

REFEREEING SOPS

(STANDARD OPERATING
PROCEDURES)



BRITISH
DODGEBALL

Introduction

The British Dodgeball Rules are designed to facilitate a safe, free-flowing game. This list of SOPs should be followed by referees to ensure a consistent and standardised experience for all players, coaches, assistant referees and spectators across the UK.

Pre-Match

1. Announce warm-up time
2. Conduct safety checks:
 - Equipment - dodgeballs pumped correctly, not ripped etc.)
 - Space – tape secured to floor, court marked at least 1m from walls, no hazards etc.
 - Check players for jewellery etc.
3. Brief assistant referees - outline your expectations and answer any questions they may have
4. Check who is listed as the 'home' team and can therefore choose their end to start
5. Give 1-minute warning to teams

Starting & Stopping Sets

As you must start and stop time in sync with another referee (with the exception of the u11 game), you should use a uniform process each time:

- **Starting a new set:**
 1. Hand in the air (announces intent to begin to other referee & teams)
 2. "Teams Line Up", "Ready", Blow whistle (shout "Go" if no whistle)
- **Stopping a set mid-way:**
 1. Blow whistle and do a T-sign.
 2. Stop your watch; other referee will also stop their watch.
- **After mid-set stoppage:**
 1. Announce time remaining in set.
 2. Hand in the air (announces intent to begin to other referee & teams)
 3. Blow whistle (shout "Go" if no whistle)
- **Finishing a set:**
 1. Provide a suitable countdown warning so other referee knows the set is imminently ending if time is elapsing.
 2. Blow whistle (or shout "Time" if no whistle)
 3. Announce final player numbers and winning team/draw.

Between Sets

1. Announce & record score
2. Record sanctions (if any)
3. Announce time remaining

Half Time

1. Announce & record score
2. Record sanctions (if any)
3. Record half time stoppage
4. Brief/provide feedback to assist refs, if required

Stoppages

• Clarifying Decisions:

1. Call refereeing team in for quick discussion
2. Ask clear question (e.g. “Did you see X get hit before they made the catch?”, or “Are you sure they line faulted?”)
3. Expect assistant referees to answer quickly & concisely – anyone that did not clearly see a play should not contribute to the discussion
4. Announce the decision to teams or captains/coaches

• Timeouts:

1. Announce timeout & team taking it
2. Time stoppage
3. Give ten-second warning

• Injury stoppage:

1. Assess player’s injury – report to event coordinator for medical attention if required
2. See if player can move from court so play can resume
3. Confirm and announce team’s injury substitute

• Sanctions:

1. Announce and record sanction given if blue/yellow/red card, e.g. ‘blue card to J Jones #2’. Warnings, turnovers & outs do not need recording.
2. Inform player when they can return to play, e.g. after next set ends (blue card), 12 minutes and 35 seconds left in match (yellow card).

Ensure any yellow card timings last for five minutes of match time and do not include timeouts or half time stoppages.

Post-match

1. Announce & record final score
2. Record sanctions
3. Get captains to sign scoresheet
4. Provide feedback to assistant referees, if required
5. Submit scoresheet to event coordinator, inform of any yellow or red cards given out in case sanctions needs to be fulfilled during remainder of event