



# SCHOOL QUICK START RULES

THE FOLLOWING IS A SUMMARY FOR USE AT BRITISH DODGEBALL SCHOOLS CHAMPIONSHIPS. FULL BRITISH DODGEBALL RULES CAN BE FOUND [HERE](#).

## PLAYERS

6 PLAYERS ON COURT AT THE START OF A SET (FOR PRIMARY SCHOOLS THIS MUST INCLUDE AT LEAST 2 GIRLS. FOR SECONDARY SCHOOLS THERE ARE NO REQUIREMENTS TO HAVE MIXED GENDER TEAMS)

2 BALL RETRIEVERS PER TEAM

10 PLAYERS MAXIMUM IN A SQUAD

SUBSTITUTES SHOULD SIT IN THE OUTBOX OR ACT AS BALL RETRIEVERS

SUBSTITUTIONS CAN BE MADE BETWEEN SETS

## TIMINGS

SET LENGTH = 2 MINS

MATCH LENGTH = 2 HALVES OF 3 SETS (6 SETS IN TOTAL PER GAME)

## WINNING A SET

ELIMINATE ALL OPPOSING PLAYERS

OR...

HAVE MORE PLAYERS REMAINING ON YOUR SIDE AT THE END OF A SET

## WINNING A MATCH

A TEAM WINS A MATCH IF THEY HAVE MORE POINTS

2 PTS FOR A SET WON, 1 FOR A SET DRAWN, 0 FOR A SET LOST

IN GROUP TABLES, A TEAM WILL RECEIVE 2 PTS FOR A MATCH WON, 1 FOR A MATCH DRAWN, 0 FOR A MATCH LOST

IF A MATCH IS DRAWN IN KNOCKOUT OR PLAYOFF MATCHES, A 1 MINUTE OVERTIME SET WILL BE PLAYED WHERE TEAMS RESTART WITH 6 PLAYERS. IF A MATCH IS STILL DRAWN, THEN SUDDEN DEATH WILL BE PLAYED, WHERE THE REFEREE WILL NOT STOP THE GAME BUT SHOUT 'SUDDEN DEATH' TO INFORM TEAMS THAT THE ONE-MINUTE OVERTIME PERIOD HAS EXPIRED.

IN SUDDEN DEATH THE NEXT TEAM TO ELIMINATE AN OPPOSING PLAYER WILL BE DECLARED THE WINNING TEAM.

## START OF PLAY

3 SIZE 1 FOAM BALLS (PRIMARY SCHOOL) OR 5 SIZE 2 CLOTH DODGEBALLS (SECONDARY SCHOOLS) ARE PLACED ALONG THE CENTRE LINE

THE BALL (PRIMARY SCHOOL) OR BALLS (SECONDARY SCHOOL) ON A TEAM'S LEFT ARE THEIR DESIGNATED BALL(S)

THE CENTRE BALL IS THE ONLY CONTESTED BALL

A BALL IS NOT LIVE UNTIL IT IS PASSED BACK BEYOND THE RETURN 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

IF A BALL HITS A RETRIEVER THE BALL IS NO LONGER CLASSED AS LIVE

## INVALID THROWS

PLAYERS ARE NOT ALLOWED TO ROLL A BALL TO THE OPPOSING TEAM, UNLESS INSTRUCTED TO DO SO BY A MATCH OFFICIAL. AN INVALID ATTEMPT WILL RESULT IN AN INITIAL WARNING, ANY FURTHER ATTEMPTS WILL RESULT IN THE PLAYER BEING CALLED 'OUT'.





# SCHOOL QUICK START RULES

## HITS

ANY PLAYER STRUCK WITH A LIVE BALL BY AN OPPOSING PLAYER WILL BE CALLED OUT  
FACE SHOTS DO NOT COUNT, ANY PLAYER HIT DIRECTLY IN THE FACE WILL NOT BE CALLED OUT  
ANY PLAYER HIT IN THE BACK, TOP OR SIDE OF THE HEAD WILL BE CALLED OUT  
A PLAYER USING THEIR FACE TO BLOCK THE BALL HITTING OTHER PARTS OF THEIR BODY WILL BE CALLED OUT  
IF A BALL IS BLOCKED INTO A PLAYERS FACE THEY ARE OUT

## CATCHES

ANY CATCH 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.  
PLAYERS MUST RETURN IN THE ORDER THEY WENT OUT E.G. THE FIRST PLAYER OUT IS THE FIRST BACK IN

## 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  
A BLOCKED BALL IS LIVE UNTIL IT HITS THE FLOOR OR SURROUNDING AREA

## LINES

PRIMARY SCHOOL DODGEBALL IS PLAYED USING THE UNDER 11S COURT  
SECONDARY SCHOOL DODGEBALL IS PLAYED USING THE UNDER 13S COURT  
PLAYERS SHOULD STAY INSIDE THE COURT MARKINGS AND WILL BE CALLED OUT FOR STEPPING ON OR OVER THE  
BOUNDARY LINES  
PLAYERS MAY NOT LEAVE THE COURT TO COLLECT BALLS, BALL RETRIEVERS SHOULD COLLECT THE BALLS AND PLACE  
THEM BACK INTO PLAY BEHIND THE BALL RETURN LINE

## STALLING

PLAYERS SHOULD NOT INTENTIONALLY STALL THE GAME. ONCE A TEAM HAS POSSESSION OF 2 OR 3 BALLS, THEY SHOULD  
LOOK TO MAKE AN ATTEMPT WITH AT LEAST ONE OF THOSE BALLS.

