

Victorian Dodgeball League Rules 2024

League Rules

Divisions, Player Caps, Registration, Substitute Players,
Clubs, Uniforms, Rosters, Finals & Facilities

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LEAGUE RULES

DIVISIONS

We currently intend to run the following divisions for the 2024 VDL competition:

- **VDL Cloth (Mixed)** - This is the highest state-level mixed cloth dodgeball competition. Will be run largely in the second half of the season.
- **VDL Cloth (Women's)** - This is the highest state-level women's cloth dodgeball competition. Will be run largely in the first half of the season.
- **VDL Cloth (Men's)** - This is the highest state-level men's cloth dodgeball competition. Will be run largely in the first half of the season.
- **VDL 1 (Mixed)** - This is the highest state-level mixed foam dodgeball competition.
- **VDL 2 (Mixed)** - This is the intermediate mixed foam dodgeball competition.
- **VDL 3 (Mixed)** - This is the novice mixed foam dodgeball competition.
- **VDL Men's 1** - This is the highest state-level men's foam dodgeball competition.
- **VDL Men's 2** - This is the intermediate/novice men's foam dodgeball competition.
- **VDL Women's 1** - This is the highest state-level women's foam dodgeball competition.
- **VDL Women's 2** - This is the intermediate/novice women's foam dodgeball competition.

Mixed Divisions - Player Ratios

The following player ratios apply to the mixed divisions:

- VDL 1 and VDL Cloth (Mixed) - no more than three (3) players of a single gender on court at any one time
- VDL 2 and VDL 3 - no more than four (4) players of a single gender on court at any one time.

AUSTRALIAN PLAYER CAPS

Australian Representative (AR): This term refers to a player who has been officially selected for the Australian National Dodgeball squad or has represented Australia at the World Dodgeball Federation Championships (WDBF) at the past two World Championships. It does not include regional competitions. Furthermore, "No AR" specifies that no Australian Representatives of the respective ball format are permitted to participate in a particular division.

Australian Representative Cap (ARC): To promote the sport's growth and maintain competitive balance, VDL has imposed an Australian Representative Cap. This cap limits the number of Australian Representatives who can participate in specific divisions. For instance, "ARC1" signifies a limit of one Australian Representative on court at any given time. The ARC applies to the representatives for the respective ball formats and applies across both mixed and gendered divisions of that ball type.

VDL will consider the eligibility of national representatives from other countries on a case-by-case basis. Any teams with national representatives from other countries as players or substitutes must contact VDL as soon as practicable to obtain approval for that player to play at VDL.

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

The following ARCs apply:

Mixed Foam

Division	Team Cap	Ratio	ARC Cap
VDL 1	10	3:3	No ARC
VDL 2	20	4:2	ARC1 / Gender
VDL 3	Uncapped	4:2	No AR

Mixed Cloth

Division	Team Cap	Ratio	ARC Cap
VDL C	Uncapped	3:3	No ARC

Women's Foam

Division	Team Cap	Ratio	ARC Cap
VDLW1	10	N/A	No ARC
VDLW2	Uncapped	N/A	ARC1

Women's Cloth

Division	Team Cap	Ratio	ARC Cap
VDLWC	Uncapped	N/A	ARC4

Men's Foam

Division	Team Cap	Ratio	ARC Cap
VDLM1	10	N/A	No ARC
VDLM2	Uncapped	N/A	ARC1

Men's Cloth

Division	Team Cap	Ratio	ARC Cap
VDLMC	Uncapped	N/A	ARC4

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

REGISTRATION

- 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.
- 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*).
- Registered players may only switch from one team to another mid-season (*or prior*) with the permission of the Victorian Dodgeball League.
- Unregistered players may fill-in for VDL teams when required. Unregistered players do not qualify for finals.
- Unregistered players **MUST** officially register if they have played in 3 games previously.

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.
- VDL reserves the right to review player substitutions and decline substitutes on the basis that it would unfairly disrupt the competitive balance of the VDL competition. Any teams intending on having national representatives from other countries or players from other State leagues as substitutes must contact VDL as soon as practicable to obtain approval for that player to play at VDL. As a courtesy, teams should also contact the opposing team captain to obtain their consent to the substitution.

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 VDLM2 team may substitute for a VDLM1 team. but they may not substitute for another M2 team. For clarity, the player will not be able to play on their VDLM2 team in the round that they are a substitute player for a VDLM1 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 players 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 final's games.

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 ****

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>

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.

VDL FINALS

- (a) 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
- (b) Only Registered Players who have participated in 50% or more of the regular league matches may play in finals matches
- (c) 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

(d) For all division tiers with 17 or more teams, the top 12 teams at the end of the regular season will enter the finals series:

i. Top 4 seeded team receive a BYE into Preliminary Finals

ii. Round 1 of the finals (Elimination Finals)

- *Elimination Final 1:* [8] vs. [9]
- *Elimination Final 2:* [5] vs. [12]
- *Elimination Final 3:* [6] vs. [11]
- *Elimination Final 4:* [7] vs. [10]
- Losers of Elimination Finals 1 & 4 will play for 9th & 10th place.
- Losers of Elimination Finals 2 & 3 will play for 11th & 12th place.

iii. Round 2 of the finals (Elimination Finals)

- *Preliminary Final 1:* [1] vs. [Winner of Elimination Final 1]
- *Preliminary Final 2:* [4] vs. [Winner of Elimination Final 2]
- *Preliminary Final 3:* [3] vs. [Winner of Elimination Final 3]
- *Preliminary Final 4:* [2] vs. [Winner of Elimination Final 4]
- Losers of Preliminary Finals 1 & 4 will play for 7th & 8th place.
- Losers of Preliminary Finals 2 & 3 will play for 5th & 6th place.

iv. Round 3 of the Finals (Semi Finals)

- *Semi Final 1:* [Winner of Preliminary Final 1] vs. [Winner of Preliminary Final 2]
- *Semi Final 2:* [Winner of Preliminary Final 3] vs. [Winner of Preliminary Final 4]

v. Round 4 of the Finals (Medal Matches)

- Gold Medal Match: [Winner of Semi Final 1] vs. [Winner of Semi Final 2]
- Bronze Final Match: [Loser of Semi Final 1] vs. [Loser of Semi Final 2]

(e) For all division tiers with 8-16 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)**

