

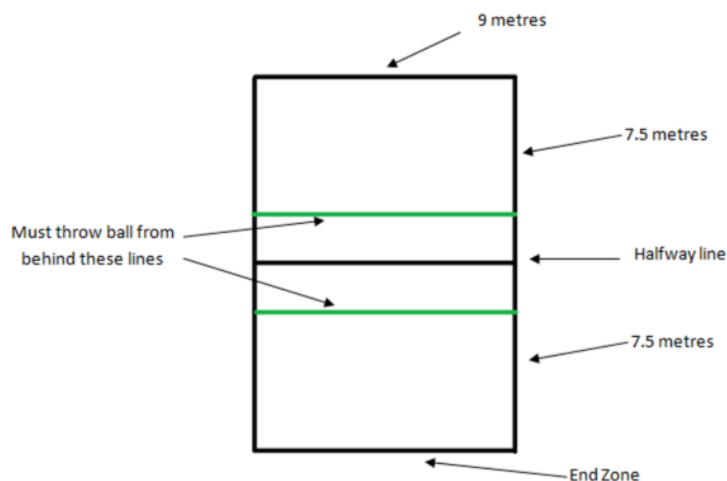
CURTIN STADIUM

DODGEBALL SOCIAL SPORT RULES

These <i>Social Sport Rules</i> must be read together with	<input checked="" type="checkbox"/> The Curtin Stadium Conditions of Entry. <input checked="" type="checkbox"/> The Social Sport Participation Conditions. See links on the Curtin Stadium Website (Website) .
Contacting Curtin	For general enquiries, please contact the Sports Program Coordinator (p: 9266 7052 e: socialsports@curtin.edu.au)
Playing Area	Curtin Stadium Main Arena Indoor
Game Length	40 minutes – maximum 4 minute games
Half Time break	NA

1. COURT

Each dodgeball court will have the following dimensions:



2. PLAYERS

- Teams are made up of 6 players and a minimum of 4 players must be on the court at all times.
- In Mixed Dodgeball, the team must have 2 female players on court with a maximum of 4 male players.
- If a Team has an incorrect ratio of players they may either play:
 - With less total players provided (provided that there are still 2 female players on the court at any time). The final score will stand for the competition.
 - A friendly game with the incorrect ratio but the Team with the incorrect ratio will be awarded a forfeit (0 points for them and win points for the opposition).
 - In either circumstance, both Teams must pay their normal game fee.
- Team must be wearing the same coloured tops

3. SUBSTITUTION OF PLAYERS

Substitutions can only occur at the end of each game.

4. FORFEITS

- The referee will start the game at the scheduled time.
- Teams must have the requisite number of players on the court to be considered "ready to play". If a team does not have a minimum of 4 players on the court ready to play within 10 minutes of the scheduled time, the team will forfeit the game (as determined by the referee as mitigating circumstances may apply.)
- If a forfeit occurs, the opposing team will automatically be awarded a win.



CURTIN STADIUM

DODGEBALL SOCIAL SPORT RULES

5. BASIC RULES

- (a) The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
 - Hitting an opposing player with a LIVE thrown ball below the shoulders. If a player ducks below shoulder height and gets hit above the shoulders they are still "OUT".
 - Catching a LIVE ball thrown by your opponent before it touches the ground.
- (b) If a player catches a live ball thrown by an opponent before it touches the ground a teammate of the player who caught the ball who was previously out can re-join the match (entering through the end zone).
- (c) If a ball is thrown above the head at a player, the player who threw the ball is automatically out and only allowed to come back if a player from their team catches an opposition throw.
- (d) Each game begins by placing the 6 dodgeballs along the centre line. Players then take a position behind their end line, and a signal is given to start the game. Players then attempt to retrieve a maximum of 1 ball each.
- (e) When a ball is retrieved, it can only be thrown from within the boundaries.
- (f) During play, all players must remain within the boundary lines. Players may leave the boundaries through their end zone only to retrieve stray balls and at this time are SAFE and cannot be 'OUT'. They must also return through their end zone immediately and can only throw from within the boundaries.
- (g) The referees may issue warning to players to remain within the boundary lines and about not leaving / returning through the end zone immediately. If this behaviour continues then the referee will deem the violating player/s to be "OUT".
- (h) In order to reduce stalling the referee will call a violation if:
 - a team in the lead controls all 6 balls on their side of the court for more than 10 seconds. If this occurs the team that offends will be automatically required to pass the other team 3 balls and once this occurs play can begin again.
 - a team controls 2 or more balls on their side of the court and make no effort to throw a live ball at the opposition for a period of 30 seconds. The violation will result in an opposition player who was previously out re-joining the game.

6. LENGTH OF GAME

- (a) The match will run for a total of 40 minutes, consisting of as many games as possible within its time period, changing sides at the completion of each game.
- (b) Maximum game time of 4 minutes
- (c) The final game must be started with 4 or more minutes left within the time slot

7. SCORING

- (d) Teams earn one point per game won
- (e) The first team to legally eliminate all of the opposing team's players will be declared the winner of that game
- (f) In the case of equal numbers of players remaining after the 4 minute game time, that game will be awarded a draw.

8. SUSPENSIONS and EJECTIONS

- (g) Incidents of a dangerous or unsporting nature that are reported by the referee or an opposing Team will be taken seriously.
- (h) All information regarding the incident will be taken into account and Curtin will make a decision on the appropriate action which may include immediate removal from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.

9. VIOLATIONS

The top 4 teams (according to competition points for the season) will be eligible to play finals.

10. REFEREE AND CURTIN DISCRETION

If a situation arises which is not covered by these Social Rules, the referee and/or Sports Program Coordinator will use their discretion in making a decision.