A REFEREE MAY CALL 'PLAY (N) BALLS'. (N) BEING THE NUMBER OF BALLS THE REFEREE HAS TOLD YOU TO THROW.  
FOR EXAMPLE, IF YOUR TEAM HAS 4 BALLS THE REFEREE WILL ASK YOU TO PLAY 3 BALLS, ALLOWING YOUR TEAM TO KEEP  
HOLD OF 1 BALL. IN THIS INSTANCE, IF ONLY 2 BALLS ARE THROWN THEN 1 PLAYER HOLDING A BALL WILL BE CALLED OUT.

## MULTIPLE PLAY

MULTIPLE SCENARIOS OF PLAY CAN TAKE PLACE WHILST A BALL IS LIVE. FOR EXAMPLE A BALL THROWN CAN HIT AN  
OPPOSING PLAYER AND BE CAUGHT BY ANOTHER PLAYER ON THE OPPOSING TEAM. THUS CAUSING BOTH THE THROWER  
AND THE HIT PLAYER TO BE OUT. THIS PLAY WOULD ALSO RESULT IN THE FIRST PLAYER OUT ON THE CATCHING TEAM  
RETURNING TO THE GAME.

## RETRIEVERS

RETRIEVERS CAN ONLY COLLECT BALLS THAT ARE OFF COURT, ON THEIR SIDE OF THE MIDDLE LINE.  
BALLS SHOULD BE RETURNED TO COURT BY:

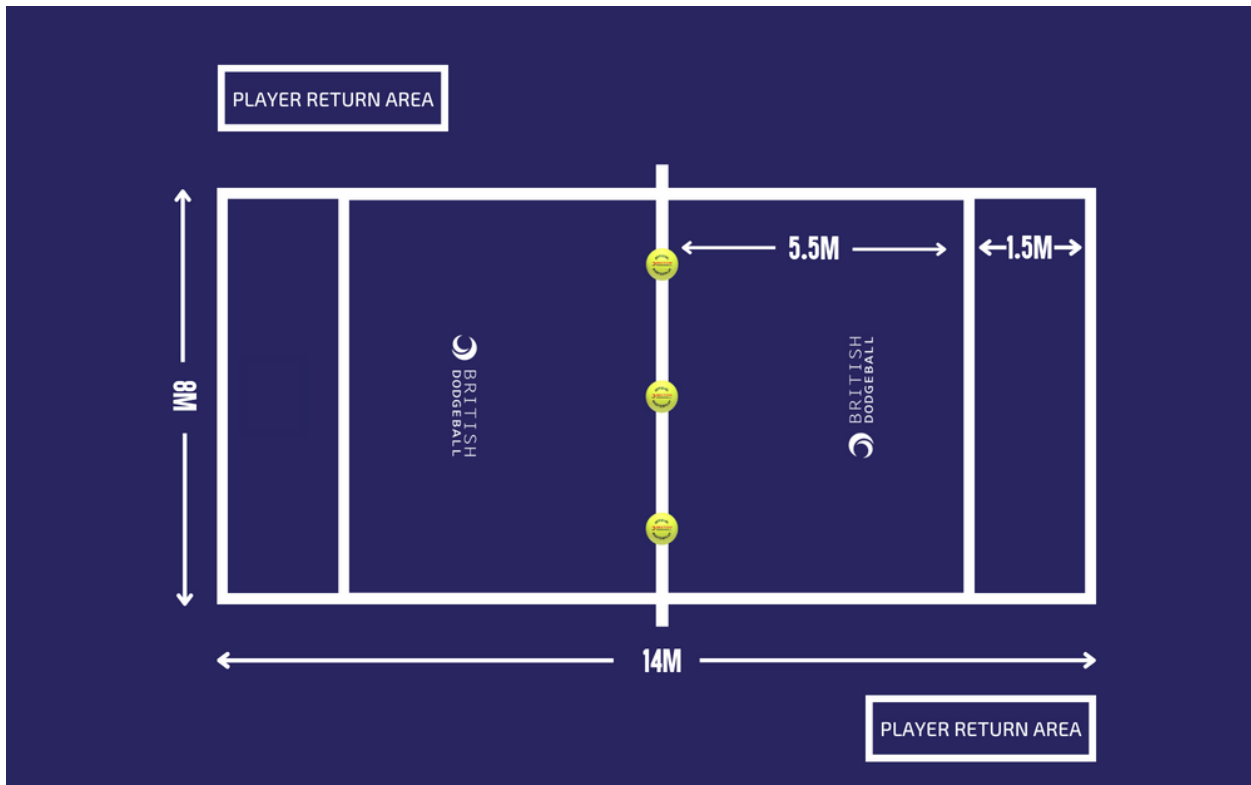
PASSING THE BALL TO AN ACTIVE PLAYER ON THEIR TEAM WHO IS BEHIND THE BALL RETURN LINE  
PLACING THE BALL ON COURT BEHIND THE RETURN LINE

RETRIEVERS CANNOT ENTER THE COURT, IF A RETRIEVER ENTERS THE COURT OR TOUCHES A BALL THAT IS ON COURT THIS  
WILL BE A RETRIEVER ERROR. A RETRIEVER ERROR WILL RESULT IN THE NON-OFFENDING TEAM CAPTAIN BEING ABLE TO  
DICTATE ON THE DISTRIBUTION OF THE DODGEBALLS (E.G. THEY MAY CHOOSE TO BE PASSED ALL THE BALLS).



# SCHOOL DODGEBALL COURT SIZES

## PRIMARY SCHOOL (U11) COURT



## SECONDARY SCHOOL (U13) COURT