- Preliminary Final 1: [1] vs [4]
- Preliminary Final 2: [2] vs [3]
- Preliminary Final 3: [5] vs [8]
- Preliminary Final 4: [6] vs [7]
- The losers of Preliminary Finals 3 and 4 will play for 7th & 8th Place
- The winners of Preliminary Finals 1 and 2 are straight through to the Semi Finals

iii. **Round 2 of the finals (Elimination Finals):**

- *Elimination Final 1*: [Loser of Preliminary Final 1] vs [Winner of Preliminary Final 3]
- *Elimination Final 2*: [Loser of Preliminary Final 2] vs [Winner of Preliminary Final 4]
- The losers of Elimination Finals 1 and 2 will play for 5th & 6th Place

iv. **Round 3 of the finals (Semi Finals):**

- *Semi Final 1*: [Winner of Preliminary Final 1] vs [Winner of Elimination Final 2]
- *Semi Final 2*: [Winner of Preliminary Final 2] vs [Winner of Elimination Final 1]

v. **Round 4 of the finals (Medal Matches)**

- Gold Medal Match: [Winner of Semi Final 1] vs [Winner of Semi Final 2]
- Bronze Medal Match: [Loser of Semi Final 1] vs [Loser of Semi Final 2]

(f) 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)**

- Elimination Final 1: [3] vs [6]
- Elimination Final 2: [4] vs [5]
- Losers of Elimination Finals 1 & 2 will play of for 5th & 6th Placement
- 1st & 2nd Place receive a bye into Semi Finals

ii. **Round 2 of the finals (Elimination Semi Final)**

- Elimination Final 3: [1st Place vs Lowest Seeded winner of Elimination Finals 1 & 2.
- Elimination Final 4: [2nd Place vs Highest Seeded winner of Elimination Finals 1 & 2]

iii. **Round 3 of the finals (Medal Matches)**

- Gold Medal Match: [Winner of Elimination Final 3 vs Winner of Elimination Final 4]
- Bronze Medal Match: [Loser of Elimination Final 3 vs Loser of Elimination Final 4]

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) \$5.80 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.

Part 1: Definitions

Live Ball

A live ball is a ball that has been thrown and can get a player out.

Dead Ball

A dead ball is a ball that can no longer get a player out.

Dead Object

A dead object is anything that is not an active player in bounds or a live ball.

Active Player

Live Player

A player on the roster who is participating in a set.

Out Player

A live player is an active player that is not out.

Entering Player

An out player is an active player that has been deemed out.

Exiting Player

An entering player is an active player that is in the process of reentering play.

Possession

An exiting player is an active player that is deemed out and in the process of returning to the queue.

Control

Short-handed

A ball is in possession of a team if it is within a team's half of the court. The ball does not have to be within the boundary lines to be in possession.

A ball is in control of a team if it is held by a live player.

Starting a set with 1 less player on court.

Part 2: The Game

Section 1: Facilities and Equipment

Rule 1 Playing Area

The Playing Area is a flat rectangular area that includes the playing court, free space, queue area, penalty area, and substitution area (where possible). It should be enclosed by barriers or netting on all four sides to prevent balls from exiting (where possible).

1.1 Dimensions

Where possible, the playing court is a rectangle with dimensions of 18 meters in length by 9 meters in width, surrounded by free space, which is a minimum of 1 meter wide on all sides.

The space above the playing court should be free from any obstructions. This area shall be a minimum of 4 meters in height from the playing surface (where possible).

1.2 Playing Surface

The surface must be flat and horizontal. It must not present any danger to any participants of a match. Match officials should suspend play if the surface is rough or slippery.

1.3 Lines on the Court

1.3.1 All lines are 5 cm wide. They must be of the same color, which is different from the color of the floor or any other lines. The neutral zone and attack lines for the Cloth Playing Format must use a different color than the boundary lines (see Diagram 3).

In competitions where only the Cloth Playing Format is used, the lines shall be of the same color as the boundary lines, and the attack lines for the Foam Playing Format can be omitted (see Diagram 2).

In competitions where only the Foam Playing Format is used, the neutral zone and attack lines for the Cloth Playing Format can be omitted (see Diagram 3).

1.3.2 Boundary Lines

The boundary lines consist of two side lines and two back lines that mark the playing court. Both side lines and back lines are drawn inside the dimensions of the playing court.

- 1.3.3 For Women's competitions when using the Foam Playing Format, there shall be a back line whose rear edge is drawn 1 meter from the rear edge of the back lines.
- 1.3.4

Center Line

The axis of the center line divides the playing court into two equal courts. It shall extend

1 meter outside of the side lines.

1.3.4 Attack Line

On each court, an attack line is drawn, whose rear edge is

- (1) 3 meters back from the axis of the center line when using the Foam Playing Format.
- (2) 5.5 meters back from the axis of the center line when using the Cloth Playing Format.

1.3.5 Neutral Zone Line

On each court, a neutral zone line, whose rear edge is drawn 2 meters back from the axis of the center line, marks the neutral zone.

These lines are only used when using the Cloth Playing Format.

1.4 Zones and Areas

1.4.1 Fair territory

The fair territory is the area from the back line to, but not including, the neutral zone line on each court, enclosed by the side lines.

1.4.2 Neutral zone

The neutral zone is the area between, but not including, the two neutral zone lines on the playing court, enclosed by the side lines.

This area is only used when using the Cloth Playing Format.

1.4.3 Playing Area

The playing area is the area enclosed by the boundary lines and includes each teams fair territory and the neutral zone.

Rule 2 Balls

2.1 Balls

Dodgeball is played with

- (1) 5 balls, when using the Cloth Playing Format;
- (2) 6 balls, when using the Foam Playing Format.

2.2 Uniformity

The ball shall be spherical in shape.

They must have the same standards regarding circumference, weight, pressure, type,

color, etc.

Official WDBF competitions must be played with balls approved by the WDBF.

2.3 Cloth Balls

All balls shall be made of a textured no-sting cloth with a 2-4mm layer of foam directly underneath and a butyl bladder covered by webbing inside.

Its circumference is 17.8 cm (7 in).

Its inside pressure shall be 1.6 to 1.8 psi (110 to 125 mbar or hPa)(0.112 to 0.126 kg/cm²).

2.4 Foam Balls

All balls shall be made out of polyurethane (PU) coated foam.

Its diameter is 17.8 cm (7 in), and its weight is 134-146 g (4.7-5.1 oz).

Section 2: Participants

Rule 4 Team

4.1 6 active players per team participate in a set.

4.2 Any player from the team roster not active at the start of a set must remain within the substitution area.

4.3 (Finals Only) A Team may have up to 3 designated Ball Retrievers at the start of each set.

4.4 Any player not active at the start of a set may be designated as a Ball Retriever.

4.5 Ball Retrievers may enter any of the designated areas within the playing area other than the playing court to retrieve a ball up to the center line of their respective team's side during a set.

