

British Dodgeball Secondary Schools Championship Competition Guide, 2022-23

Entry Window

1st September 2022 - 14th October 2022

Entry Requirements

- **Membership**
All competing schools must be members of British Dodgeball. Membership is free and comes with many great benefits.
- **Fee**
£65 per team
- **Entry Limits**
A school can enter up to 2 teams into the Secondary Schools Championship

Squads

- **Size**
Team's consist of 6 players, Squads can consist of up to 10 players. Squads can be made up of any number of girls and boys but there must be at least 2 girls on court at the start of each set.
- **Substitutes**
Substitutes can be made after each individual set.
- **Age Groups**
All players should be Under 13 years of age and in years 7 or 8.

Equipment

- **Ball Regulations**
Only use British Dodgeball size 2 cloth dodgeballs.
- **Court Markings**
Refer to the British Dodgeball Court diagram for marking out a dodgeball court. Venues that do not have permanent dodgeball court markings are recommended to use court marking tape from Priory Direct.

Competition Format

- **Round 1 - Local Area - November/December 2022**

School team entries are split into local area rounds and play at 1 host venue. There will be a maximum of 3 teams per local area event. Local area rounds are organised by British Dodgeball along with recommendations of playing format. Rounds are organised individually by schools, home v away format or local area round robin group.

- **Round 2 - Regional Finals - January/March 2023**

British Dodgeball hosts regional finals tournaments over a single day. Winners of round 1 local events will be invited to their regional final. Regional finals will take the form of round robin and/or knockout rounds depending on the number of competing teams.

Regional splits as follows: North East, North West, East Midlands, West Midlands, South East, South, South West

- **Round 3 - National Final - 28th June 2023**

British Dodgeball hosts the National Secondary Schools Final event over a single day. Winners of regional finals progress to the National Schools Final. National Secondary Schools Final to take place at Fenton Manor Sports Complex on the 28th June 2023.

Medals & Trophies

British Dodgeball will award medals and trophies to Round 2 (Regional) and Round 3 (National) winners and runners up.

Team Kit

All players should have uniform colours across the team. It is not mandatory but team kits with clearly identifiable numbers are recommended to support refereeing.

First Aid

All players compete in British Dodgeball events at their own risk, and first aid provisions are the responsibility of the school and player. British Dodgeball will also have a first aider on site at regional and national events.

British Dodgeball officials have the right to refuse any participants access to play based on medical reasons.

All players, coaches and team/club administrators are advised to follow our concussion guidelines.

<https://www.britishdodgeball.org/wp-content/uploads/2021/09/Concussion-Guidelines.pdf>

Glasses

Sports specific glasses are strongly recommended.

Refereeing

- **Round 1** - It is the responsibility of the competing schools to provide 2 x referees to referee the fixtures. British Dodgeball recommends that there is 1 referee per school officiating each match. As part of a schools entry into the championships you will be provided with 2 x places on the British Dodgeball Introduction to [Officiating Dodgeball Online Qualification](#).
- **Round 2** - Referees provided by British Dodgeball
- **Round 3** - Referees provided by British Dodgeball

Match Timings

A set is 2 minutes long. A match is played with 2 x 15 minute halves. The 15 minute half is continuous and the timer does not stop unless there is an injury or other situation where the head referee deems it necessary to stop play. Upon the end of each set a new set is started once the balls are reset on the centre line and both teams are ready to play. 20 seconds maximum is assigned by the head referee. The number of sets per half is not determined.

Winning a Set

To win a set a team must either eliminate all the opposing players or have more players remaining on their side at the end of a set. A set is drawn if both teams have the same number of players remaining at the end of each set.

Set Points

2 points are awarded for a set won, 1 point for a set drawn and 0 points for a set lost.

Match Points - Groups

2 points are awarded for a match won, 1 point for a match drawn and 0 points for a match lost.

Match Points - Knockout Matches

The team with the most sets won will progress. If both teams have the same number of sets then a 1 minute overtime set will be played. Both teams will restart this overtime set with 6 players on court. If after the 1 minute overtime set both teams have the same number of players on court then teams will immediately play sudden death dodgeball. The set continues until one team has a player eliminated. The first team to have a player eliminated will lose.

Rules

- **Start of Play**

5 Balls are placed along the centre line as per the diagram. The 2 balls on a team's left are their designated balls, the centre ball is the only contested ball, a ball is not live until it is passed back beyond the return line.

- **False Starts**

Players should be stationary following the call from the referee to be "ready". If a player moves in any direction before any signal, this is a false start.

