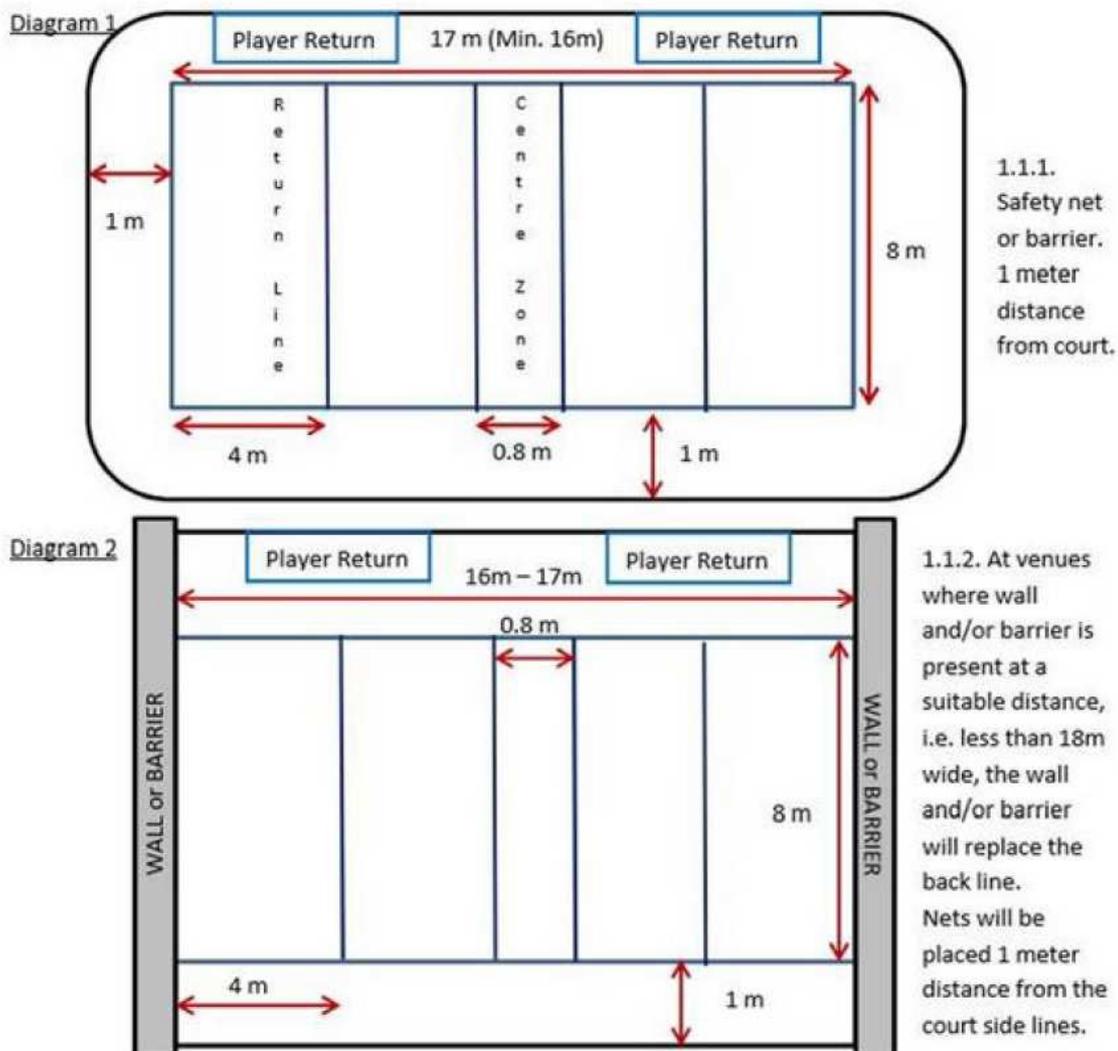


EDBF INTERNATIONAL DODGEBALL RULES



1. Court Size & markings:

1.1. Court size can vary depending upon the venue facility measurements. Different options are given in the diagrams below.