Rule 6 Uniforms

6.1 All Players on a team must wear uniforms identical in color design.

6.2 Each Player must be identified by name and a unique number (0-99) on the back of the uniform.

6.3 Only identical team jerseys are required, players can wear their own shorts/pants.

6.4 Captain(s) of a team may have identifying marks on the uniform.

6.5 All Ball Retrievers must be clearly identified through a bib.

6.6 All Referees must be clearly identified through a uniform.

Rule 7 Player Equipment

7.1 Headgear

7.1.1 Headbands and protective helmets are the only permitted headgear for players.

7.2 Casts and Prostheses

7.2.1 Prostheses may be worn. All casts, braces and splints with exposed hard surfaces must be padded.

7.2.2 No player will be allowed to play, should a match official determine that their equipment poses a risk to the safety of other players or that the use thereof changes the fundamental nature of the game or give the player any other advantage.

7.3 Gloves

7.3.1 Gloves must not be worn except when medically necessary. The medical need must be proven by the player.

7.3.2 Any medically necessary gloves must not enhance the ability of a player in the game.

7.4 Jewellery

7.4.1 Exposed jewellery, judged as dangerous by the match officials, must be removed and may not be worn during the match.

7.4.2 Any jewellery that can't be removed must be taped and approved by a match official.

7.5 Goggles

7.5.1 Goggles or sporting glasses may be worn and must be secured with head straps. If goggles or sporting glasses cannot be secured with head straps, they may only be worn after approval by a match official.

7.6 Shoes

7.6.1 Shoes must be worn at all times.

- 7.6.2 All shoes must be made of canvas, leather or similar material with a rubber non-marking sole.
- 7.6.3 Shoes, judged as unsafe by the match officials, must not be worn.
- 7.7 Other Equipment and Substances
 - 7.7.1 Any other equipment may only be used after approval by the match officials.
 - 7.7.2 Substances applied to the exterior of the team uniform or onto the skin of a player which enhances a player's ability to throw or catch a ball must not be used. This does not apply for commercially available dry or liquid chalk.
 - 7.7.3 Substances applied to a player's skin for medical reasons must be covered by a dressing.
 - 7.7.4 Substances applied to aid a player injury are allowed to be applied.

Section 3: Playing Formats, Timing, and Scoring

Rule 8 Style of Play

- 8.1 The style of play is determined by the type of ball used.
- 8.2 The currently approved styles of play by WDBF are
 - 8.2.1 **Cloth**, which uses a ball as specified in *2.2 Cloth Balls*.
 - 8.2.2 **Foam**, which uses a ball as specified in *2.3 Foam Balls*.

Rule 9 Timing

- 9.1 Length of the Match
 - 9.1.1 A match lasts for two equal halves of 20 minutes.
 - 9.1.2 At the end of a half, teams change sides.
- 9.2 Set
 - 9.2.1 A match consists of an indeterminate number of sets.
 - 9.2.2 The duration of each set is
 - (1) 3 minutes, when using the Cloth Playing Format;
 - (2) not restricted by time when using the Foam Playing Format.

- 9.2.3 After a set ends, officials will wait up to 30 seconds for teams to reset. Should a team not be ready after 30 seconds, it may receive a verbal warning or team yellow card, upon discretion of a match official.
- 9.3 Starting a Half
- Both teams must be lined up for the opening rush at for the start of each half.
- 9.4 Match Clock
- 9.4.1 The match clock shall start with the start of the match.
- 9.4.2 The match clock shall only be stopped
- (1) when a set ends and the remaining time mandates a final set; or
 - (2) when the referee suspends play.
- 9.5 Set Clock
- The set clock is only used in the Cloth playing format.*
- 9.5.1 The set clock is started at the start of each set.
- 9.5.2 The set clock shall only be stopped when the referee suspends play.
- 9.6 Final Set
- 9.6.1 A final set shall be played if a set ends with less than 120 seconds to play in a half when using the Cloth Playing Format.
- (1) The duration of the final set is 90 seconds.
 - (2) In the event of a false start, the 90 seconds will restart.
 - (3) The half ends, when the final set ends.
- 9.6.2 A final sudden death set (where the blocking rule (see Rule 21) is no longer in effect) shall be played if a set ends with less than 120 seconds (but more than 30 seconds (see Rule 9.6.3)) to play in the second half when using the Foam Playing Format.
- 9.6.3 No further sets shall be played if a set ends with less than 30 seconds to play in the second half when using the Foam Playing Format.
- 9.6.4 If a set ends and the time remaining in a match is less than 22 minutes, the teams shall swap sides and commence the second half of the match if they have not done so already.
- 9.6.5 At the end of each half the set will transition into sudden death and the blocking rule (see Rule 21) is no longer in effect, when using the Foam Playing Format.
- 9.6.6 For the avoidance of doubt, at 20 minutes remaining in a match, the set will enter sudden death (where the blocking rule (see Rule 21) is no longer in effect) and the set

will be played until a team has eliminated all players of the opposing team when using the Foam Playing Format.

9.7 Tie-Breaking Set (Finals Only)

9.7.1 A tie-breaking set shall be played if a match cannot end in a draw.

9.7.2 The duration of the tie-breaking set is

(4) 3 minutes, when using the Cloth Playing Format;

(5) 4 minutes, when using the Foam Playing Format.

9.7.3 If a winner cannot be determined after the end of the set, the referees call “sudden death”, and

- (1) the first team to eliminate a player will win the set, when using the Cloth Playing Format;
- (2) the blocking rule (see Rule 21) is no longer in effect, when using the Foam Playing Format.

9.8 Timeouts and Suspended Play

9.8.1 Each team is allowed 1 timeout in each half (**semi-finals and finals only**).

9.8.2 A timeout shall be 60 seconds in length.

9.8.3 Timeouts must be requested by a qualified team leader

- (1) after a set has ended and before the referee has called the teams to line up, when using the Cloth Playing Format;
- (2) at any time during the match, when using the Foam Playing Format. The moment of the timeout is determined by the match official.

9.8.4 During a timeout play is suspended and all match clocks shall be stopped.

9.8.5 Referees can suspend play at any time during the match.

9.8.6 While play is suspended by a referee all match clocks shall be stopped.

9.8.7 While play is suspended by a referee all participants must remain in their designated areas. This does not apply to timeouts per 9.8.3.

9.8.8 While play is suspended, any balls not in control must remain at their location at the time of the stoppage. It is up to the match official to determine the location of a ball.

9.8.9 Play shall resume from the point it was suspended.

Rule 10 Scoring

10.1 Winning a Match

10.1.1 A match is won by the team scoring the most points.

10.1.2 A match can result in a draw if both teams have the same amount of points at the end of regular game time.

10.1.3 If the competition rules require a winning team, a tie-breaking set is played.

10.2 Winning a Set

10.2.1 A set is won, when

- (1) a team has eliminated all players of the opposing team, or
- (2) a team has more live players than the opposing team after the designated set time runs out when using the Cloth Playing Format.

