



SCHOOL GAMES 2018: DODGEBALL

EVENT DETAILS	
Date	Wednesday 4 th July 2018
Venue	Marlborough College, Bath Road, Marlborough, SN8 1PA
Time	10.15am to 1.30pm
Age Groups	School year 8 boys
Eligibility	Selected competitors must be on the register of the school they represent
TEAM REQUIREMENTS	
Team size	<ul style="list-style-type: none"> • Squads of 8 • Teams of 6 • This is a development event and is aimed at engaging those students not previously engaged in sports competition. Schools are encouraged to choose students who have not represented their school in any sports team,
EVENT FORMAT & RULES	
Competition rules	<p>Pitch Layout</p> <p>Three dodgeballs are used and positioned in the centre zone at the start of each game. Matches last 10 minutes, using a points system as follows:</p> <ul style="list-style-type: none"> • 1 Point is awarded per “Out” (As describe below) • 4 Points are awarded for a “All-out” (Eliminating all members of the opposing team). In this scenario the game is reset, and play continues until the end of allotted time.



	<ul style="list-style-type: none"> • The match will start with a “Rush” players must stand on the back line of the court and the balls places in the dead zone. On the referee’s whistle players can run to pick up a ball. Once a ball is retrieved from the dead zone it must go back past the return line before being used to attempt an out. • A player is out if a direct throw from an opposing team player hits them below head height. and a point is awarded to the opposing team. • If a throw hits a player in the face they are still in – but if a throw hits a player on the back or top of the head when they are not facing play or ducking down, they are out, and a point awarded to the opposing team. This will be at the referee’s discretion. • A player is out if their throw is caught by a member of the opposing team, that player is out, and a point is awarded to the opposing team. • A successful catch enables a player who is already out to return to the game; this must always be the first player who was out, and they must return behind the return line. • If a player is hit by a throw and a teammate catches that same ball before it hits any other surface, then they have saved the first player hit from being out. • A player may use a ball in their possession to block a thrown ball – they must ensure they keep full control of the ball they are holding. • If a player steps over the dead zone line (Middle zone separating both teams) they are out, and a point is awarded to the opposing team. • The leading team (the team with the most players on court) has five seconds from the referee’s call to throw the majority of the balls in their possession – the leading team can always hold on to one ball. • Winners are the team with the most points after 10 minutes
Competition format	2 Groups of 5 teams to play round-robin then



	<ul style="list-style-type: none"> • 7th Place Play off (4th v 4th) Pitch 1 • 5th Place Play off (3rd v 3rd) Pitch 2 • Semi-Final 1 (1st v 2nd) Pitch 1 • Semi-Final 2 (2nd v 1st) Pitch 2 • 3rd Place Play-off (LSF1 v LSF2) Pitch 2 • Final – (WSF1 v WSF2) Pitch 1
Scoring	<ul style="list-style-type: none"> • Win - 3 points per game • Loss – 1 points per game • In the event of a tie a one-minute overtime period is played <p>Where teams finish on level points at the end of the group stage the team who has won more matches will be placed higher. Where there is still a tie position will be decided by</p> <p>Most number of matches won Winner of head-to-head match-up during group stages</p>
Substitutions	Teams may interchange players from match to match, but the 6 player that start the match must play for the duration of that match. The only time a substitution will be allowed during a game is for an injury replacement.

