

# OFFICIAL RULES

## VICTORIAN DODGEBALL LEAGUE

### **SECTION 1 - LEAGUE RULES**

#### **1.0 Divisions and tiers**

The Victorian Dodgeball League includes the following divisions:

- Foam Mixed (VDL)
- Cloth Mixed (VDLC)
- Foam Men's (VDLM)
- Foam Women's (VDLW)

Subject to demand a particular division may have multiple tiers within it – for example at the time of writing the mixed foam division has 3 tiers (VDL1, VLD2 and VDL3)

#### **AUSTRALIAN PLAYER CAPS**

For the purposes of the Australian Player Caps, an 'Australian Player' is any member of the playing teams who represented Australia at any of the three most recent World Dodgeball Federation World Championships in any division(s). It does not include 'alternate' players.

Players will only count towards the Australian Player Cap where they have represented Australia at any of the three most recent World Dodgeball Federation World Championships in the same ball-type.

The following Australian Player caps apply:

- VDL 1, VDL Men's 1, VDL Women's 1 - No Australian Player Cap
- VDL Cloth - A cap of four (4) Australian Players of any gender on court at any one time
- VDL 2, VDL Men's 2, VDL Women's 2 - A cap of one (1) Australian Player per gender on court at any one time
- VDL 3 - No Australian Players on court at any time

Australian Player Caps apply only to on-court players and do not impact how many Australian Players may register for a team.

## 1.1 Registration

- (a) A registered player is one who has submitted the required online form and who has paid any relevant registration fees for the season. This may be done prior to the start of the season or during the season.
- (b) A player may only be registered to one team per division but may register for teams in different clubs across multiple divisions (*Only 1 registration payment required*).
- (c) Registered players may only switch from one team to another mid-season (*or prior*) with the permission of the Victorian Dodgeball League.
- (d) Unregistered players may fill-in for VDL teams when required. Unregistered players do not qualify for finals.
- (e) Unregistered players **MUST** officially register if they have played in 3 games previously.

## 1.2 Substitute Players

### (a) Subbing (*Applies to registered and unregistered players*)

A player may substitute for a team that is unable to field a full team of (6) registered players for a round-robin game provided they meet the following conditions:

- They are not playing for more than one team in each category (mixed foam, gendered foam or cloth) in a single round.
- They are not a registered player of another team within the same division.
- They are not filling in for a team below their registered team's division.

**Example 1**, a player registered on a VDL2 team may substitute for a VDL1 team or higher, but they may not substitute for another VDL2 or VDL3 team. This is to prevent any players from substituting for multiple teams within the same division and potentially causing imbalances in the competition. For clarity, the player will not be able to play on their VDL2 team in the round that they are a substitute player for a VDL1 team.

**Example 2**, a player registered on a VDL M2 team may substitute for a VDL M1 team. but they may not substitute for another M2 team. For clarity, the player will not be able to play on their VDL M2 team in the round that they are a substitute player for a VDL M1 team.

### (b) Unregistered players

An unregistered player can play a maximum of THREE games before having to register. If a player continues to play beyond three games while being unregistered, the player's registration fee will be included in the match fee for that round.

No statistics will be allocated to a player for the period they are unregistered and will not be retrospectively allocated if the player later registers.

Unregistered players do not count towards a team's "minimum number of registered players" required to not incur a forfeit.

Unregistered players cannot participate in any finals games.

## 1.3 Clubs

- (a) The Victorian Dodgeball League wishes to encourage the formation of clubs which enter teams in multiple divisions and tiers. As such a club which enters teams in multiple tiers of the same division may move players between the tiers from round to round at their discretion provided that a player does not play in two different tiers of the same division within the same round

## 1.4 Uniform requirements

Uniforms are mandatory for each team. All players, including substitute players, must wear matching jerseys (being jerseys which make it clear and easy to identify that players are from the same team). Players are not required to wear matching shorts/bottoms.