10.2.2 Winning a set grants

- (1) 1 point when using the Foam Playing format;
- (2) 2 points when using the Cloth Playing Format.

10.2.3 Losing a set grants 0 points.

10.2.4 Drawing a set grants 1 point when using the Cloth Playing Format.

Rule 11 Forfeits

11.1 When a team forfeits a set, the set ends immediately with the non-offending team winning the set.

11.2 When a team forfeits a match, the match ends immediately, with the non-offending team winning the match.

Section 4: Opening Rush

Rule 12 Ball Position

12.1 The balls are positioned on the center line, with

- (1) one ball on each of the ball markings or approximately equal distance apart, when using the Cloth Playing Format;
- (2) three balls each, between the side line and the mid-point of the centre line, when using the Foam Playing Format.

Rule 13 Beginning of Play

13.1 Play begins with all players positioned with one foot on the back line and the other foot inside the boundary lines.

13.2 The match officials will use the following procedure to start play:

- (1) verify each team is ready by calling "Team Ready" for each team;
- (2) pause approximately 1 second and then blow the whistle to start play.

- 13.3 With start of play, all players become live players.
- 13.4 Players must be fully within the boundary lines before the first player touches a ball on the center line.
- 13.5 Cloth Playing Format
- 13.5.1 The two leftmost balls on each side are considered designated to the team and can only be retrieved by that team.
- 13.5.2 The center ball is available for retrieval by both teams.
- 13.5.3 When retrieving the designated balls, players may step onto or over the center line with one foot.
- 13.5.4 Players may not slide or dive head first to retrieve any balls.
- 13.5.5 No physical contact between players is allowed, when retrieving the center ball. The offending player or players will be deemed out. Any incidental contact shall not be penalised.
- 13.5.6 Players are only permitted to cross the center line when
- (1) all their designated balls have been activated, or
 - (2) they are carrying a live ball, or
 - (3) a live ball has been thrown.
- 13.6 Foam Playing Format
- 13.6.1 Players may only retrieve balls that are to the designated right center line area on their half.
- 13.6.2 Players may touch or cross the center line while retrieving those balls during the opening rush.
- 13.7 Ball Activation
- 13.7.1 Any balls retrieved during the opening rush must fully cross the attack line to become a live ball. Any thrown ball that did not fully cross the attack line can still be caught. Any player that does not activate their ball will receive a warning, a second offence will result in a yellow card.
- 13.7.2 Players may retrieve any balls placed on the center line once all their designated balls have been activated.

Rule 14 False Starts

- 14.1 If a player's foot loses contact with the back line after "Team Ready" has been called, but before the whistle has been blown, it will be considered a false start.

14.2 Cloth Playing Format

14.2.1 The offending team will forfeit all balls to the opposing team.

14.2.2 Play shall continue with a reset.

14.3 Foam Playing Format

14.3.1 The offending team will accrue a warning for a false start.

14.3.2 If a team accrues 2 warnings and every warning thereafter, the team is only allowed 5 active players on the court for the remainder of the set.

14.3.3 The number of warnings for false starts resets to zero at the start of a half.

Section 5: Throwing

Rule 15 Attempts

15.1 Balls may only be thrown by live players. A throw may be performed with one or both hands and be overhand, underhand, side arm or chest push/throw.

15.2 A throw must leave a player's hand. The thrown ball becomes a live ball once the player is no longer in contact with the ball.

15.2 Intentionally kicking or spiking a ball in an unsporting way will result in the offending player being deemed out.

15.3 A player must not throw a ball once play has stopped or after being deemed out. If a match official determines that this has been done in a flagrant or unnecessary manner, the offending player will receive a yellow card.

15.4 A player may make a block attack by blocking a live ball into the opponent's territory when using the Cloth Playing Format.

15.5 A live ball becomes a dead ball once it touches another live ball, a surface or a dead object.

Rule 16 Valid and Invalid Attempts

16.1 A throw must be a valid attempt to hit an opposing player out. A valid attempt is a throw that lands or passes within 1 meter of a player or a player's position at the moment the ball was released.

16.2 Passing throws and plays are not deemed invalid throws, if the ball does not cross into the opponent team's fair territory or past the center line when out of bounds.

16.3 If a player fails to make a valid throw

- (1) they are deemed out, when using the Cloth Playing Format;
 - (2) They may receive a verbal warning or are deemed out at the discretion of the match official, when using the Foam Playing Format.
- 16.4 When using the Cloth Playing Format, carrying a ball into the neutral zone and leaving it there is also considered to be an invalid throw.
- 16.5 Performing an intentional or unintentional block attack shall
- (1) always considered a valid throw when using the Cloth Playing Format;
 - (2) not be considered a live ball if the ball crosses the center line when using the Foam Playing Format.

Rule 17 Advantage

- 17.1 Advantage is given to the team that
- (1) is in possession of the majority of the balls in play, or
 - (2) is in possession of exactly half the balls and has more players; or
 - (3) if both teams have equal active players, has not thrown last; or
 - (4) if neither team has thrown, that last won a set.
- 17.2 Cloth Playing Format
- 17.2.1 Balls that are stationary in the neutral zone are considered in possession of the team that is closer to the balls, as determined by the match officials.
- 17.2.2 A team with advantage is given 5 seconds to make attempts to no longer be in possession of the majority of the balls in play.
- 17.2.3 If after 5 seconds of having advantage, the team is still in possession of the majority of the balls, the match officials will call “play n balls”, with n being one less than the number of balls still in possession and no more than the number of live players on that team.
- 17.2.4 After “play n balls” being called, the team with advantage must make n attempts within 5 seconds.
- 17.2.5 If a team has failed to make enough attempts within 5 seconds of “play n balls” being called, players will be called out, if
- (1) they were in control of a ball at the moment “play n balls” was called and failed to make an attempt;
 - (2) they were not in control of a ball at the moment “play n balls” was called and failed to make an attempt. The number of players being called out is limited by

the number of balls in possession, but not in control, of the team at that moment, that have not been thrown.

- 17.2.6 It is up to the team's discretion to choose the players that are to be deemed out by 17.2.5 (2). Should a team fail to nominate enough players in a timely manner, player's shall be chosen by the match officials.
- 17.2.7 If a player in control of a ball has been hit out before they could make an attempt, their ball will be considered thrown for the purpose of "play n balls".
- 17.2.8 If, after a team made enough attempts, it still has advantage, the match officials will immediately call "play n balls".
- 17.3 Foam Playing Format
- 17.3.1 The team with advantage has 10 seconds to make an attempt. This time resets if a ball is thrown.
- 17.3.2 If a ball has not been thrown within 5 seconds of having advantage, the match officials will start an audible countdown.
- 17.3.3 If a ball has not been thrown within 10 seconds of having advantage, play is stopped, the offending team must forfeit all balls in their possession to the opposing team, and both teams must line up at the back line.

