

Sport Starz Quick Start Dodgeball Rules

Players

6 PLAYERS ON COURT AT THE START OF A SET

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

MAX SET LENGTH = 2 MINS

MATCH LENGTH = 2 HALVES OF 15 MINUTES

IF LESS THAN 60 SECONDS REMAIN IN A HALF WHEN A NEW SET IS ABOUT TO BEGIN, A 60-SECOND FINAL SET IS PLAYED TO FINISH THE HALF

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 LEAGUE 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 BEGIN IMMEDIATELY WITHOUT STOPPAGE; THE REFEREE WILL SHOUT 'SUDDEN DEATH' TO INFORM TEAMS IN SUDDEN DEATH, THE NEXT TEAM TO ELIMINATE AN OPPOSING PLAYER WILL BE DECLARED THE WINNING TEAM

Start of Play

5 SIZE 3 CLOTH BALLS ARE PLACED ALONG THE CENTRE LINE

THE 2 BALLS ON A TEAM'S LEFT ARE THEIR DESIGNATED BALLS WHICH ONLY THEIR TEAM CAN COMPETE FOR

THE CENTRE BALL IS THE ONLY CONTESTED BALL WHICH BOTH TEAMS MAY COMPETE FOR

A BALL IS NOT ACTIVATED UNTIL IT IS IN POSSESSION OF A PLAYER WITH BOTH FEET BEHIND THE RETURN LINE

Live Balls

A BALL IS LIVE WHEN THROWN. IT REMAINS LIVE UNTIL IT HITS A FLOOR, WALL, BALL RETREIVER OR ANY OTHER SURROUNDING SURFACE

MULTIPLE PLAYS ARE POSSIBLE WITH A LIVE BALL

Invalid Throws

AN INVALID ATTEMPT IS A THROW WHICH DOES NOT PASS WITHIN 1 METRE OF AN OPPONENT. INVALID ATTEMPTS WILL RESULT IN THE OFFENDING PLAYER BEING CALLED 'OUT' IMMEDIATELY

PLAYERS MAY ONLY THROW BALLS AND NOT KICK OR SPIKE THEM. THEY ARE NOT ALLOWED TO ROLL A BALL TO THE OPPOSING TEAM UNLESS INSTRUCTED TO DO SO BY A MATCH OFFICIAL