



in partnership with



# Wiltshire School Games 2023-2024

## Dodgeball

### Event Details

Date	Wednesday 3rd July 2024
Venue	Dauntsey's School West Lavington, Devizes, Wiltshire SN10 4HE
Time	10.00 - 2.30 (aprox)
Age Groups	School year 8 boys
Eligibility	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.  Selected competitors must be on the register of the school they represent.

### 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

### Team Requirements

Team size	Squads of 8 Teams of 6
-----------	---------------------------

### Event Format and Rules

Competition rules	<p><b>Pitch Layout</b></p>
-------------------	----------------------------

	<p>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:</p> <p>Sets are 2 minutes and as many as possible will be played during the 10-minute match.</p> <p>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)</p> <ul style="list-style-type: none"> <li>• The match will start with a “Rush” players must stand on the back line of the court and the balls places 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.</li> <li>• A player is out if a direct throw from an opposing team player hits them below head height.</li> <li>• 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.</li> <li>• 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.</li> <li>• 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.</li> <li>• 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.</li> <li>• 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.</li> <li>• 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.</li> <li>• Players may not step off court to retrieve the ball</li> <li>• If a ball goes out of the back of the court and hits the wall and bounces back in, it is still in play.</li> <li>• 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.</li> <li>• Winners are the team with the most points after 10 minutes</li> </ul>
<p><b>Competition format</b></p>	<p><b>2 Groups of 5 teams to play round-robin then</b></p> <ul style="list-style-type: none"> <li>• <b>7<sup>th</sup> Place Play off (4<sup>th</sup> v 4<sup>th</sup>) Pitch 1</b></li> <li>• <b>5<sup>th</sup> Place Play off (3<sup>rd</sup> v 3<sup>rd</sup>) Pitch 2</b></li>   <li>• <b>Semi-Final 1 (1<sup>st</sup> v 2<sup>nd</sup>) Pitch 1</b></li> <li>• <b>Semi-Final 2 (2<sup>nd</sup> v 1<sup>st</sup>) Pitch 2</b></li>   <li>• <b>3<sup>rd</sup> Place Play-off (LSF1 v LSF2) Pitch 2</b></li> </ul>

	<ul style="list-style-type: none"> <li>• <b>Final – (WSF1 v WSF2) Pitch 1</b></li> </ul>
<b>Scoring</b>	<ul style="list-style-type: none"> <li>• <b>Win – 3 points per match</b></li> <li>• <b>Draw – 1 point per match</b></li> <li>• <b>Loss – 0 points per match</b></li> <li>• <b>In the event of a tie a one-minute overtime period is played</b></li> </ul> <p>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</p> <p>If still a draw the result will be decided on winner of head-to-head match-up during group stages.</p>
<b>Substitutions</b>	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.
<b>Equipment</b>	We will be using UKDBA Junior size dodgeballs (5 1/2 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.
<b>Officials</b>	Trained young leaders will be officiating.