Rule 18 Pinching

- 18.1 A ball must not be held in a way that would damage it.
- 18.2 A ball must not be distorted in a way that would alter its normal flight pattern when thrown.
- 18.3 If a player persistently violates this rule they will receive a yellow card at the discretion of the match officials.

Section 6: Hitting

Rule 19 Outs

- 19.1 A live player shall be deemed out, when a live ball that hits them on any part of their body, including hair or on any part of their clothing and uniform, touches a dead object.
- 19.2 A live player shall be deemed out if they touch the wall or any other fixture along the boundary line of the court.
- 19.3 A hit player can continue to make valid actions until any live balls that hit them come in contact with
- (1) a dead object, or
 - (2) a live player, when using the Cloth Playing format.

Rule 20 Exiting Players

- 20.1 An exiting player is a player who has been deemed out.
- 20.2 An exiting player must raise their hand over their head to indicate that they are out.
- 20.3 An exiting player must leave the playing area as quickly as possible over the nearest boundary line. They must then make their way to the player queue.
- 20.4 An exiting player takes position at the end of the queue behind any players that have been rendered out previously.
- 20.5 An exiting player must not intentionally impact play. If a match official determines that an exiting player has done so, they will receive a yellow card.
- 20.6 When using the Cloth Playing Format, an exiting player has to immediately drop all balls in their possession, if they were hit in front of the attack line. If a match official determines that an exiting player intentionally passes balls to another player or the opposing team, they will receive a blue card.

Section 7: Blocking

Rule 21 Blocking

- 21.1 A player can use one or more balls to block a live ball from hitting them.
- 21.2 A live ball remains a live ball after it has been blocked.
- 21.3 When using the Cloth Playing Format, the hands to the wrist of a player touching a ball are considered to be part of the ball and will not be considered a hit.

Rule 22 Disarming

- 22.1 When a player uses a ball to block a live ball and, as a result of that action, loses control of the blocking ball, they must regain control over it before it makes contact with any dead object or other player.
- 22.2 If a player does not regain control before a loose ball makes contact with any dead object or other player, that player is rendered out.

Section 8: Catching

Rule 23 Catching

- 23.1 A live ball may be caught by an opposing live player, rendering the throwing player out immediately after the catch is complete.
- 23.2 A catch is deemed complete when the catching player is in control of the ball.

Control can be established in the air, a catching player does not have to touch the ground to be considered in control of a ball.

- 23.3 When a ball comes into contact with a dead object before the catch is complete, the catching player is rendered out.
- 23.4 When a ball is caught, the first out player in, or on their way to the queue of the catching team is allowed to re-enter the court. This player becomes an entering player.
- 23.5 A player is not allowed to use any part of his uniform to help them catch a live ball.
- 23.6 A live ball becomes a dead ball once it is caught.
- 23.7 When a live ball is caught after being deflected by one or more players of the catching team, those players will not be rendered out, when using the Foam Playing Format.

Rule 24 Out Players

- 24.1 An out player is a player who has been deemed out and is waiting in the queue to return to play.
- 24.2 Out players must not interfere with the path of any live ball.

If an out player interferes with a live ball, the player receives a yellow card and it is up to the referee's discretion to call a player of the offending team out, should they determine that the ball would have hit that player.
- 24.3 Out players must not pass any balls to any players or retrievers.

If an out player passes a ball, they will receive a verbal warning or blue card. Continued infraction can be awarded a yellow card.
- 24.4 If an out player leaves the queue area for any reason, they must return to their original position upon return. A team forfeits its ability to put any players back into play, until this player returns to the queue area.
- 24.5 An out player who returns to the playing area out of order, will receive a blue card when using the Cloth Playing Format. The team also forfeits its opportunity to put a player into play instead and must wait for the next one.

Rule 25 Entering Players

- 25.1 An entering player is a player who is allowed to return to the court after having previously been in the queue area.
- 25.2 An entering player must step into the playing area immediately over the back line. Once they make contact within the boundary lines with both feet, they immediately become a live player. If the player is deemed to delay their entry they are immediately called out.
- 25.3 An entering player cannot be hit out or make any plays.

- 25.4 An entering player must not pick up any balls. If a player picks up a ball before entering, their team forfeits that ball and the player is immediately called out.

Section 9: Boundaries

Rule 26 Out of Bounds

- 26.1 If any part of a player touches a boundary line, they shall be considered out of bounds.
- 26.2 If any part of a player touches a surface, dead object that is not a ball, or non-active player outside the boundary lines, they shall be considered out of bounds.
- 26.3 If any part of a player touches the opposing team's territory they shall be considered out of bounds.
- 26.4 In the Cloth Playing Format, if any part of a player touches the neutral zone line adjacent to the opponent's fair territory, they shall be considered out of bounds.
- 26.5 In the Foam Playing Format, if any part of the player touches the center line, they shall be considered out of bounds, except during the opening rush.
- 26.6 Any player who is considered out of bounds is deemed out immediately.
- 26.7 If a player steps out of bounds while making a play, it is up to the match officials' discretion if that play was completed before they stepped out of bounds.
- 26.8 A player cannot use a ball to prevent themselves from being out of bounds. Any such player will be called out.

Rule 27 Neutral Zone

This rule only applies to the Cloth Playing Format

- 27.1 No physical contact can be made between players. Any physical contact results in the player initiating the contact to be deemed out. A player can be penalized further, should a match official deem the action deliberate or dangerous.

Rule 28 Sacrifice Play

This rule only applies to the Cloth Playing Format

- 28.1 A player may attempt to attack while fully airborne. They are permitted to cross the opponent team's neutral zone line to make an attempt to hit a player out.
- 28.2 No physical contact can be made between players. The player attempting the airborne attack must ensure that there is enough space between them and opposing team members. Any physical contact is considered a failed attempt.

