

JUNIOR RULES
REFEREE
GUIDANCE



BRITISH
DODGEBALL

Introduction

The sections below are designed in particular to assist referees, coaches and players to achieve a consistent and fair interpretation of the junior rules.

The British Dodgeball Junior Rules are designed to facilitate an exciting but safe, free-flowing game; interpretation of the rules should keep this in mind. Overall a referee should always consider the intent of a player or team. The British Dodgeball Junior Rules are best supported and implemented through a common sense approach to refereeing to allow all players to enjoy the game and learn. We want to encourage player development through participation and enjoyment through the junior game.

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1. Face shots (Under 11's, Under 13's & Under 15's)

- Any hit to an opponent's face or side of the head around the ear should be called not out, except when the player has been hit on any part of their body first. In that case the player would be called out.
- Any hits to an opponent's head should be called out if the player deliberately uses their face or other part of their head to block an opposing throw.
- Any hits to an opponent's head should be called out if the player is ducking down whilst the ball strikes them on the head.
- Any hits to an opponent's head should be called out if the ball hits a player on the back of the head.
- Any hits to an opponent's neck should be called out.

2. Match Timings (U13 and U15)

2.1 Games will be played with 7-minute half formats. If less than 30 seconds remain of a half before a new set is due to start and greater than 0 seconds remain at the conclusion of the previous set, the match officials will announce that a "final set" of 60 seconds will be played. If after the completion of the final set, any time remains on either the match clock or the set clock, no further sets will be played.

2.1.1. In U13s, and U15s games we would expect to see a minimum of three 2-minute sets and one 1-minute set per half.

3. Invalid Attempts (Under 11's, Under 13's & Under 15's)

3.1 In U11, U13 and U15 events, failure to make a valid attempt will not be called out, unless the referee believes the ball was deliberately thrown without any intent to hit.

3.1.1 In this case, a warning for an invalid attempt can be given.

3.1.2 A subsequent invalid attempt will result in the player being called "out".

4. Sanctions & Warnings

4.1 At junior events, should warnings need to be issued to any players for any reason, these warnings should be given through the team coach at an appropriate time e.g. at a stop in play or at the end of a set.

4.2 A player can be called out if they display poor behaviour (for instance, swearing or abusive language) towards an opposing player, volunteer, spectator, or match official. This includes any undirected swearing that is within earshot of the referee.

4.2.1 A player can be issued with a card as per the [British Dodgeball Sanctions and Disciplinary Guidelines](#). Any cards given do not carry across age groups if the player is playing in multiple age categories, and are only applicable to the age category in which it is given.

4.3 Referees may call out or if necessary further sanction any player who shows unsportsmanlike conduct (for instance calling players on the opposing team out).

4.3.1 Should a coach display behaviour such as calling opposition players out, they will be issued with a warning. If the behaviour continues they will be asked to leave the game.

5. Play Ball Rules

5.1 Once a team has or can have possession of the majority of the balls in play, they should look to make an attempt with at least one of those balls. The match officials will allow them up to approximately 5 seconds in which to initiate an attack on the other team.

5.2 The “play ball” rule is designed to ensure the game flows and is designed to avoid teams stalling. Where, having allowed up to approximately five seconds, the team with majority possession do not look like at least one player is about to make an attacking play in the next 1-2 seconds, then “play n balls” should be called.

5.3 The approximate 5 seconds a team has to initiate an attack before “play n balls” is called is not meant as a prescriptive and definitive time. Referees should be mindful of the match situation and whether it is in a team’s interest to stall. Referees should be mindful that the younger ages may take longer to decide on their strategy and begin the attack.

5.4 If at least one player is advancing to the front of the court in a way that looks like they are about to throw, play ball should not be called unless all players actively show they are stalling (e.g. all players fake).

6. Lines (Under 11’s, Under 13s, and Under 15s)

6.1 Players who touch the outside lines or step over the court lines in the Under 11’s, Under 13’s, and Under 15’s will be called “out”. A player should avoid touching with any part of their person, including clothing, any line marking the boundaries of their team’s section of the court, or any surface beyond these boundaries.

6.2 Touching the opposition’s neutral zone line or any ground over the opposition’s neutral zone line with any part of their body or clothing will be called “out”.

7. The Start of Play (Under 11's)

7.1 In Under 11's, for safety it is recommended that a maximum of 2 players per team rush for the balls, if more than 2 players rush for the balls the team will be asked to refrain from doing so by the referee, no players are called "out" for this infraction.

7.2 Players will not be called out for stepping on or over the "contested ball safety lines", 0.3m either side of the centre line for the central ball. These lines are just a guide as to where to safely stop.

8. The Start of Play (Under 13 and Under 15s)

In Under 13's and Under 15's for safety it is recommended that a maximum of 3 players per team rush for the balls, if more than 3 players rush for the balls the team will be asked to refrain from doing so by the referee, no players are called "out" for this infraction.