1.2. Markings in blue, surrounding net in black.

1.3. Court markings will normally be made in blue.

1.4. Court markings can be made in alternative colours if required to highlight them over lines which are already present in the same colour or if the floor colour is also blue.

1.5. A black net is preferred but other coloured netting is acceptable.

1.6. The outside lines and Centre Zone lines are not part of the playing court. Touching an outside line or Centre Zone line during normal play is not allowed.

2. Equipment:

2.1. Three (3) dodgeballs will be used in each match.

2.1.1. UKDBA/EDBF approved dodgeballs 20.3 cm (8.0 inches) in diameter and inflated to 0.126-0.14 kg-f/cm² (1.8-2.0 psi), will be used.

2.2. Player Clothing-

2.2.1. Team players must wear matching uniforms.

2.2.2. Shirts must clearly display a number which is unique for each player within the team.

2.2.3. Team uniforms must not clash with referees' uniforms.

2.2.4. Footwear should be suitable sports footwear which is non-marking.

2.2.5. Gloves are not allowed to be worn by players.

2.2.5.1. Protective gloves, required to support injury or required for medical reasons to protect the skin, will be allowed providing the player can produce evidence to support the requirement for protective gloves.

2.2.6. Kneepads are recommended safety wear for all players.

2.2.7. Jewelry and spectacles should not be worn by players during competition.

2.2.7.1. If players do wear jewelry or spectacles, any damage to the items worn or caused by the items will be the sole responsibility of the player who wears them.

3. Match formats:

3.1. Teams consist of 6 players on court at the start of each period.

3.1.1. A squad of players can number up to a maximum of 10 players.

3.1.2. Players can be substituted between periods.

3.2. Periods last 3 minutes.

3.3. A Match normally consists of 5 Periods. In tournaments and Play-offs the knock-out matches in the later stages can be played over 7 Periods.

3.4. A team wins a Period by getting all the players on the opposing team out or by having more players left on the court when the referee signals the end of the game. Matches and Periods within Matches can be drawn.

3.5. In leagues and tournament group matches, teams are awarded 2 point for each Period won in a game, towards their league table points. Drawn periods score 1 point.

3.5.1. e.g. A team wins a match by 3 to 2, winning team receive 6 points & losing team receive 4 points; a match ends 3-1, with 1 drawn period, is scored as winning team receives 7 points and losing team 3 points.

3.5.2. If teams in a league or tournament group play finish level on points at the end of all matches, the team who has won more matches will be placed higher.

3.5.3. If that is level the team with the most Periods won will finish higher.

3.5.4. If Periods won is level, the total 'Players On' from the end of each period from all group/league matches will decide which team finishes higher.

3.5.5. If Players On is the same, the Head-to-Head results will be totaled to decide which team finishes higher.

3.5.6. If the Head-to-Head game finished level on points the Player On for that match will be used to decide the winning team.

3.5.7. If teams finished with equal Players On in the match, a Three Minute Game will be played to decide the higher position.

3.5.8. Points Match Scoring in full:

Match Score	Winner's Points	Loser's Points
5-0	10	0
4-0	9	1
4-1 / 3-0	8	2
3-1 / 2-0	7	3
3-2 / 2-1 / 1-0	6	4
2-2 / 1-1 / 0-0	5	5

3.6. In knock-out, play-off matches, they are played as first to win 6 points in 5 Period matches and 8 out of 14 points in a 7 period match. The first team to win 6 out of the 10 points, or 8 out of 14 points, will win and remaining Periods are not played.

3.6.1. In knock-out play if a match is drawn at the end of the 5 or 7 Periods, a one minute Overtime Period will be used to decide the winning team.

3.6.2. The Over Time Period will be worth 1 point towards the match score for the winning team. A drawn match decided by Over Time will produce a match score of 6-5 or 8-7.

3.6.3. If at the end of the one minute Overtime period both teams have an equal number of player on the court, Overtime will become Sudden Death.

