

NORTHAMPTONSHIRE SCHOOL GAMES RULES 2019 / 2020

YEAR 7/8 GIRLS: Dodgeball – Competition rules and guidelines

Competition Format	
School Games County Finals:	Winter – February 2020

Squad Information	
Minimum Squad Size:	6 (although it is highly recommended to bring at least 1 sub)
Maximum Squad Size:	10

Competition Representation	
<p>Development Competition – Sports that are designated as ‘Development’ are aimed at engaging new participants into that sport. They will be of a competitive nature. These would be different children to those who are chosen by the school to be part of the ‘Performance Competition’ competition teams or it could be a child who has not tried the development sport before but might take up the sport if given the opportunity to access it. They will not already be members of community sports clubs*, nor will they be receiving coaching (from a qualified coach) outside of school in this sport in that sport but can be members of an extra-curricular school based club. Eligibility criteria is set to engage new participants into the sport. If required extra criteria will be set on a ‘sport by sport’ basis. The events are competitive and winning will be celebrated and/or rewarded.</p> <p><small>*before September 2019. Community Club is defined as a club delivered by an external organisation. A community club may run from a school site or a community venue. A Community Club would accept members from the community as opposed to a School Club where the membership would solely be from pupils in that school.</small></p>	

Year Groups
Year 7 / 8

Gender
Girls

Schools to bring the following equipment:	Set of coloured bibs
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Competition Rules
<p>Starting the Game:</p> <ul style="list-style-type: none"> • Each team consists of 6 players • Size 2 cloth covered ball to be used • 5 balls begin in the centre zone. The 2 balls on a team’s left are their designated balls. The centre ball is the only contested ball. • On the referees whistle, a maximum of 3 players from each team race to collect a ball from the centre zone • The ball is not live until it is passed back beyond the return line. • A game is 2 minutes in duration • A match = best of 3 or 2 halves of 3 sets (6 sets in total) to be determined on the day of the competition based on time available / number of teams entered • Substitutions are allowed between the 2 minute games but not during the 2 minutes <p>Eliminating opposing players:</p> <p>LIVE BALLS</p> <ul style="list-style-type: none"> • A ball is live until it hits a floor, wall or any other surrounding surface. Multiple play is possible with a live ball.

HITS:

- Any player struck with a live ball by an opposing player will be called out.
- Face shots do not count unless a player's face stops the ball from hitting their body.

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.

LINES:

- Players are called out for stepping over the side/back lines.
- New players may be warned about line infringements before being called out.
- Players may leave the court to collect balls by putting their hand up.
- Players must return to court from behind the back line.

STALLING:

- Players should not intentionally stall the game. Once a team has possession of 3, 4 or 5 balls, they should look to make an attempt with at least 1 of those balls.
- When a referee calls 'Play Ball' a team has 5 seconds to throw.
- If they do not then players holding balls will be called out. Teams can keep one ball after 'play ball' has been called but must throw the rest.

MULTIPLE PLAY:

- A player will be called out if they are hit by a ball that has deflected off a teammate whilst it is still live.
- A catch is valid if it has deflected off a teammate whilst it is still live – in this circumstance the hit player plus the thrower will be called out – if the hit player is the first one out, then they will immediately return to the court.

Winning a game:

- The game is won when one team eliminates all opposition players within 2 minutes or if players remain, the winner is the team with the most players left on the court after 2 minutes.

Winning a match:

- The winners of the match will be the team with the most games won out of 3 or 6 match series.

The referee's decision is final. The referee will always give the benefit of the doubt to the person being thrown at.

Scoring

The competition will be played at a central venue and in a round robin format. By winning a game teams will score:

Win = 2 points

Draw = 1 point

Loss = 0 point

If the match is drawn in a knockout or playoff matches a 1 minute overtime game will be played where teams restart with 6 players. If a game is still drawn, sudden death will be played.

First Aid & Emergency Procedures

Schools are responsible for the provision and administration of their own First Aid.

The Competition Organiser will brief all teachers/staff prior to the start of the competition, and will provide information about emergency procedures.

Withdrawing from a Competition

In the event your school has to withdraw from the Competition, a minimum of 48 hour's notice is required. The Competition Organiser must be contacted at the earliest opportunity. An awful lot of time and effort goes into planning and preparing competitions and therefore it is only courteous to provide as much cancellation notice as possible. Head Teachers will be notified of schools withdrawing from the competition.

Cancellation of a Competition

In the unlikely event the competition has to be cancelled the Competition Organiser will contact schools at the earliest opportunity. If you are not contacted assume the competition is taking place.