Pursuant to rule 2(b) of the Australian Dodgeball League Rules, teams will be penalised one (1) point (by having this point awarded to their opponents) for each player who does not wear a matching jersey in each game. This penalty is applied at the commencement of the match and is not rescinded in the event that any uniforms are delivered after the start of play. The penalty for uniform infringements is capped at 4 points per team per match.

Jerseys must include your last name and player number in clear and visible text.

**There will be no uniform penalties for Round 1 - 29 April**

If your team is looking to order kits for the upcoming season, we highly recommend that you get in touch with AKU - <https://www.akuonline.com>

## 1.5 Team Rosters & Substitutions

- (a) A full mixed team consists of 6 live players on court, with a maximum of 4 male players on court at any time **(VDL1 only is now 3:3 gender ratio)**
- (b) A full women's team consists of 6 live players on court all of which are female
- (c) A full men's team consists of 6 live players on court all of which are male
- (d) There is no maximum limit to the number of registered players a team can have on their roster. All players must fill out & sign a waiver form before playing dodgeball.
- (e) A team must field a minimum of 3 Registered Players. For mixed teams one of these players must be a female.
- (f) If a team does not have the minimum required players at the commencement of the match, they will lose 1 point for every 3 minutes that elapses. If the team is still unable to field the minimum required players after 20 minutes of match play have elapsed, then that team will forfeit the match 10-0.
- (g) If a team gives more than 48 hours' notice that they will be unable to field a team for a scheduled match then that team will forfeit that match 8-0.
- (h) If a team is unable to field a team for a scheduled match, they must give VDL at least one weeks notice prior to the match date. If the team fails to do so, they will be considered a no-show and will be charged the full match fee. It is important for teams to understand that their absence not only affects their own team but also the opposing team who has likely prepared and made arrangements for their match.
- (i) Teams that fail to pay the full match fee for a forfeit will not be able to participate in future rounds of the tournament until this payment has been made. Please note that forfeit matches will not be rescheduled and the opposing team will receive an

automatic 10-0 win. We highly encourage all teams to show up and compete to the best of their abilities, as this is what makes VDL enjoyable for all participants.

## 1.6 Finals

- (d) Any finals matches that end in a draw will be decided by a 4 minute tie breaker set.  
If this tie breaker set is not decided after 4 minutes the set will go to sudden death
- (e) Only Registered Players who have participated in 50% or more of the regular league matches may play in finals matches
- (f) A registered player who is injured but still attends a round to support their team will have their attendance counted for those matches for the purposes of determining finals eligibility
- (g) For all division tiers with 8 or more teams, the top 8 teams at the end of the regular season will enter the finals series
  - i. The finals series will be based on the AFL Finals System.
  - ii. **Round 1 of the finals (Preliminary Finals)**
    - 1) Preliminary Final 1: [1] vs [4]
    - 2) Preliminary Final 2: [2] vs [3]
    - 3) Preliminary Final 3: [5] vs [8]
    - 4) Preliminary Final 4: [6] vs [7]
    - 5) The losers of Preliminary Finals 3 and 4 are eliminated from the finals
    - 6) The winners of Preliminary Finals 1 and 2 are straight through to the Semi Finals
  - iii. **Round 2 of the finals (Elimination Finals):**
    - 1) Elimination Final 1: [Loser of Preliminary Final 1] vs [Winner of Preliminary Final 3]
    - 2) Elimination Final 2: [Loser of Preliminary Final 2] vs [Winner of Preliminary Final 4]
    - 3) The losers of Elimination Finals 1 and 2 are both eliminated from the finals
  - iv. **Round 3 of the finals (Semi Finals):**
    - 1) Semi Final 1: [Winner of Preliminary Final 1] vs [Winner of Elimination Final 2]
    - 2) Semi Final 2: [Winner of Preliminary Final 2] vs [Winner of Elimination Final 1]
    - 3) The winners of Semi Finals 1 and 2 will progress to the Gold Medal Match
    - 4) The losers of Semi Finals 1 and 2 will progress to the Bronze Medal Match
  - v. **Round 4 of the finals (Medal Matches)**
    - 1) Gold Medal Match: [Winner of Semi Final 1] vs [Winner of Semi Final 2]
    - 2) Bronze Medal Match: [Loser of Semi Final 1] vs [Loser of Semi Final 2]