3.6.4. The referee will call out 'Sudden Death' to let both teams know that time has expired.

3.6.5. In 'Sudden Death' Overtime, the next team to eliminate an opposing player will be declared the winning team.

3.6.6. In 'Sudden Death' Overtime, if a player is eliminated by stepping onto or over a side line or back line, over or onto the Central Zone line, the opposing team will be the winning team.

3.7. Total time on court for each match is approximately 18 minutes.

3.8. Teams must be ready to start Periods when called by the referee. There is no additional time allowed between Periods.

3.8.1. If a team fails to be on court for the start of first Period in a game, that team will forfeit the first Period.

3.8.2. If that team is not ready to play the second Period within 3 minutes of the match start time, they will forfeit the match.

3.8.3. A forfeited match in league play will be scored as 10 points to nil and 30 players to nil.

3.8.4. A forfeited knock out match will be scored as 6-0 and 18 players to nil.

3.9. Teams are allowed to call one Time Out per match between Periods.

3.9.1. Teams must inform the referee that they want to call a Time Out before the referee calls for them to be ready for the next Period.

3.9.2. Time Outs last one (1) minute each.

3.9.3. The one minute time out begins as soon as it is called for by the team captain.

3.9.4. Team coaches are allowed on to the court during time outs.

3.9.5. When an event is being televised for live media broadcast the Federation officials or tournament officials can call a media Time Out, when requested to do so by the media company.

3.10. When the court layout and venue facility give a perceived advantage to one team and disadvantage to the other, the teams will change ends for the start of each Period.

3.10.1. The designated Home Team will choose which end of the court they will play the First Period.

3.10.2. In league and tournament group play, the team lists as the Home Team will be considered to be the Home Team.

3.10.3. In early round knock-out play (up to and including the Quarter-Final stage) the Home Team will be the team who progressed to that round as the team with the best record.

3.10.3.1. If there is no definitive Home Team, the referee will use a coin toss to find the Home Team.

3.10.3.2. In cup competitions which have teams drawn out to find opponents in every round of play, the first of the two teams to be drawn out will be the designated Home Team.

3.10.4. In Semi-finals and Finals, referees will toss a coin to see which team is the designated Home Team. Team captains should be with the referee when the coin toss is made.

4. Start of play:

4.1. A period starts when signalled by the referee. A referee will normally use a whistle to signal the start of play.

4.1.1. The referee who starts the period will call 'Ready' and then blow a whistle to signal the start of the period.

4.1.2. At competitions which are using central and/or electronic timing, all teams must be told what sound will signal the start of period and end of periods.

4.2. At the start of the period all players must be behind the back line.

4.3. Players are allowed to touch the back line with any part of their body but not to go over the line onto the court.

4.4. At venues which use walls and/or barriers as the back line, all players must be touching the back line, with some part of their body, at the start of each period.

4.5. All players must move fully onto the court when the period has started.

4.5.1. Players must take their place inside the court boundary lines after the start has been signalled and before their team's runners have reached the Central Zone.

4.6. At the start of a period, a maximum of three players will run to compete for possession of the dodgeballs when the referee has signalled the start of the period and three players will remain behind the Return Line.

4.7. When players are competing for the dodgeballs at the start of a period, they are not allowed to step into the Centre Zone.

4.7.1. Players' hands and forearms are allowed to touch the Central Zone line which borders their court, and the Floor within the lines which mark the Central Zone, when competing for dodgeballs at the start of a period.

4.7.2. Players are not allowed to make physical contact with players on the opposing team, when they are trying to gain possession of dodgeballs at the start of the period.

4.8. At the start of a period, if a player or players start to run for the balls before the referee signals the start of the period, referees will signal and/or call a 'False Start' and all players must return to their start positions.

4.8.1. If a player begins to run for the dodgeballs at the start of a period before signalled by the referee but stops running before he reaches the Return Line, the referee can allow the game to continue.