- 28.3 If a match official determines that physical contact was made deliberately, the offending player will receive a yellow OR red card and any player not penalized can return into their own fair territory.
- 28.4 Only 1 player may attempt a sacrifice play at a time.
- 28.5 Failed Attempt
- 28.5.1 If a player attempting an airborne attack does not hit a player with all balls they were in control of when becoming airborne, they are deemed out.
- 28.5.2 If the player does not release all balls before they touch the opponent's fair territory, they are deemed out and the throw is not eligible to get a player out.
- 28.5.3 If a player is hit before they release all balls, they are deemed out.
- 28.6 Successful Attempt
- 28.6.1 If a player attempting an airborne attack successfully hits an opposing live player, they may return to the neutral zone or their own fair territory. They must do so as quickly as possible.
- 28.6.2 The player may not make any valid plays until they reach the neutral zone or their own fair territory.
- 28.6.3 The player may not pick up any balls until they reach the neutral zone or their own fair territory. If a player picks up a ball, they are deemed out and any picked up balls are forfeited to the opposing team.

Section 10: Simultaneous Play

Rule 29 Simultaneous Play

- 29.1 Simultaneous play occurs, when two or more plays happen at the same time and the match officials cannot determine which play was completed first.
- 29.2 Should there be simultaneous play, all results of the plays are resolved simultaneously.
- 29.3 Should simultaneous play result in all active players being deemed out,
- (1) the set results in a draw, when using the Cloth Playing Format;
 - (2) all results of the plays are voided, when using the Foam Playing Format.

Section 11: Ball Retrieving

Rule 30 Ball Stealing

- 30.1 A player may pick any balls that are within reach without regard to the ball's position on the court.

Rule 31 Ball Retrievers

- 31.1 Ball retrievers may not touch any boundary line.
- 31.2 Ball retrievers may not touch any surface, ball, or affect a live player within the court boundaries.
- 31.3 Ball retrievers may retrieve any ball that is outside the boundary lines.
- 31.4 Ball retrievers may not retrieve any ball that has crossed the center line away from their team's half of the court.
- (1) If not marked, that center line extends the full width of any area a ball may roll during play.
 - (2) Ball retrievers may not retrieve any ball that has crossed the center line away from their team's half of the court.
- 31.5 Ball retrievers may pass balls to live players or other ball retrievers
- 31.6
- 31.7 Ball retrievers may place balls within court boundaries.
- 31.8 Ball retrievers may not pass balls to the opposing ball retrievers or opposing team.
- 31.9
- 31.10 Ball retrievers may not make contact with an opposition retriever or match official.
- 31.11 Ball retrievers may be changed during the reset between each set.
- 31.11.1 Ball retrievers violating rule 31.1 ff. will receive a verbal warning or retriever yellow card at the discretion of the match official.
- 31.11.2
- Cloth Playing Format
- 31.11.3 Ball retrievers must put balls into play as soon as possible
- When returning a ball to play, a ball retriever may either toss a ball to any active player behind the team's attack line or place the ball on court behind the team's attack line.

Balls being returned from out of bounds must

be returned to play by passing them onto the court behind their team's attack line

Section 12: Violations and Penalties

Rule 32 Penalties

- 32.1 If a player receives a penalty that sends them to the penalty area, they must remain there for the duration of the penalty.
- 32.2 A player that has been sent to the penalty area is still an active player and the team will not be able to substitute them for the duration of the penalty.
- 32.3 Once a penalty is completed, the player will reenter play in the last position of the queue. If a penalty completes between sets the player will be allowed to fully participate in the set.
- 32.4 Match officials may issue a verbal warning to match participants at their discretion if an offense does not warrant an immediate penalty.
- 32.5 When a team or its participants receives 4 yellow cards in a match, they will forfeit the match. For this purpose 1 red card equates to 2 yellow cards.
- 32.6 Cards do not carry over to the next match, with the exception of red cards which are in effect for the following two matches.

Rule 33 Orange Card (Cloth Only)

- 33.1 A player may only receive a orange card when using the Cloth Playing Format.
- 33.2 When a player receives a orange card, they will be sent to the penalty area for the remainder of the current set and the entirety of the following set.
- 33.3 When a player receives a orange card, the team will play short-handed for the remainder of the current set and the entirety of the following set.
- 33.4 A player may only receive a orange card twice within a match. If any further offense warrants an additional orange card penalty, it will be given as a red card instead.

Rule 34 Yellow Card

- 34.1 Player Yellow Card
 - 34.1.1 When a player receives a yellow card, they will be sent to the penalty area immediately and have to remain there for a period of 5 minutes of match time.
 - 34.1.2 When a player receives a red card, the team will play short-handed for the remainder of the match.
 - 34.1.3 A player may only receive a yellow card once within a match. If any further offense warrants an additional yellow card penalty, it will be given as a red card instead.

34.2 Retriever Yellow Card

- 34.2.1 When a non-player retriever receives a yellow card, they will be sent out of court for 5 minutes of match time. Additionally, a player has to enter the penalty area for 5 minutes of match time. It is up to the team's discretion to determine which player should enter the penalty area and it may change the player between sets.
- 34.2.2 When a player retriever receives a yellow card, it will be handled as if they received a player yellow card. An active player must substitute for the offending player.

34.3 Team Yellow Card

- 34.3.1 When a team receives a yellow card during a set, they will forfeit the current set.
- 34.3.2 When a team receives a yellow card between sets or after the match has finished but before the match officials have signed the match sheet, they will forfeit a full set. Should this result in a match to be drawn, all rules pertaining to draws will come into effect.
- 34.3.3 A team may only receive a yellow card once within a match. If any further offense warrants an additional yellow card penalty, it will be given as a red card instead.

Rule 35 Red Card

35.1 Player Red Card

- 35.1.1 When a player receives a red card, they are immediately ejected from the match.
- 35.1.2 When a player receives a red card, the team will play short-handed for the remainder of the match.
- 35.1.3 A player receiving a red card is immediately suspended from participating in the following two matches of the team.
- 35.1.4 Depending on the severity of the offense further penalties may be issued by tournament officials or WDBF representatives after the match concludes.

35.2 Team Red Card

- 35.2.1 When a team receives a red card, it forfeits the match.

Rule 36 Blue Card (Foam & Cloth)

- 36.1 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 behaviour. Teams may **ONLY** submit blue cards for games they had played in.

If the VDL investigation finds the allegation to be substantiated, the team's blue card 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.

Blue card submissions will be investigated by a third-party group of 5+ members. These members will include representatives from a number of clubs to ensure fairness.

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 associated with a blue card varies depending on a number of factors (severity of the incident, division played in, impact on match outcome).

Rule 37 Code of Conduct

37.1 In addition to any penalties stated in the rules, players and team officials may also receive a penalty following aggressive, abusive, unsporting or other unacceptable use of profanity or unsavoury language at the discretion of the match officials.

