

The cover features decorative blue lines in the corners. In the top-left, three parallel lines extend from the edge towards the center. In the bottom-left, three parallel lines form a triangular shape pointing towards the center. In the bottom-right, three parallel lines form a triangular shape pointing towards the center. In the top-right, three parallel lines extend from the edge towards the center.

NEW SOUTH WALES DODGEBALL

RULE BOOK

New South Wales Dodgeball

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Document Control

Version	Date	Author	Summary of Change
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Summary of Changes from Previous Version

Summary of Change	Section
Adding and Updating Definitions for Non-Active and Inactive Players, Round, Game, Division	2
Updates to Substitutions for Gender Divisions	3.3.1.1
Addition of new clause for Forfeits	3.3.1.2
Update to Ball Retrievers and Ball Retrievers uniform	4.3, 4.3.2
Update to examples of misconduct, included self-referring	5.2.3.1

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1 INTRODUCTION

1.1 This Publication

This publication contains the rules of Dodgeball administered and controlled by New South Wales Dodgeball (NSWD) adapted from Barwon Dodgeball's copy via original author Pete Dawson.

1.2 Application

These rules apply to operations affiliated with NSW. Operation management teams may make appropriate modifications consistent with the spirit of these rules for specialised and underaged competitions.

1.3 Nature and Object of Dodgeball

Dodgeball is a game played between two Teams competing in accordance with these Rules. The object of each Team is to win the Match by winning more Sets than the opposing team. The winner of the Match is the Team which has scored, in accordance with these Rules, the greater number of Sets at the conclusion of the Match. A Match is drawn when both Teams have the same number of points at the conclusion of the Match.

1.4 Purpose of the Rule Book

These Rules explain how a Match of Dodgeball is played and seek to attain the following objectives:

- (a) To ensure that the game of Dodgeball is played in a fair manner and spirit of true sportsmanship; and
- (b) To prevent injuries to players participating in a Match so far as this objective can be reasonably achieved in circumstances where Dodgeball is a physically demanding sport.

2 GENERAL DEFINITIONS

Unless the context requires otherwise, the following terms shall have the following meanings:

ADC

Abbreviation for Australian Dodgeball Championship, national level competition.

ADF

Abbreviation for Australian Dodgeball Federation, current Controlling Body for dodgeball in Australia.

Advantage

The Team with the Advantage is required to throw next in the instance that neither Team appears set to throw.

ARC

Abbreviation for Australian Representative Cap.

Australian Representative

A Player who has represented the Australian National Team in the WDBF Championships in the last two (2) years.

Ball

A ball or dodgeball is a foam ball with rubberised skin, used to throw and Eliminate opposition Players.

Dead Ball

A ball that is no longer a Live Ball and therefore cannot cause Elimination or be Caught;

Inactive Ball

A ball that has not passed behind an Activation Line since the beginning of the current Set;

Live Ball

A ball that has been validly thrown which can cause Elimination or be Caught.

Ball Retriever

Person assigned to collect Balls that have left the court for their designated Team.

Blocking

The action of using the Ball in one's hand to deflect an incoming Live Ball.

Cap

The number of allowed Australian Representatives to be registered as a Player to any one Team, or used as a substitution to any one Team.

Catch

Controlling a Live Ball that is thrown by the opposition in order to Eliminate the throwing Player.

Club

An entity fielding Team in a Dodgeball competition conducted by the Controlling Body.

Court

The playing surface used to conduct a Match.

Dead Objects, Surfaces or Players

Anything that is not an active part of the Match with which contact by a Ball will render it a Dead Ball immediately.

Disarmed

A disarm occurs when an opposing Live Ball impacts a Ball held by an Active Player, resulting in the Ball that was struck being dislodged uncontrollably from the Players possession (at the referee's discretion).

Division

Can either be referred to as:

Gender Division

A Match with Mixed, Men Only or Women Only Players;

Tier Division

A competitive standard, with Division 1 being the highest Division.

Dodgeball

A game played between two Teams in accordance with these Rules.

Elimination

An Active Player may be Eliminated and as such will no longer participate in the active Set unless revived.

Extra Time

Time outside the Regular Time used to complete Sudden Death or Tie Breaker Sets.

False Start

Stepping forward off the Base Line prior to the Starting Signal when commencing play in a Set.

