



AUSTRALIAN
DODGEBALL
CHAMPIONSHIPS
STATE

Tournament Ruleset

2025 Revision

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Summary

The Australian Dodgeball Championships States (ADCS) is a yearly, elite event offered by the Australian Dodgeball Federation (ADF). This event features teams selected by state coaches from the ADF's National Squad program, where teams compete for the title of Australia's best Dodgeball state.

Definitions

- ❖ **Category:** A specific section of the tournament which teams qualify for. (eg. Womens Foam or Mixed Cloth).
- ❖ **Format:** The type of Dodgeball format played, which is primarily differentiated by the type of balls used (Foam & Cloth).
- ❖ **Local Affiliate:** See the ADF Constitution.
- ❖ **State Affiliate:** See the ADF Constitution.

Structure

- ❖ **Preliminary Matches:** Preliminary games will follow a Round-Robin format, except for Categories with less than four (4) teams will follow a Double Round-Robin format.
- ❖ **Elimination Matches:** Qualifying teams are determined by their placement at the completion of all Preliminary Matches. Teams then follow a Single-Elimination format to determine Gold and Bronze medal winners. For categories with fewer than four (4) teams, only a single Gold medal match will be played.

Rules

ADCS is played by the rules set by our governing international body, the World Dodgeball Federation, and can be found [here](#). These rules include the mixed category for the foam and cloth formats abiding by the 3:3 gender ratio, and some adjustments made for preliminary matches which are shown below.

- ❖ **Timeouts:** No timeouts during preliminary matches; however, they will be allowed for elimination matches.
- ❖ **Set End:**
 - For Foam Format preliminary & elimination (excluding medal matches) matches, if a set ends with less than 2 minutes but more than 30 seconds, there will be a 2 minute sudden death set. The team with the most players left at the end of 2 minutes will win the point. If a set is still in play when the match timer ends, the team with the most players on court will win the set, and even player numbers resulting in a draw.

- For Cloth Format preliminary & elimination matches, a final set will be played if a set ends with less than 120 seconds on the match clock. The duration of this final set is 90 seconds.
- ❖ **Scoring:** Teams receive 2 points for a Win, 1 point for a Draw and 0 points for a Loss. Teams are ranked in the following order; Total points, set difference, sets won, head to head record.
- ❖ **Draw:** During preliminary matches, a game may end with a draw. During Elimination Matches, a match cannot end in a draw. A tie-breaking set will be played out for Foam and Cloth as per the WDBF rules.
- ❖ **MVP:** The referees for each game will vote on the best players in the game and vote accordingly. The best player will receive 3 votes, the second best will receive 2 votes, and the 3rd best will receive 1 vote. The criteria for votes is how influential a player was in the result of the game.

Each team will also nominate a player from the opposing team that they believed played in a fair and ethical manner. This can be someone who displays honesty on court or a positive attitude towards the sport. Players who receive a vote from the opposing team will receive 1 vote that contributes to the MVP calculations. The player voted on by each team may be the same player that receives referee votes or a different player.

If a single winner cannot be determined by the round robin games, votes from elimination games will be taken into account to determine the winner.

- ❖ **Cards:** We are utilising a modified card system in place of that which is provided under the current WDBF ruleset. These cards are issued at the discretion of the referees. These cards can be issued whenever deemed necessary and reasonable, and can be issued to individuals and/or teams.

Yellow Card: This card will be issued for misconduct & unsportsmanlike behaviour including but not limited to; cheating, inappropriate/excessive swearing or language, self-refereeing, disrespecting match officials and their calls.

- ❖ **Players** who receive a yellow card will be immediately eliminated from the current set and the subsequent set. Teams must field five (5) players in the following set.
- ❖ If a **team** receives a yellow card, it will result in forfeiting the current set.
- ❖ When a **team** receives a yellow card between sets or before or after the match has finished but before the match officials have signed the game off, they will forfeit a full set.
 - Teams that arrive late to matches (0-5 minutes beyond match start time) will be given a yellow card. Teams that arrive later than this (beyond 5 minutes after match start time) will receive a red card, and therefore forfeit the game.
- ❖ Accumulating two (2) yellow cards will result in a red card infraction.

Red Card: This card will be issued for severe misconduct and/or repeated unsportsmanlike behaviour, including unsafe behaviour outlined in the yellow card provisions.

- ❖ **Players** who receive a red card will be eliminated from the current set and banned for the remainder of the match, with their team only allowed to field five (5) players on the court.
- ❖ **Players** will also be banned from their team's following match; however, their team will be permitted to field six (6) players in that match.
- ❖ If a **team** receives a red card, it will result in forfeiting the current match and the following match.
- ❖ Depending on the nature of the red card infraction, teams or players may be disqualified from the tournament and asked to leave the premises at the discretion of the organisers if the safety of participants is threatened or at risk.

Teams

ADCS is aimed at showcasing the most elite teams across each state while supporting the development and growth of Dodgeball nationally. Future editions of this tournament will look to reduce team numbers from each state by Format & Category.

Qualification

For a team to qualify for ADCS, they need to meet the below Qualification & Substitution criteria. Should a team not meet the criteria or choose to forfeit their invitation, the ADF may elect to invite another Local/State affiliate to submit an additional team in that given Format/Category.

Local Affiliate:

Local affiliates that the ADF considers the primary representation of their Australian state (or the country New Zealand) can submit teams to ADCS. These teams can be selected by the owner of a recognised affiliate, or a proxy of that the affiliate owner has selected and the ADF has approved.

State Affiliate:

Teams are selected by state coaching staff from the ADF's National Squad program, using State Trial event video footage, and submitted ADF National Squad form video footage (in the event a player is unable to attend a State Trial).

Players should participate in State Trial events in the State they currently reside in, and may only represent one State Team per each unique Category/Format.

State Teams must abide by the following rule:

- ❖ The minimum selected players required for state team registration is six (6), and the maximum selected players for state team registration is twelve (12).
- ❖ All team lists are to be submitted to the ADF prior to the tournament.

Substitution

Teams are not eligible to request substitutions once registered unless under exceptional circumstances. Local & State affiliates must contact hello@dodgeballaustralia.org.au directly to discuss any proposed substitutions. All requests will be reviewed by the ADF board who have a final say in the requests.

Substitutions within the tournament are not permitted. Should a team not be able to field six (6) players for a given match, then that match will be considered a forfeit, with standard forfeit points awarded to the opposing team.

Conduct

All players taking part in the Australian Dodgeball Championships are required to adhere to the Australian Dodgeball Federations's [Code of Conduct](#) and [Member Protection Policy](#) at all times.

To ensure a fair playing environment for all participants, we will be implementing stringent disciplinary measures for this tournament with the support of our referees.

This tournament will rely on a combination of paid & volunteer referee's, and we expect all our referees to be treated with respect, with all their calls considered final. We have a **ZERO TOLERANCE** policy on misconduct within the tournament or mistreatment of referees, players, staff and volunteers. Participants found to exhibit such behaviour may be asked to leave the tournament and/or premises.

Complaints about misconduct seen by staff or participants will be assessed and actioned post tournament, with the only exception to this being a case that has had a significant and objectively result altering impact on a game.

Misconduct submissions will be reviewed if they are submitted within four (4) weeks of the tournament's conclusion. Any submission submitted after this date will not be reviewed and considered unsuccessful.

Information and guidance on the misconduct policy can be found [here](#).