

# PRIMARY SCHOOL INTRA-BUBBLE COMPETITION GUIDE



## TEAMS

SPLIT THE BUBBLE INTO EQUAL TEAMS. GAMES ARE PLAYED TO A MAX OF 6 V 6 BUT 3 V 3, 4 V 4 OR 5 V 5 IS FINE ALSO. FOR SMALL SCHOOL HALLS WE RECOMMEND 4 V 4



## GAME SCHEDULE

PLAY BEST OF 1 SET TO ENSURE CHILDREN ARE NOT SAT STILL FOR LONG. PLAY A ROUND ROBIN FORMAT WITH ALL TEAMS PLAYING EACH OTHER ONCE. THE TEAM WITH THE MOST POINTS IS THE WINNER



## NON-PARTICIPANT ROLES

TIME KEEPER - SCORER - ASSISTANT REFEREE - TEAM MANAGER - PHOTOGRAPHER - REPORTER

## FORMAT

COMPLETE A GROUP WARM UP  
SET UP YOUR COURT  
PLAY ROUND ROBIN GAMES  
TEACHER TO REFEREE  
ANNOUNCE THE WINNERS



## EQUIPMENT

3 X SIZE 1 FOAM DODGEBALLS  
USE FLOOR MAKING TAPE TO MARK A CENTRE LINE AND NEUTRAL LINES



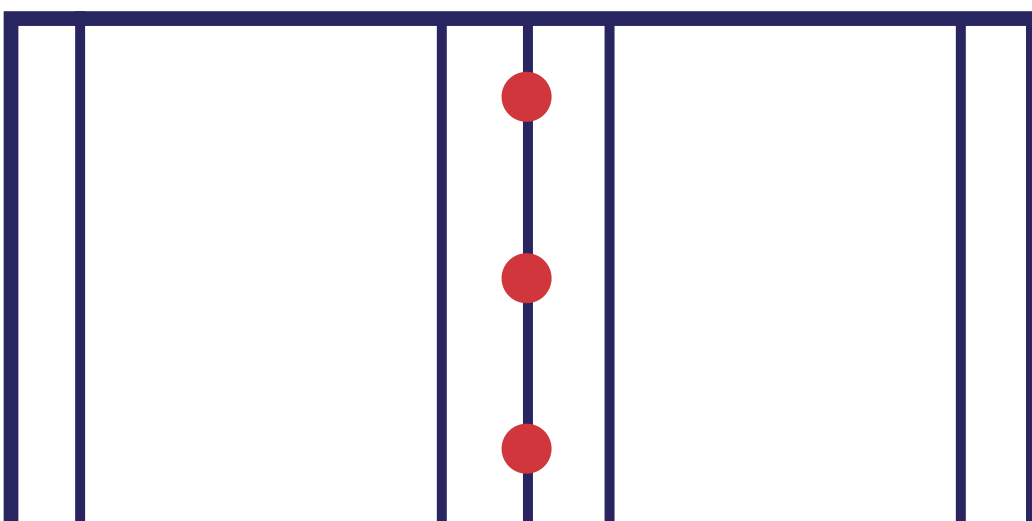
## MATCH TIMINGS AND SCORING

GAMES ARE CALLED SETS, WHICH ARE PLAYED TO 2 MINUTES. TEAMS ARE AWARDED 2 PTS FOR A SET WON, 1 FOR A SET DRAWN, 0 FOR A SET LOST.



## COURT LAYOUT

OUTSIDE COURT LINES ARE BADMINTON COURT SIZE



# SCHOOL COMPETITION RULES

[WWW.BRITISHDODGEBALL.ORG/RULES](http://WWW.BRITISHDODGEBALL.ORG/RULES)



## HITS

ANY PLAYER THAT IS STRUCK BY THE OPPOSING TEAM WITH A BALL THAT HASN'T BOUNCED OR HIT ANOTHER SURFACE FIRST IS OUT. FACE SHOTS DO NOT COUNT.



## BLOCKING

PLAYERS ARE ABLE TO USE A BALL IN THEIR POSSESSION TO BLOCK AN INCOMING BALL. IF THE BALL THEY ARE HOLDING IS KNOCKED FROM THEIR POSSESSION THEY WILL BE OUT.



## PLAY BALL

PLAYERS SHOULD BE ENCOURAGED TO NOT STALL THE GAME. WHEN A REFEREE CALLS 'PLAY BALL' A TEAM WILL HAVE 5 SECONDS TO THROW.



## MULTIPLE PLAY

YOU CAN GET MORE THAN ONE PLAYER OUT IF YOUR THROW DEFLECTS OFF ONE PLAYER AND HITS ANOTHER. LIKEWISE IF YOUR THROW IS CAUGHT BY AN OPPOSING PLAYER AFTER IT HAS HIT ANOTHER PLAYER YOU WILL STILL BE CALLED OUT.

## START OF PLAY

THE DODGEBALLS ARE PLACED ALONG THE CENTRE LINE. THE BALL ON A TEAMS LEFT IS THEIR DESIGNATED BALL. THE CENTRE BALL IS THE ONLY CONTESTED BALL.



## CATCHES

ANY CATCHES ON A LIVE BALL WILL BE VALID. THE PLAYER WHO THREW THE CAUGHT BALL WILL BE OUT AND THE CATCHING TEAM WILL GAIN ONE PLAYER FROM THE OUTBOX.



## LINES

PLAYERS ARE ENCOURAGED TO STAY INSIDE THE COURT MARKINGS. PLAYERS MAY LEAVE THE COURT TO COLLECT BALLS BY PUTTING THEIR HANDS UP AND ASKING THE REFEREE. NO PLAYERS ARE ALLOWED TO STEP INTO THE OTHER TEAMS SIDE OF THE COURT.



## LIVE BALLS

A BALL IS LIVE UNTIL IT HITS A FLOOR, WALL OR ANY OTHER SURROUNDING SURFACE. MULTIPLE PLAY IS POSSIBLE WITH A LIVE BALL.