Game

A Match played during a Round in the NSWDL season

Match

A contest between two Teams to accumulate the greatest number of Sets/points within the specified time and any additional time as prescribed in Match Provisions.

Match Official

Any person/s appointed to assist in conducting a match, including but not limited to, a referee, lines person or person performing any duties (paid or unpaid) for or on behalf of the controlling body or NSWDL.

MVP

Abbreviation for Most Valuable Player.

NSWD

Abbreviation for New South Wales Dodgeball.

NSWDL

Abbreviation for New South Wales Dodgeball League.

Ordinary Time

The timed period beginning from the start of the First Half Period, until the specified time limit for the Match has elapsed.

Player

A person who plays or is selected to play with a Team or a person who otherwise trains with a Team or who is within the purview of these Rules.

Active Player

A Player who is participating in the current Set and has not been Eliminated;

Eliminated Player

A Player who is participating in the current Set who has become Eliminated as per these Rules;

Inactive Player

A Player who is participating in the current Match but not participating in the current Set.

Non-Active Player

A Player who is present but not participating in any Game throughout that Round. This may be due to injury or another reasonable excuse. Non-Active Players are marked as present for attendance records.

Revival

Enabling an Eliminated Player from one's Team to return to Active Play by completing a Catch.

Round

An NSWDL day with Matches played across all Divisions.

Set

The duration it takes to Eliminate all six (6) Active Players of the opposing Team.

Sudden Death

An extra time period with modified rules of game play to expedite completion of a Set.

Team

The group of Players competing against another group of Players in a Match of Dodgeball.

Team Official

The person/s appointed to assist the Players of the Team/s during a Match, including but not limited to, an officer, coach, assistant coach, trainer, runner, employee or any person performing any duties (paid or unpaid) for of on behalf a Club or Team.

Throw

Launching a Ball with the intent of Eliminating opposing Players.

WDBF

Abbreviation for World Dodgeball Federation.

3 ADMINISTRATIVE PROVISIONS

3.1 Controlling Body

3.1.1 Definition

A Controlling Body includes:

- (a) NSW and its Officers;
- (b) Any league, association or body responsible for the organisation and conduct of Matches of Dodgeball, who has determined to play such Matches in accordance with these Rules; and
- (c) Any league, association or body responsible for the organisation and conduct of Matches of Dodgeball and which is affiliated with NSW.

3.1.2 Application of these Rules

Unless Section 3.1.3 applies, these Rules shall apply to all Matches of Dodgeball organised and conducted by a Controlling Body.

3.1.3 Variations/Exemptions

To provide consistency and a clear pathway toward the peak of the sport, these Rules will be applied as written:

- (a) A Controlling Body may apply to NSW to vary application of these Rules to a competition or competition/s conducted by the Controlling Body;
- (b) Unless specifically allowed under these Rules or a variation allowed by NSW under Section 3.1.3, a Controlling Body should not prescribe any Rules in addition to or conflict with or affect the full operation with these Rules.

3.2 The Court

3.2.1 General

The dimensions and standard marking of the Court are contained in this Section and illustrated in Figure 1.