(h) For all division tiers with 6 or 7 teams, the top 6 teams at the end of the regular season will enter the finals series

- i. **Round 1 of the finals (elimination finals)**
  - 1) Elimination Final 1: [3] vs [6]
  - 2) Elimination Final 2: [4] vs [5]
  - 3) The losers of Elimination Finals 1 and 2 are eliminated from the finals
- ii. **Round 2 of the finals (Qualification Final and Elimination Semi Final)**
  - 1) Qualification Final: [1] vs [2]
  - 2) Elimination Final 3: [Winner of Elimination Final 1] vs [Winner of Elimination Final 2]
  - 3) The winner of the Qualification Final is through to the Gold Medal Match
  - 4) The Loser of Elimination Final 3 is eliminated from the finals
- iii. **Round 3 of the finals (Final Qualifiers)**
  - 1) Final Qualifier: [Loser of Qualification Final] vs [Winner of Elimination Final 3]
  - 2) The loser of the Final Qualifier is the Bronze Medallist
- iv. **Round 4 – Gold Medal Match**
  - 1) Gold Medal Match: [Winner of Qualification Final] vs [Winner of Final Qualifier]

(i) For all division tiers with 6 or 7 teams the top 4 teams at the end of the regular season will enter the finals series

- i. **Round 1 of the finals (Semi Finals)**
  - 1) Semi Final 1: [1] vs [4]
  - 2) Semi Final 2: [2] vs [3]
  - 3) The losers of Semi Final 1 and Seminal Final 2 are through to the Bronze Medal Match
- ii. **Round 2 of the finals (medal matches)**
  - 1) Gold Medal Match: [Winner of Semi Final 1] vs [Winner of Semi Final 2]
  - 2) Bronze Medal Match: [Loser of Semi Final 1] vs [Loser of Semi Final 2]

(j) Where a division tier has a particularly large number of teams a conference structure may be used

- i. During the season each conference shall play a round robin as if it were its own division tier
- ii. The finals structure will depend on the size of each conference and will be communicated to teams as it is prepared for the particular conference structure chosen

## 1.7 Referees

- (a) One or more referees monitor the game and enforce the rules of the game
- (b) A referee is the final authority and arbiter of the rules during a match and may interpret and enforce the rules to their absolute discretion
- (c) A referee may issue warnings to any player that does not follow the rules as described
- (d) A referee may, at their discretion and most appropriately for the infraction, after a player intentionally and deliberately disregards the rules or referee instruction, call for the forfeiture of any balls or render that player out after clear warnings have been given. Please note further penalties may apply after further review.
- (e) A referee may, at their discretion, stop and resume the game clock by calling a **TIME-OUT**. This will likely occur during injuries, liquids on court or any unforeseen circumstance.
- (f) The referees call is final... no exceptions.

## 1.8 Code of Conduct

- (a) All teams, players, ball retrievers, referees and spectators must behave with sportsmanship and conduct themselves in a manner which upholds the integrity of the sport. Behavior constituting misconduct includes, but is not limited to, the following:
  - i. Fighting or attempting to assault another player
  - ii. Racist, sexist, or homophobic comments directed at the other team
  - iii. Rude verbal taunting
  - iv. Throwing a ball at an opposing player despite having been clearly called out
  - v. Intentionally inflicting pain or throwing a ball excessively hard at close distance at another player's face
  - vi. Excessive use of foul language
  - vii. Cheating
  - viii. Causing constant distraction to the game by a player that is not on court
  - ix. Squeezing and crumpling the ball before throwing it
  - x. Kicking or spiking the ball
- (b) All players are expected to always maintain integrity and honesty and to call themselves out whenever appropriate. Blatant dishonesty or failing to adhere to the referee's decision may result in penalties either during or after the match upon review
- (c) Referees may reasonably give warnings, yellow cards, red cards or other infractions for misconduct.
- (d) A yellow card being received by a member of a team will result in that team playing the remainder of the current set as well as the following next set with 5 players
  - i. A live player who receives a yellow card during a set is immediately out
  - ii. A player who receives a yellow card is not eligible to play in the next set
  - iii. Two yellow cards being awarded to the same player will result in a red card
  - iv. Two yellow cards being awarded to members of the same team will result in a red card for the team