4.8.2. If a player who has already committed a False Start repeats the offence, referees should warn the offending player, further action can be taken if the player repeats the offence for a third time. Further action can include not allowing that player to run for the ball during any further period in the game or calling the player 'Out' for repeating the offence.

4.9. When a player wins possession of a ball at the start of a period the ball must be returned to a player who is in contact with the court behind the Return Line before the ball becomes 'live'. Once a ball is 'live' attempts can be made.

4.9.1. The team which wins possession of the majority of the dodgeballs has a maximum of 5 seconds, from the start of the possession of the balls behind the Return Line, to make attempts with the 'live' balls.

4.10. Only the players who are active in the game being played, match officials and designated officers are allowed within the confines of the Safety Barrier/Net during play. Team coaches and substitutes must remain outside this area.

5. Game Play:

5.1. Court Markings:

5.1.1. During play, the lines mark the boundaries of each team's half of the court.

5.1.2. If a player touches any part of his body onto a boundary line, or on a surface that is beyond a side line, back line or Central Zone line, the player is out.

5.1.3. Players must remain inside the boundary lines which mark their half of the court at all times.

5.2. Out Players:

5.2.1. When players are out they must go to the Player Return Area marked on the floor by the side of their team's half of the court.

5.2.2. When a player is out, they are no longer an active part of the game in progress.

5.2.3. Out players must not deliberately interfere with the direction of dodgeballs or move a stationary dodgeball when leaving the court, whether the balls are live or dead.

5.2.4. Out players must NOT propel a stationary Dodgeball towards any live player.

5.2.5. Out players must NOT try to stop an attempt from the opposing team. If an out player does deliberately stop an Attempt from the opposing team the referee will discipline the offending player.

5.3. Recovering Dodgeballs from off the court:

5.3.1. Players who are out can recover balls for their team-mates.

5.3.2. When recovering balls 'Out' players must not go beyond the Centre Zone line which marks their team's half of the court.

5.3.3. Players who are 'Out' must stay on the side of the court as the Player Return Area when trying to recover dodgeballs for their team.

5.3.4. A player who is still in must ask permission of a match official to recover a ball from off the court.

5.3.5. Players recovering dodgeballs from off the court can either carry the ball back on to the court or they can pass the ball back onto the court before they return into play.

5.3.6. After recovering a ball players must come back on to the court immediately.

5.3.7. Players must return to the court by stepping over the back line.

5.3.8. Players must return to play at the back of the court, if the court uses a barrier or wall instead of a back line. Players must make contact with the wall or barrier inside the boundary lines, at the back of the court if the court uses a barrier or wall instead of a back line, as they come back into play.

5.3.9. If a player delays returning to the court, after recovering a ball from off the court, the referee will call them 'Out'.

5.3.10. A player is not allowed to retain possession of a live ball when going off the court to recover a ball.

5.3.11. A player who retains a live ball while off the court recovering a ball will be called 'Out'.

5.3.12. When a player asks permission to go off the court to recover a ball they are not a live target once they have stepped off the court and until they return on to the court.

5.4. There are several ways in which players can be out:

5.4.1. Teams get players on the other team out by hitting them with a ball on the full, a direct throw which has not bounced off any surface. A throw at the opposing team is called an 'Attempt'.

5.4.2. When a player makes a catch from an opposing player's attempt, the thrower is out and the catching player also brings back into play one of his team's out players. (See 7.)

5.4.3. Players are out when they step on or over any line which marks the boundaries of their team's half of the court, unless they have an official's permission to recover a ball which is out of play.

5.4.4. Players will be called 'Out' by the referee if the player swears at or is abusive to an opposing player, a spectator or to a match official.

5.4.5. Players will be called 'Out' for contravening the Five Second Violation rule. (See 5.7)

5.4.6. Players will be called 'Out' for not making a Valid Attempt when their team is leading (See 5.7.5)

5.4.7. A referee can call a player 'Out' for any reason not covered by the previous points.

5.5. Five Seconds Violation:

5.5.1. When the leading team, that is the team with more players on the court at that time, has possession of two or three balls they have five seconds to make an attempt with the second and third balls in their possession.