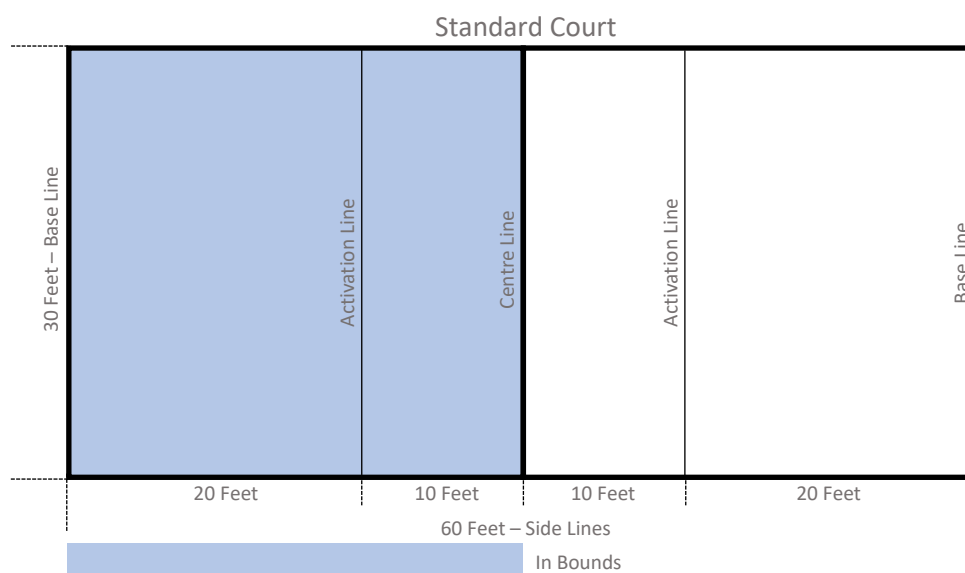


Figure 1: Standard Court Dimensions

3.2.2 Court Surface

The preferred surface for a Match of Dodgeball is timber hardcourt. A Controlling Body may choose to conduct competitions on surfaces they deem suitable.

3.2.3 Court Dimensions

The court shall be:

- (a) A rectangle;
- (b) 60 feet (18.29 metres) long;
- (c) 30 feet (9.14 metres) wide; and
- (d) Divided into two equal half sections by a Centre Line.

For a women's only competition employing WDBF style play, the court shall be:

- (a) A rectangle;
- (b) 50 feet (15.24 metres) long;
- (c) 30 feet (9.14 metres) wide; and
- (d) Divided into two equal half sections by a Centre Line.

Sufficient area adjacent the Court should be available for Eliminated, Inactive and Non-Active Players to remove themselves from the Court.

3.2.4 Areas of Play and Line Markings

The Court boundaries should be marked by lines that are clearly distinguishable from the main surface. Line markings should be 1.5 to 2 inches (38 to 50 millimetres) thick and will include:

- (a) Base Lines marking the full width at each end of the Court;
- (b) Side Lines marking the full length along each side of the Court;
- (c) A Centre Line marking the full width of the Court 30 feet from each Base Line, 25 feet for a WDBF women's Court;
- (d) Activation Lines marking the full width of the Court, 10 feet from the Centre Line in each Half Section; and
- (e) Optionally, a mark designating the middle of the Centre Line, can be useful.

3.2.4.1 Playable Area

A Team's playable area shall be bounded by the Base Line, Side Lines and Centre Line in their allocated Half Section.

3.2.5 Non-Play Areas

3.2.5.1 Eliminated Player Area

A designated location should be identified at the side of the Court for Eliminated Players to gather a safe distance from play. This is also known as an 'Out Box'.

3.2.5.2 Centre Line Continuation

The Centre Line, whether marked or not, shall continue beyond the Side Line's separating each Half Sections Non-Play Area.

3.2.5.3 Court Adjacent Area

To promote safety, the Controlling Body may designate a/an area/s immediately adjacent the Court for the purpose of restricting non-active participants from that area/s.

3.2.6 Modified Courts

A Controlling Body may approve altered dimensions for the Court and areas identified in this Section for a modified competition or for standard competition where a complying venue is not readily available.

3.3 The Team

3.3.1 Number of Players

A Team may consist of a maximum of twelve (12) Players and a minimum of six (6) Players. A maximum of six (6) Active Players (including a minimum number of two (2) female Players) may be on Court and no more than six (6) Inactive Players. The Controlling Body shall determine the actual number of Players which may play for each Team in the competitions conducted by the Controlling Body.

An Australian Representative Cap (ARC) will be implemented when deemed necessary to further the growth of the sport. The ARC will be limited to three (3) Australian Representatives per Team.

3.3.1.1 Substitutions

Substitutions are only allowed for Teams that have less than six (6) registered Players but more than three (3) registered Players in their Team (not including Non-Active Players) for the Round.

Substitutions should fill to a maximum of six (6) Active Players and having no Inactive Players. The minimum number of Players must be maintained, i.e., having five (5) males and one (1) female on court is not allowed because the minimum number of two (2) females on court is not maintained.

Examples:

- (a) If the Team has four (4) registered male Players, that Team is allowed to have two (2) female Substitution Players only,
- (b) If the Team has two (2) male and two (2) female registered Players, that Team is allowed to have:
 - i. Two (2) male Players only, or;
 - ii. One (1) male and one (1) female Player, or;
 - iii. Two (2) female Players only,
- (c) If the Team has five (5) registered male Players, that Team is allowed to have:
 - i. One (1) female Player only, as the substitutions can only fill to a maximum of six (6) Active Players, and
 - ii. Only four (4) male Players are allowed on court at one time, due to the maintaining of the minimum number of two (2) female Active Players. This means that only five (5) Players will be allowed on court, with one (1) male Player being an Inactive Player.
- (d) If the Team in a Gender Division (Men's or Women's Only) has less than six (6) but more than three (3) registered Players, that Team is allowed to fill to a maximum of six (6) Active Players with no Inactive Players.