- (e) A red card being received by a member of a team will result in that team playing the remainder of the match with 5 players
  - i. A live player who receives a red card during a set is immediately out
  - ii. A player who receives a red card is not eligible to play in the remainder of the match
  - iii. A team which receives a red card due to two members receiving yellow cards must play the remainder of the match with 5 players
- (f) Members of a team can include players, ball retrievers and supporters at the referees discretion
- (g) All red card violations will be reviewed by the VDL board to determine the amount of games said player will be suspended from playing in.
- (h) The VDL upholds the principles of honesty and integrity in the sport and has introduced a new system called the "**Blue card**". This system aims to safeguard the reputation of the sport and protect the referees and players.

Each team will be given two opportunities during the season to submit an instance where they suspect an opposing player of dishonest behavior. If the VDL investigation finds the accusation to be true, the team's chance will be refunded. However, if the accusation is deemed false, the team will forfeit one of their chances. If a team exhausts both chances, they will not be able to submit any more instances for the rest of the season. This system aims to encourage fair play and discourage frivolous accusations while providing teams with a means to report any perceived breaches of integrity.

If a player is found to be intentionally cheating during a match, they may be retrospectively issued a **blue card**.

The VDL will investigate these claims and issue blue cards to players found to be breaching the integrity of the sport.

The penalty for cheating varies depending on the severity: At a minimum, the player will be barred from one future match and at maximum, players may be barred from multiple rounds.. Moreover, if the player's dishonest actions affect the outcome of the match, points can also be retrospectively deducted.

## 1.9 Facilities

- (a) Victorian Dodgeball League hires facilities from Albert Park Indoor Sports Centre.
- (b) Players are expected to clean up after themselves.
- (c) Any player to receive a complaint from the VDL may face possible ejection from the league.
- (d) \$5.60 all day parking is available within Parks Victoria. Free parking is available outside Parks Victoria... please ensure you adhere to parking signage to avoid fines.
- (e) Players **MUST** wear clean, non-marking shoes on the courts.
- (f) VDL reserves the right to investigate any allegations of match fixing, breaches of rules or other misconduct and retrospectively amend match results or take any action it deems appropriate.
- (g) Players are responsible for property damage.

## **SECTION 2 - EQUIPMENT AND COURT DIMENSIONS**

### **2.0 EQUIPMENT**

- (a) For foam divisions the ball is a 17.8 cm (7 in) polyurethane (PU) coated foam ball weighing 140g +/- 6 g and the game is played with 6 balls
- (b) For cloth divisions the ball is 7 inches in diameter when measured across the width of the inflated ball and is made from butyl bladder, covered by webbing and a textured no-sting cloth covering which has a 2 mm layer of foam directly underneath it.
- (c) For cloth divisions ball pressures should be set at 1.6 - 1.8 psi or 0.110 - 0.125 bars
- (d) All players on a team must wear uniforms identical in colour and design.
- (e) Each player must be identified by name and number on the back of the uniform.
- (f) Only uniform tops are required during gameplay... players can wear any pants/shorts attire they prefer.
- (g) Players may only wear medically necessary equipment on their hands, with the exception of medically preventative tape that does not improve grip.
- (h) Ball retrievers along the back line must be clearly identified (for example through a uniform or by wearing a high visibility vest)
- (i) Chalk & Liquid Chalk is allowed during gameplay

### **2.1 COURT DIMENSIONS**

#### **2.1.1 Foam Divisions**

- (a) The outer boundaries of the standard court are a rectangle measuring 18 x 9 m
- (b) The 9 m boundary lines are the back lines for each team.
- (c) In a women's game, the outer boundaries of the court are a rectangle measuring 15 m by 9 m which may be drawn within the outer boundaries of the standard court.
- (d) A center boundary line bisects the outer boundary lines into two equal halves of 9 m by 9 m
- (e) In a women's game, the two equal halves measure 7.5 m by 9 m.
- (f) The center boundary line has markings for placing 6 balls, restricting the placement of balls to within 3 m (9.8 ft) of the outer boundary lines
- (g) An attack line is drawn in each half 3 m from and parallel to the center line.