This can include, but is not limited to

- (1) Fighting, attempting to assault another participant, or any uninvited physical contact;

- (2) Discriminatory comments on a person's sex, gender, sexual orientation, race, religion, creed, ethnicity, age, or any form of discrimination;
- (3) Taunting and calling opponents out;
- (4) Throwing a ball at an opposing player despite having been clearly rendered out;
- (5) Intentionally inflicting pain or throwing a ball excessively hard at close distance at another player's face;
- (6) Excessive use of foul language;
- (7) Cheating;
- (8) Causing distraction to players on the court;
- (9) Mistreating equipment such as kicking or spiking the ball;
- (10) Causing unreasonable delay to the match
- (11) Performing actions to gain unfair advantage;
- (12) Showing poor sportsmanship.

Section 13: Challenges

Rule 38 Challenges (Finals Only)

- 38.1 A team can challenge the incorrect application of a rule by the match officials twice per match
- 38.2 The challenge can only be made by a team leader.
- 38.3 A challenge can only be made, based on a misapplication of a rule by the match officials that is not up to the judgment or discretion of the match official.
- 38.4 Any challenge made for other reasons will automatically be unsuccessful.
- 38.5 If a challenge has been made, the match officials will stop play immediately.
- 38.6 The match officials will attempt to resolve the challenge before play can continue.
- 38.7 Match officials may request assistance from other VDL officials to resolve a challenge.

Section 13: Injuries

Rule 39 Player Injury

- 39.1 Should a player become injured and requires immediate attention, the match officials shall call a timeout and stop play immediately.
- 39.2 If an injured player is unable to continue play, a team is allowed to substitute them for a player on the roster.
- 39.3 The substituted player may enter the game at the end of the queue.
- 39.4 If the substituted player was a live player, the first player in the queue is allowed to enter the court immediately.
- 39.5 If a player is replaced during a game, they may not participate in the match as an active player until the following set after the current set has concluded.
- 39.6 Match officials may substitute players at their discretion, if they determine that the player presents an unreasonable risk to themselves or others.

Rule 40 Blood Injury

- 40.1 If a participant is found bleeding or discovered to have blood on their uniform, match officials shall call a timeout and stop play immediately to allow treatment.
- 40.2 A player will not be allowed to participate any further in the set current and may only return to play once treatment has been administered there is no blood clearly visible on the player or their uniform.
- 40.3 Rules regarding a player's uniform may not be enforced should a blood injury require a player to change their uniform.

Part 3: Officials

Section 1: Match Officials

Rule 41 Head Referees

- 41.1 The head referees are the official(s) located on either side of the center line. There will be a maximum of 2 head referees in the game.
- 41.2 The head referees are responsible for checking all the equipment before the game.
- 41.3 The head referees are responsible for clarifying all the calls if needed.
- 41.4 The head referees are in charge of all officials on their court and are the final decision maker on all matters covered by these rules and regulations.

- 41.5 The head referees are responsible for indicating the start of a set with a loud whistle blast.
- 41.6 The head referees are responsible to ensure the ball is activated.
- 41.7 The head referees are responsible for the count down on the advantage side.
- 41.8 The head referees enforce the rules of the game by whistle and action.
- 41.9 The head referees are allowed to pause on the timer.
- 41.10 The head referees may issue warnings to any player that does not follow the rules as described.

Rule 42 Line Referees

- 42.1 Line referees are officials positioned around the boundaries of the court (**FINALS ONLY**)
- 42.2 The line referee is responsible to ensure all players are at the valid position before the start of the set.
- 42.3 The line referee is responsible for ensuring the balls are activated.
- 42.4 The line referee should make sure all opening rush is valid in every set.
- 42.5 The line referee enforces the rules of the game by action only.
- 42.6 The line referee is allowed to call a pause on the timer if the call needs to be overruled.

Rule 43 Scorekeeper (Finals Only)

- 43.1 The scorekeeper is the official that sits on the referee booth positioned next to the timekeeper
- 43.2 A scorer can also be appointed to keep accurate match scoring, by filling out the score sheet as the match progresses.
- 43.3 The scorekeeper is responsible for recording all the live players when a time-out is called and ensuring the same players are played when the game continues.

Rule 44 Timekeeper (Finals Only)

- 44.1 The timekeeper is the official that sits in the referee booth positioned behind the match clock aside to the scoreboard
- 44.2 The timekeeper is responsible for pausing the timer when announced by the referee.

- 44.3 The timekeeper should indicate the end of the set, half or match time with a blow of the whistle, if the venue is not equipped with an automated signalling system.

Section 2: Officials Conduct

Rule 45 Officials

- 45.1 The Officials monitor the game and enforce the rules of the game.
- 45.2 The Officials are the final authority and arbiter of the rules during a match and may enforce the rules to their absolute discretion.

Rule 45 Official Interference

- 46.1 An official shall avoid interfering with play or balls in flight whenever possible.
- 46.2 An official may prevent a ball from leaving an open court. In which case the ball should be moved in its natural direction as if it had bounced off the official, or returned to center court if the point of exit is unclear.