The Substituting Player/s must not be registered to another Team in the League.

Player substitutions will only be allowed in between Sets or during Timeouts as per Section 4.1.2.3. A Catch may only revive an Eliminated Player in that Set.

The ARC also applies when an Australian Representative is used in a Team as a Substitution.

During finals Matches, no substitutions will be allowed for any Team for any reason. Teams with less than four (4) registered Players will be given the option to either:

- (a) Play with the number of Players they have; or
- (b) Forfeit the finals Match.

3.3.1.2 *Forfeits*

A Team is required to have a minimum of four (4) registered Players to be deemed not a forfeit. If the Team for any reason does not have the minimum required Players, a forfeit will occur with the Team not maintaining the minimum required Players to lose the Match zero (0) Sets to four (4) Sets.

3.3.2 Team Sheets

3.3.2.1 *Format*

Unless otherwise determined by a Controlling Body, a Team Sheet shall include:

- (a) The names and numbers of the Players in the Team;
- (b) The captain; and
- (c) Any Team Officials,

Participating in the match.

3.3.2.2 *Completing and Lodging Team Sheets*

Unless otherwise determined by a Controlling Body, a Team Official of each Team shall complete and lodge its Team Sheet, supplied by the Controlling Body, with a Match Official, board member or person/s appointed by the Controlling Body no later than ten (10) minutes before the scheduled commencement of a Match.

3.3.3 Score Sheet

3.3.3.1 *Format*

Unless otherwise determine by a Controlling Body, a Team Score Sheet shall include:

- (a) Date and time;
- (b) Court number;
- (c) Home/away team;
- (d) Main/second/line referees;
- (e) MVP vote;
- (f) Player first/last name and number;
- (g) Sportsmanship rating;
- (h) Score/final score; and
- (i) Comments/penalties.

3.3.3.2 *Completing and Lodging Score Sheet*

Unless otherwise determined by a Controlling Body, a Match Official shall complete and lodge the Score Sheet, supplied by the Controlling Body, with a board member or person/s appointed by the Controlling Body no later than five (5) minutes after the conclusion of a Match.

3.3.4 Uniform

It is mandatory for all Players on a Team to dress alike. The Controlling Body may specify additional uniform requires suitable for competitions conducted but the Controlling Body.

3.3.4.1 *Jersey*

Dodgeball jerseys may take any format suitable for vigorous sporting activity and should include the following elements:

- (a) Team colour/s;
- (b) Team logo;
- (c) Player last name – located on back;
- (d) Player number – located as a minimum on back; and
- (e) NSWDL logo.

May also include:

- (a) Sponsorship logo;
- (b) ADC logo;
- (c) ADF logo
- (d) Controlling Body logo

3.3.4.2 *Shorts*

Shorts are best suited to the vigour of Dodgeball. Shorts should match jerseys in colour and design, these should include the following elements:

- (a) Team colour/s;
- (b) Team logo;
- (c) Player number; and
- (d) NSWDL logo.

May also include:

- (a) Sponsorship logo;
- (b) ADC logo;
- (c) ADF logo;
- (d) Controlling Body logo.

Other bottoms such as tights and skins may be worn underneath the shorts as part of the uniform, but not in replacement or substitution of.

3.3.4.3 *Player Numbers*

Player numbers are required to identify and track a player's activity in the Match. Numbers should not be duplicated, including the use of zero-padding, e.g., '7' and '07' on the same Team is not acceptable. The number '0' is acceptable, although the number '00' is not acceptable. Player numbers are limited to double digits.

3.3.4.4 *Footwear*

Players should wear suitable sporting shoes that provide adequate support to avoid injury. For competitions played on the preferred hard-court surfaces, Players should wear non-marking shoes. Players must adhere to venue rules regarding footwear (and other items). Players without appropriate footwear will be refused entry to the Court and subsequently will not be allowed to participate in the Match as a Player.