#### **2.1.1 Cloth Divisions**

- (a) The outer boundaries of the standard court are a rectangle measuring 17 x 9 m
- (b) The 9 m boundary lines are the backlines for each team
- (c) The centre line is to be marked exactly halfway between each back line
- (d) The attack lines are marked 5.5 m from the centre line, parallel to it and enclosed by the side lines



- (e) The neutral zone lines are marked 7 m forward from each back line, parallel to it and enclosed by the side lines
- (f) The fair territory is the area from the back line to, but not including the neutral zone line on each side of the court and enclosed by the side lines
- (g) The neutral zone is the area between, but not including the neutral zone lines and enclosed by the side lines

## **SECTION 3 RULES OF PLAY**

### **3.1 Foam Division Rules**

#### **3.1.1 Definitions**

**Live Player:** A live player is any player that is not out. Anything worn or carried by that player is a part of that live player

**Dead player:** A dead player is a player who has played in a set and has been rendered out. A dead player is a dead object

**Live Ball:** A live ball is a ball that has not become a dead object

**Dead Object:** A dead object is any object or surface that is not a live player or live ball

**Out:** A player who is no longer a live player, and has become a dead object

**Set:** A set is the duration taken to render all players on a team out

**Match:** A match is a contest between two teams to compete against each other over a number of sets

#### **3.1.2 The Game**

- (a) The objective is to win the most sets in a match
  - i. A set is won when all opposing players have been eliminated by being rendered out
  - ii. One point is awarded for every set won
- (b) A match has two halves, each 20 minutes in length
  - i. The referee will indicate the start and end of a half with a clear whistle blast
- (c) At the end of each half the set will transition to sudden death as in 3.1.14 Sudden Death
  - i. If a set concludes with less than 2 minutes remaining in the first half then the teams will swap sides early and play through the half time whistle
- (d) Teams will switch halves at the end of the first half
- (e) The game clock will run continuously without stopping (*unless time-out called by referee only*)
- (f) A new set must be started if more than 30 seconds remains on the game clock at the end of the previous set
  - i. If a set concludes with less than 2 minutes but more than 30 seconds

remaining in the second half then the teams will play a final set of sudden death, starting with the balls and with no rush

- ii. If a set concludes with less than 30 seconds remaining in the second half then that will be the final set of the match.

(g) If a finals match is tied for points at the end of regular play a 4-minute tie breaker set will be played

- i. At the end of 4 minutes the tie breaker will go into sudden death

### 3.1.3 Teams

(a) Six live players per team play in a set

- i. Once six live players start a set, only those 6 players may play in that set
- ii. In the event of a live player becoming injured and unable to play, another player from the team roster may be substituted

### 3.1.4 Balls and Throwing

(a) A ball must be thrown by a live player within their team's half of the court at the opposing team to become a live ball.

(b) A live ball becomes a dead object the instant it touches a dead object.

(c) A live ball becomes a dead object the instant it is caught.

(d) A live ball becomes a dead object the instant it touches an opposing team's live ball

(e) A live ball becomes dead the instant a whistle is blown to signal the end of the set ***(ie. A ball hits you and goes into the air the whistle blows to end the set while mid-air. You are not out because the ball had not yet become dead).***

(f) For all the old-timers... Kamikaze throws are no longer allowed.

### 3.1.5 Invalid Throws

(a) If a live player throws a ball that is not intended to contribute to that player's team hitting an opposing live player and is not thrown in the general direction of an opposing live player, that player will accrue one warning at the discretion of the referee.