If a player or players commit a false start and continue to compete for the balls during the opening rush (if they advance past the ball return line), the set will be re-started, with the centre ball automatically given to the non-offending team, who will start at the reset with this ball off court in their possession. If officials are unable to determine which team initiated the false start the set will just be re-started.

- **Exiting the court**

An exiting player is a player who has been deemed "out" by the referee and is in the process of leaving the court. Any player who has been hit and is obviously not attempting to or has failed to catch the deflected ball is also classed as an exiting player.

An out player should leave the court without interfering with play as quickly as possible and join the back of the queue of out players in the player return area. • Where an out player was in control of a ball at the time that they were deemed "out", they are permitted to transfer this ball to a teammate if this does not cause any delay to them leaving the court. An out player is not permitted to interfere with any ball that was not under their control at the time that they were deemed "out", or delay transferring a ball. Any violations may result in a penalty set for the offending player.

Upon becoming "out", an exiting player should promptly raise both hands above their heads to signal that they are out and should no longer be a target. Any player who is adjudged to have deliberately thrown at a player who is out and indicating that they should no longer be a target will be called out.

- **Returning to the court**

A returning player is a player who was "out" and in the player return area, and is waiting to return to play as a result of a catch.

Players who are "out" must stand in the player return area in the order in which they were out, with the player who was first out standing nearest to the back line of the court.

Players must return to play from behind the back line.

- **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.

- **Hits**

Any player struck with a live ball by an opposing player will be called out. Face shots do not count unless a player's face stops the ball from hitting their body.

- **Head shots**

Players hit in the head with a ball are out unless the ball hits them in the face. A ball that hits a player's face and also another part of their body will be called out. A player hit on the top or back of the head will be called out. A player hit on the side of the head may be called out depending on where on the side of the head they are hit. The referee's decision is final.

- **Catches**

Any catch made on a live ball will be valid. The player who threw the caught ball will be called out and the catching team will gain one player from the outbox.

- **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 called out.

- **Lines**

Secondary school dodgeball is played on a 17m by 8m court. Players are called out if they touch with any part of their person, including clothing and hair, any line marking the boundaries of their team's section of the court, or any surface beyond these boundaries. This includes touching the far neutral zone line or crossing over the other side of the neutral zone.

A player is permitted to touch a ball that is in contact with a surface outside of the court boundaries, provided they do not themselves directly touch out of bounds with any part of their person, including their hands. Note that a player is not permitted to leave a ball, that was previously in their possession, beyond the far neutral zone line. A player doing so will be called out for an invalid attempt the moment they lose contact with/ let go of this ball.

- **Invalid Attempts**

A thrown ball must be within 1.5m of the targeted player at some point in its trajectory to be deemed a “valid attempt”. Failure to make a valid attempt with the thrown ball will result in the throwing player being called out.

Any intentional transfer of a ball to the opponent’s half by any means other than a valid attempt or a block can be considered an invalid attempt.

- **The Neutral Zone**

Players from both teams may enter the neutral zone, but may not touch the opposition’s neutral zone line or any ground over the opposition’s neutral zone line with any part of their body or clothing. Players may reach across the neutral zone into the opponent’s court to retrieve a ball, but may not make contact with the ground on the neutral zone line or on the opposition’s side of the court. No physical contact should be made between opposing players.

- **Stalling**

Players should not intentionally stall the game. Once a team has possession of 3, 4 or 5 balls they should look to make an attempt with at least one of those balls. When a referee calls ‘play (n) balls’, a team has 5 seconds to throw. If they do not then players holding balls will be called out. Teams can keep one ball after ‘play (n) ball’ has been called, and must throw the rest. (n) refers to the number of balls the referee asks the team to play. For example, if a team is stalling and has 4 balls in their possession the referee will call ‘Play 3 balls’, allowing the team to keep hold of 1 ball.

- [Play Ball Rule Explained Video](#)

- **Multiple play**

The following are examples of multiple play:

- A player will be called out if they are hit by a ball that has deflected off a teammate whilst it is still live.
- A catch is valid if it has deflected off a teammate whilst it is still live - in this circumstance the hit player and the thrower will be called out - if the hit player is the first one out, then they will immediately return to the court.
- A player will be called out if they are hit by a ball that has deflected off a blocked ball.
- A player will be called out if they block a ball and it is caught by the opposition.
- There are many scenarios of multiple play that exist in a game of dodgeball. Consider whether a ball is ‘live’ or not to determine the outcome.

Dodgeball Court Diagram

