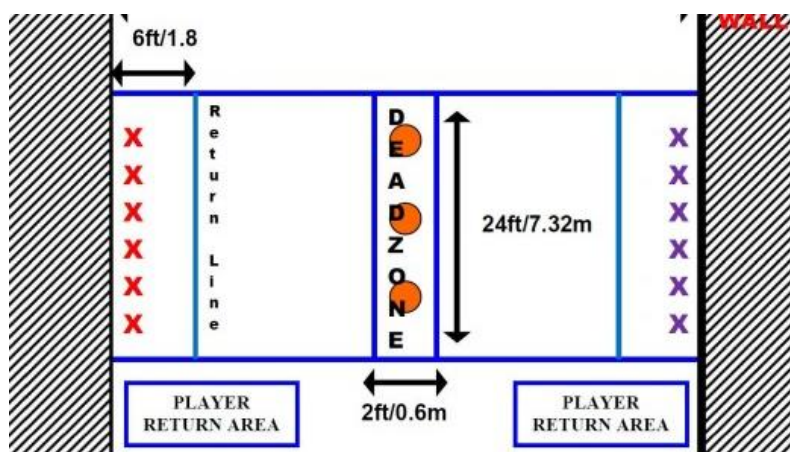
Wiltshire School Games 2025-2026

Secondary Dodgeball

Event Details	
Date	4 th June 2026
Venue	Chippenham Sports Club Dome, Hardenhuish Park, Bristol Rd, Chippenham SN15 1NH
Time	Registration 9.15- 9.30 Event starts at 10.00 End 2.30 (aprox)
Deliverer	
James Robinson – L3 Dodgeball coach, National Schools Development Officer at British Dodgeball	
Code of Conduct	
All Schools will be held responsible for their players, officials and spectators and must ensure they adhere to the Code of Conduct. Please note that it also applies to parents. No breach of the C of C will be tolerated. https://www.wiltssport.org/sg-code-of-conduct	
Photography Consent	
Please sign a copy of the photography consent form and inform WASP on arrival if any of your pupils may not be photographed. They will be asked to wear an orange wristband. For more information on the photographic policy and the consent form please follow the link https://www.wiltssport.org/sg-photographic-consent-form	
Parking	
Please use the car park on the Bristol Rd as there is very little parking by the Dome. Look out for the School Games flags. Someone will be there to show you where to go.	
Welfare Plan	
This can be found on the WASP website – https://www.wiltssport.org/school-games-welfare	
Risk Assessments	
Venue – please refer to the Welfare Plan Deliverer – this will be available before the event	
School Responsibility	
The attending teacher is responsible for the supervision and behaviour of their students	
Refreshments	
Please bring your own - you will be able to re-fill water bottles	
Additional information	
You will need to go outside to access toilets so please make sure you have appropriate clothing in case of rain	

Format/Rules	
Age Groups	School years – 5/6
Eligibility	<i>This is a development event and is aimed at engaging those students not previously engaged in sports competition. Schools are encouraged to choose students who have not represented their school in any sports team</i> Selected competitors must be on the register of the school they represent.
Team size	Squads of 8 Teams of 6
	Rotate around 8 Skill Stations Time allowed for each station is 15 mins.
Competition format	2 Groups of 5 teams to play round-robin then 7th Place Play off (4th v 4th) Pitch 1 5th Place Play off (3rd v 3rd) Pitch 2 - Semi-Final 1 (1st v 2nd) Pitch 1 - Semi-Final 2 (2nd v 1st) Pitch 2 3rd Place Play-off (LSF1 v LSF2) Pitch 2 - Final – (WSF1 v WSF2) Pitch 1
Competition Rules	

Pitch Layout



Three dodgeballs are used and positioned in the centre zone at the start of each set. Matches last 10 minutes, using a points system as follows:

Sets are 2 minutes and as many as possible will be played during the 10-minute match.

If a team is eliminated the winning team are awarded 2 set points. If it is a draw one point is awarded to both teams. (Draw occurs if both teams have the same number of players left after 2 minutes)

- The match will start with a “Rush” players must stand on the back line of the court and the balls placed in the dead zone. On the referee’s whistle players can run to pick up a ball. Once a ball is retrieved from the dead zone it must go back past the return line before being used to attempt an out.
- A player is out if a direct throw from an opposing team player hits them below head height.
- If a throw hits a player in the face they are still in – but if a throw hits a player on the back or top of the head when they are not facing play or ducking down, they are out. This will be at the referee’s discretion.
- A player is out if their throw is caught by a member of the opposing team, that player is out, and a point is awarded to the opposing team.
- A successful catch enables a player who is already out to return to the game; this must always be the first player who was out, and they must return behind the return line.
- If a player is hit by a throw and a teammate catches that same ball before it hits any other surface, then they have saved the first player hit from being out.
- A player may use a ball in their possession to block a thrown ball – they must ensure they keep full control of the ball they are holding.

• If a player steps over the dead zone line (Middle zone separating both teams) they are out, and a point is awarded to the opposing team. • Players may not step off court to retrieve the ball • If a ball goes out of the back of the court and hits the wall and bounces back in, it is still in play. • The leading team (the team with the most players on court) has five seconds from the referee's call to throw the majority of the balls in their possession – the leading team can always hold on to one ball. Winners are the team with the most points after 10 minutes	
Scoring	• Win - 3 points per match • Draw – 1 point per match • Loss – 0 points per match • In the event of a tie a one-minute overtime period is played Where teams finish on level points at the end of the group stage the team who has won more matches will be placed higher. Where there is still a tie position will be decided by most number of sets won If still a draw the result will be decided on winner of head-to-head match-up during group stages.
Substitutions	Teams may interchange players from match to match, but the 6 player that start the match must play for the duration of that match. The only time a substitution will be allowed during a game is for an injury replacement.
Equipment	We will be using UKDBA Junior size dodgeball (6 inches in diameter). The playing court will be a Badminton court using the outer lines for boundaries this will make the court length 13.40m.
Officials	Trained young leaders will be officiating.