5.5.2. Teams are allowed to retain possession of one ball.

5.5.3. When teams have an equal number of players on court the team with possession of the majority of the balls will be regarded as the leading team.

5.5.4. If players fail to make an attempt on the opposing team within five seconds, all players who have possession of the dodgeballs will be called 'Out' by the referee.

5.5.5. The leading team must make attempts which can get a member of the opposing team out. Their attempts must be seen as valid by the referee. Failure to make valid attempts will result in the offending players being called 'Out' by the referee.

6. Passing:

6.1. Players are allowed to pass the ball to a team-mate, whenever they want to.

6.2. If a player of the leading team passes the ball to a team-mate, it does NOT restart the Five Seconds of possession. Possession of that dodgeball will be regarded as continuous.

7. Blocking:

7.1. A player can use a ball in his/her possession to block a ball which has been thrown by the other team.

7.2. When a player uses a ball to block a thrown ball, they must retain full possession and control of the blocking ball at all times. If the block causes the player to lose full control and fumble the ball in their possession or drop the ball they are using to block, they will be called 'Out'.

7.3. When a player uses a ball to block a thrown ball, the hand(s) which are holding the ball will be regarded as part of the ball.

7.4. The blocked ball is no longer live on contact with the blocking ball.

8. Attempts:

8.1. An attempt is a throw which can hit a player on the full, which can get an opposing player out.

8.2. Striking or punching the ball with a hand is NOT an Attempt.

8.3. Scooping the ball off the floor with a hand is NOT an Attempt.

8.4. Kicking the ball is NOT an Attempt.

8.5. Pinching the outer skin of the dodgeball between thumb and fingers or inserting fingers under the outer skin, when the cover is damaged, when a player throws a ball will cause the throw to be ruled as NOT an Attempt.

8.6. Players will be called 'Out' for any action which propels a Dodgeball through the air into the opposition's side of the court, which is not an Attempt.

9. Catches:

9.1. When a player catches an Attempt from an opposing player, the thrower is out and one of the catching player's team-mates can return to play from the Player Return Area.

9.2. The returning player(s) must come back into play by stepping over the back line.

9.3. Players must return to play at the back of the court, if the court uses a barrier or wall instead of a back line. Players must make contact with the wall or barrier inside the boundary lines, at the back of the court, as they come back into play.

9.4. Players must return to play in the order they were out, First Out – First In.

9.5. A player is allowed to fumble a ball while catching a thrown ball, but the ball must not touch any other player, another ball or any surface or object after the catching player's initial contact with the ball.

9.6. A catch is not complete until a player has full control of the caught ball in his hand(s).

9.7. If a player becomes out during the catching process, before the catcher has full control of the caught ball, the catch does not count.

9.8. When a player jumps to make a catch, they must land inside the boundary lines of their court for the catch to be complete.

9.9. A player is allowed to drop a ball in their possession when they are attempting to catch a thrown ball.

10. Save:

10.1. If a player is hit by an attempt from the opposing team and a team-mate catches the ball which hit the player, the hit player will be saved from being out.

10.2. For a Save to be valid, the Dodgeball must be caught off the hit player before it touches any other player, surface or object, whether that object is in play or dead to play.

10.3. Only one player can contact the ball when trying to save a hit team-mate.

10.4. If another player tries to save the hit player and touches the ball but a second team-mate catches the ball, the hit player will be out. If two players catch the ball to save their team-mate simultaneously, the hit player will NOT be saved.

10.5. A Save does not bring any 'Out' players back on to the court from the player Return Area.

10.6. A Save does not get the thrower out.

11. Injury:

11.1. Referees will stop the game when a player is injured.

11.2. An injured player can be substituted.

11.3. If a player is suffering from a blood injury, they MUST be substituted. The injured player cannot return to court until the following period of that match and the flow of blood from the injury must be stopped before the player returns to the court.