Section 3: Referee Procedures and Signals

Rule 47 Stopping Play

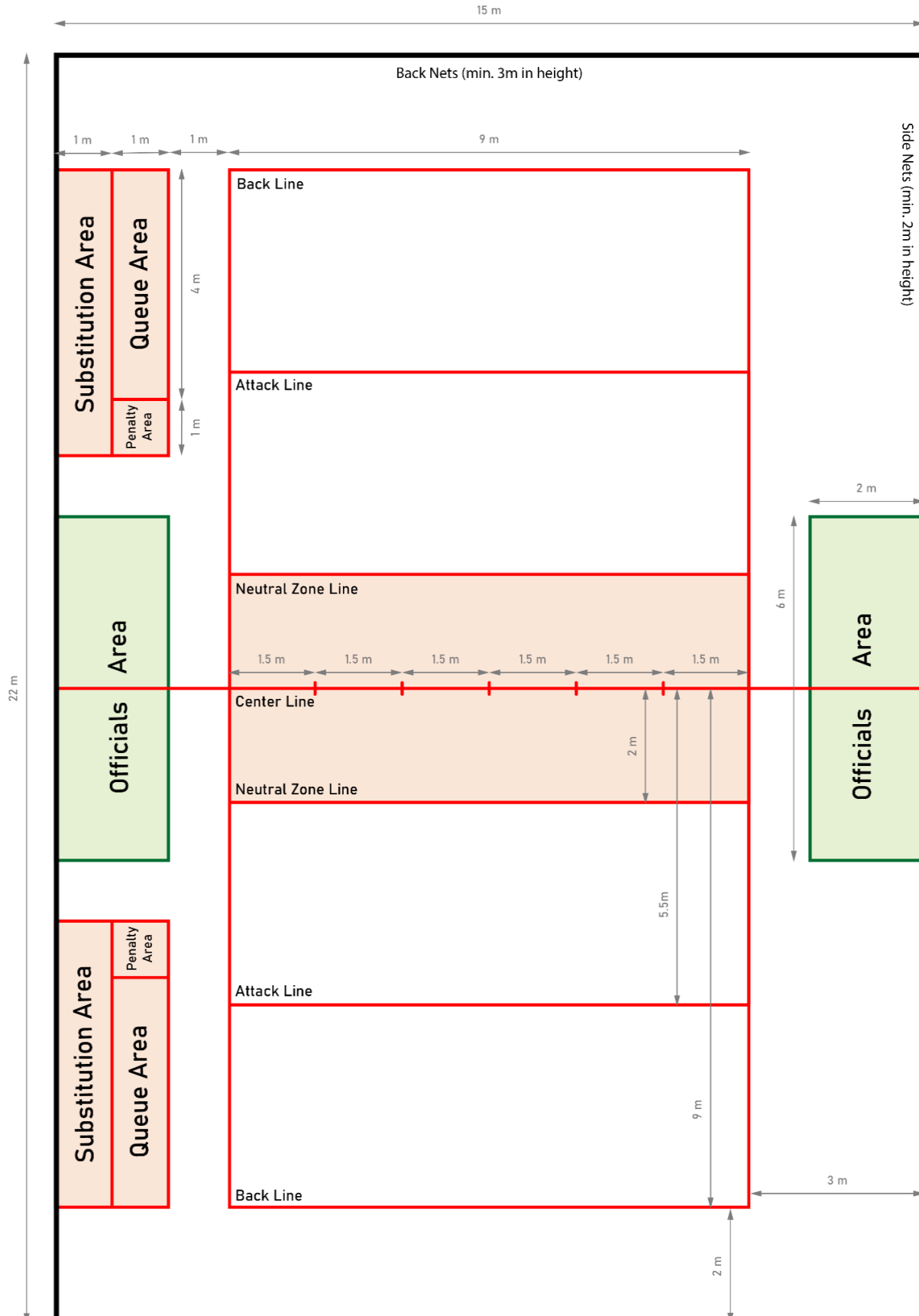
- 47.1 Any match official can stop play at any time during the match if they deem it necessary.
- 47.2 Match officials should avoid stopping play if there is action on the court that is independent from the reason for stopping play.
- 47.3 When stopping play, the official will blow the whistle and raise their hand and step onto court, if it can be done safely, to indicate play is stopped.

Rule 48 Timeout

- 48.1 Only the head referees can call a timeout.
- 48.2 When indicating a timeout, head referees should blow the whistle while signalling a T with their arms and stepping onto the court.
- 48.3 Ten seconds before the end of the timeout, a head referee shall blow the whistle for approximately 1 second.

Part 4: Diagrams

Diagram 1: Combined Dodgeball court



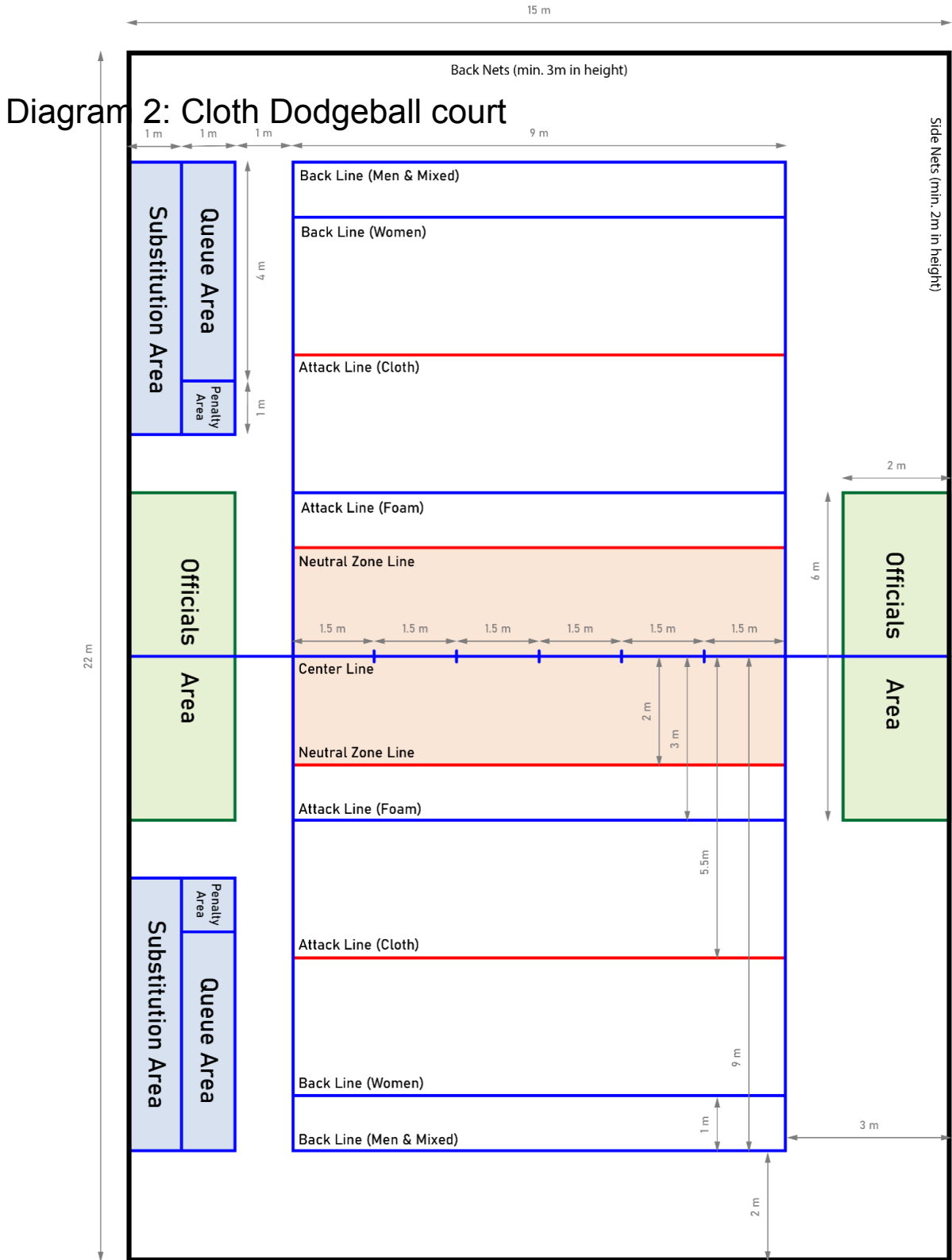


Diagram 3: Foam Dodgeball court