(b) If that same player re-offends it will result in a yellow card violation.

(c) No kicking, scrunching, spiking or scooping balls.

### 3.1.6 Advantage

- (a) The team with advantage must throw a ball within 10 seconds
- (b) The 10 second countdown restarts when a ball is thrown by any team.
- (c) Advantage is given to the team that;
  - i. has the most balls on their half of the court; or
  - ii. if the number of balls on each half is equal, has the most live players; or
  - iii. if the number of live players on each team is equal, has not thrown last; or
  - iv. if neither team has thrown, that last won a set.
- (d) If any ball has not been thrown within 5 seconds, a clear audible 5-second countdown will begin.
- (e) If a ball has not been released from a throwers hand by the end of their 5-second countdown, the team with advantage must forfeit all the balls on their half of the court to the opposing team.

### 3.1.7 Boundaries

- (a) Only live players playing in a set may be inside the boundaries of their half.
- (b) If any part of a live player touches a boundary line they are rendered out.
- (c) If any part of a live player touches a surface, object, or person outside of the boundary line on their team's half of the court they are rendered out.
- (d) If a player presses a ball in hand into the floor OR wall (*including own half*) which is out-of-bounds, this will result in elimination. ***(Please note this differs from picking up a ball from out-of-bounds, which is safe to do)***
- (e) A live player who has been rendered out must exit the court in a timely manner from the nearest point on a boundary line.
  - i. That player may pass any balls they are carrying to any live player on their team.
  - ii. That player may not intentionally touch any other balls.
  - iii. That player may not intentionally obstruct any live player on either team.
  - iv. That player may not intentionally obstruct any live ball (*thrown by opponent*) from potentially hitting their teammate.
  - v. **Interference Rule:** If the referee believes (iv) has occurred, the referee, using discretion, may eliminate that teammate despite not being hit.

### 3.1.8 Players

- (a) Dead players are to line up along the side of the court and in the order that they have been rendered out if possible and should avoid lining up parallel to the back line
- (b) A live player may pick up any balls that are within reach
  - i. That player may reach over any boundary lines to pick up a ball.
  - ii. Despite 3.1.7 (Boundaries) (c), that player is not rendered out if they only touch that ball.
- (c) A live player may carry one or more balls.
- (d) A live player may pass the ball to any live player or ball retriever on their team.
- (e) A live player may not excessively pinch, squeeze, compress, or otherwise distort a ball before that player throws that ball or that live player will accrue one warning at the discretion of the referee.
  - i. If that live player accrues more than one warning, they may receive a yellow card violation at the discretion of the referee.
- (f) A dead player that has been revived must enter the court through the back line.
  - i. That player becomes a live player once they are completely within the boundary lines.
  - ii. That player must enter the court in a timely manner from the nearest unobstructed point on the back line.
  - iii. That player may not touch any balls until they become a live player.
  - iv. While entering the court, that player may not obstruct any live players or ball retrievers.
  - v. While entering the court, that player may not obstruct any live balls thrown by the opposing team.

### 3.1.9 Hitting

- (a) Any live player who is touched by a live ball thrown by the opposing team is rendered out once that live ball touches a dead object.
  - i. Despite 3.1.9 (Hitting) (a), that player is not rendered out if they have caught that live ball.
  - ii. Despite 3.1.9 (Hitting) (a), that player is not rendered out if that live ball is caught by a live player on the same team.
  - iii. In a 1 vs. 1 scenario... if both players are hit, it is the player whose ball becomes dead first that is eliminated.

### 3.1.10 Blocking

- (a) A live ball may be blocked using one or more balls carried by a live player.
  - a. The live ball may only come in contact with the ball(s) carried by the live player, and not any other part of the live player.
  - b. Despite 3.1.9 (Hitting) (a) that player is not rendered out until that live ball touches a dead object.
  - c. Hands are not a part of the ball in VDL Being hit on your fingers or top of hand results in elimination. Please be honest folks... this is **VERY** hard for referees to accurately see often.