11.4. Time on the stopwatch will be halted by the referee when he/she stops play due to an injury.

12. Honour System:

12.1.

13. Behaviour during play:

13.1. EDBF Code of Conduct for Players

13.1.1. Understand, appreciate and abide by the rules of the game.

13.1.2. Respect the integrity and judgment of game officials and EDBF staff.

13.1.3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.

13.1.4. Be responsible for your actions and maintain self-control.

13.1.5. Do not taunt or bait opponents and refrain from using foul or abusive language.

13.2. Players are expected to abide by the Honour System.

13.2.1. The Honour System expects all players to abide by the highest level of honesty and sporting conduct at all times during competitive play.

13.2.2. Any player who remains on court after they are clearly out and waits to be called 'Out' by an official will be in breach of the Honour System.

13.2.3. This is un-sportsmanlike conduct; players will be warned and may be ejected from a period and/or match if they are seen to behave in this manner on more than one occasion during an event.

13.3. The Referees will carry out disciplinary action against offending player(s) or team(s) who do not behave in an acceptable manner.

13.4. Kicking a Dodgeball is not allowed.

13.4.1. If a player kicks a Dodgeball with force in the direction of players involved in the game, match officials or any other person, the referee will discipline the offending player.

13.4.2. Any kicking action which propels a dodgeball towards the opposing side of the court will result in the offending player being called 'Out' by the referee.

13.4.3. If a player guides a Dodgeball with his foot or gently propels a ball with his foot to a team-mate, this will NOT be deemed as kicking a Dodgeball.

13.4.4. Players are allowed to block a ball which is returning on to the court with their feet.

13.5. Deliberately making physical contact with players from the opposing team is not allowed at any time during the match.

13.6. Taunting the opposing team and opposing players is not allowed.

13.6.1. Name calling and swearing at the opposing team will be deemed as Taunting.

13.6.2. Calling for players on the opposing team to go out, because the player or team thinks players are out will be deemed as Taunting.

13.6.3. Calling for players on the opposing team to throw balls because the time they are allowed to retain possession has expired will be deemed as Taunting.

14. Discipline:

14.1. Referees' will take disciplinary action against teams and players as they deem appropriate. The referee should inform the team captain of all action taken against his/her player(s) and/or team.

14.2. The first stage of disciplinary action will normally be a Verbal Warning, issued by the referee, to an individual player or to the whole team.

14.3. The second stage of disciplinary action will be for the referee to record a Yellow Card Offence.

14.3.1. The referee will normally show a Yellow Card to the offending player and record the player's name and team number.

14.3.2. The disciplined player will be ejected from the Period in which the offence took place and the following Period of play, whether that is part of the same game or a later game at the same event.

14.3.3. Ejected players cannot be substituted or have a replacement player take their place; this means that their team will have to play with less players for the time of the disciplinary action.

14.4. The third stage of disciplinary action will be for the referee to record a Red Card Offence.

14.4.1. The referee will normally show a Red Card to the offending player and record the player's name and team number.

14.4.2. The disciplined player will be ejected from all remaining Periods in the Match in which the offence took place.

14.4.3. The disciplined player will not be allowed to take part in any further Matches during the event in which they received the Red Card disciplinary action.

14.4.4. Ejected players cannot be substituted or have a replacement player take their place during the Match in which the offence took place; this means that their team will have to play with less players for the remaining Periods in that Match.

14.4.5. If Red Card disciplinary action takes place after the final period in a match has finished, the offending player cannot be replaced for the first three (3) Periods of the following Match.

14.5. The referee has the option to bypass any of the disciplinary measures outlined in points 13.2-13.4 if the player's or team's actions merit such a decision.

14.6. All disciplinary action taken by referee's can be appealed against, in writing, after the event in which the action was taken. Appeals must be made to the EDBF Disciplinary Committee in the first instance.

14.7. No appeals will be accepted during the tournament in which the disciplinary action was taken.