### 3.1.11 Disarming

- (a) If a ball carried by a live player is dislodged as a result of a block, the instant that dislodged ball touches a dead object that player is rendered out.
  - i. Despite 3.1.11 (Disarming) (a), if control of that dislodged ball is regained by that live player before it touches a dead object, that live player is not rendered out.

### 3.1.12 Catching

- (a) A live ball may be caught by a live player, rendering the opposing live player that threw that live ball out.
  - i. A catch is made the instant that live player has control of the ball and has two points of contact within bounds, with no points of contact on the boundary line or out of bounds.
  - ii. That opposing live player is rendered out the instant a catch is made.
- (b) A dead player on the same team is revived when a catch is made.
  - i. That dead players re-enter the court in the same order that they were rendered out.
- (c) A player jumping from inbounds that catches a ball mid-air and then lands out-of-bounds does not result in a legal catch. That player may however try to tap the ball to one of their teammates which could result in a catch.

### 3.1.13 Opening Rush

- (a) The 6 balls are placed on the centre line within the ball markings.
- (b) Before play begins, players must stand with one foot in contact with the back line and the other foot within the boundaries.
  - i. If a player's foot leaves contact with the back line before the start of a set, a false start must be called.
  - ii. If a false start has been called, that team will accrue one warning.
  - iii. If a team accrues two warnings, that team receives a yellow card and may only play 5 players on the court during the next set
- (c) A team's accrual of warnings for false starts will be set to zero at the end of the first half.
- (d) A referee will indicate the start of a set with a loud whistle blast.
  - i. Play begins immediately on that whistle blast.
  - ii. All players become live players on that whistle blast.
  - iii. All players must move completely within court boundaries on that whistle blast.
- (e) Those live players may be in contact with only the back line at the start of play, only until they move completely within court boundaries.
- (f) Live players may retrieve only the 3 balls placed on the designated right centre line area on their half.
  - i. Despite 3.1.7 (Boundaries) (b) and 3.1.7 (Boundaries) (c), those live players may touch or cross the centre line (with both feet) once to retrieve those balls.
  - ii. That ball may not become a live ball until it has travelled back past the attack

- line on that team's half of the court.
- iii. A team may retrieve any balls placed on the centre line after they have cleared all 3 of their balls

### 3.1.14 Sudden Death

- (a) A referee signals the **transition** to sudden death with a loud whistle blast
  - i. a ball may not become live after that whistle blast.
  - ii. All live players must stop play, if any, at the earliest possible moment, and must take position along the back line
  - iii. Balls are redistributed so that each team has possession of 3 balls. Players must hold those balls at the start.
  - iv. If, once all live balls have become dead objects, all opposing live players have been eliminated sudden death will not begin.
- (b) A referee signals the **beginning** of sudden death with a loud whistle blast.
  - i. Play resumes on that whistle blast.
  - ii. All live players must immediately move completely within boundaries,
  - iii. Players may not block.
  - iv. Sudden death ends when the set is won.

### 3.1.15 Ball Retrieving

- (a) Ball retrievers may not touch any boundary line.
- (b) Ball retrievers may not touch any surface, ball, or live player within the court boundaries.
- (c) Ball retrievers may retrieve any ball that is outside the boundary lines
  - i. Ball retrievers may not retrieve any ball that has crossed the centre line away from their team's half of the court.
    - 1) If not marked, that centre line extends the full width of any area a ball may roll during play.
  - ii. Ball retrievers may pass balls to live players or other ball retrievers.
  - iii. Ball retrievers may place balls within court boundaries.
  - iv. Ball retrievers may not deliberately pass balls to the opposing ball retrievers or opposing team.
- (d) Dead players may retrieve balls along the side lines of the court and pass them to live players

## 3.2 Cloth Division Rules

Wherever practicable the WDBF Cloth rules will be used for all VDL cloth divisions with any changes notified to players by the VDL. The WDBF cloth rules can be found here:

<https://worlddodgeballfederation.com/rules/cloth-rules/>