3.3.4.5 *Accessories*

Accessories designed to prevent injury are permitted to be worn by Players. Accessories should not significantly detract from, or alter the appearance of the Players uniform. Permitted accessories may include, but are not limited to:

- (a) Knee pads;
- (b) Compression sleeves;
- (c) Joint and limb support; and
- (d) Sweat bands.

Accessories such as hats and gloves are not to be worn on Court during game play. Jewellery such as rings, bracelets and necklaces are advised not to be worn, however, may be worn at a Player's own risk. Match Officials can ask a Player to remove any accessory they deem unfit for game play.

3.3.4.6 Removal and Alterations to Uniforms

All uniform items must be worn and are not to be removed during game play. Alterations in any way, shape or form from their original will not be accepted on Court.

3.3.4.7 Uniform Penalties

All Teams are to have their respective uniforms ordered and worn by Round 1 of the competition, or in such time as advised by the Controlling Body. A penalty system will be in place for Teams that fail to wear their uniforms by the appointed Round. The penalties include, but are not limited to:

- (a) One (1) Set point loss per item of uniform per person not worn, enforced at the start of the Match; and
- (b) In such case that a Team has no uniform, a monetary fine of \$100 per round per team will be enforced until proof of purchase can be shown to a board member or person/s appointed by the Controlling Body no more than five (5) minutes before the Teams first Match.

If Teams do not have their uniform by the specified Round, but have proof of purchase shown to a board member or person/s appointed by the Controlling Body no later than five (5) minutes before their first Match, there will be no penalty.

3.3.4.7.1 Variation to Uniform Penalties

A Controlling Body may determine a varied penalty to uniforms as they see fit.

3.4 Team Official Participation

3.4.1 Team Official Areas

Team Officials including coaching and support staff should not enter the Courts during active play. The Controlling Body may specify the maximum number of Team Officials permitted to be within the Court Adjacent Area/s. Recommended maximums are:

- (a) Two (2) coaching staff restricted to a single side of the Court; and
- (b) Three (3) Ball Retrievers.

3.5 Equipment

3.5.1 Balls

3.5.1.1 Specifications

The official ball of NSWDB, used in tournament and league play, is a 7-inch (178 millimetre) diameter, rubber-coated, foam dodgeball between 120-160 grams in weight. Any ball over 170 grams in weight is inappropriate for play, as it might inflict bodily harm to the participants of the sport.

3.5.1.2 Suitability for Use

Balls shall be considered suitable for use where they:

- (a) Meet the above specifications;
- (b) Retain a reasonable level of their original firmness; and
- (c) Are free from other deformations, including, but not limited to, skin tears.

Players should be aware that Balls may acquire general wear and tear and therefore may require general playing adjustment by the players.

3.5.1.3 Supply and Selection of Balls

Unless the Controlling Body decides on an alternative procedure, the following procedure shall apply to the supply and selection of Balls for a Match:

- (a) Six (6) balls per Court shall be supplied by the Controlling Body to the Match Officials;
- (b) A suitable stock of interchangeable Balls shall be made available;

- (c) Match Officials shall inspect and ensure all Balls are suitable for use during the scheduled Matches; and
- (d) Team captains will have the right to request exchange of any Ball that they deem unsuitable for play, but the final decision will be made by the Match Officials.

3.5.2 Netting System

3.5.2.1 General

There is no official netting system used by NSW, as use varies from venue to venue. The netting used shall be incorporated or separate to the venue. Should courts be in close proximity to one another, the netting system used shall separate the courts to prevent Balls from another Match disrupting game play, to the best of its ability.

3.6 Scoring

Match Officials will be responsible for keeping the Match Score, which will determine the outcome.

3.6.1 Score values

Teams will be awarded one (1) point for each Set they win as outlined within Match Provisions.

3.7 Match Officials

3.7.1 Main Referee

The Main Referee is the person in charge of conducting the Match, making sure the Match runs accordingly and that all Players, Team Officials and Supporters act according to these Rules. They are appointed by the Controlling Body, or volunteers (paid or unpaid) to assist in conducting the Match. The Main Referee may be accompanied by a Second Referee as per Section 3.7.2, and/or Line Referees as per Section 3.7.3.

3.7.1.1 Main Referee Role

The Main Referees' role includes, but is not limited to:

- (a) Keeping the official Match Time;
- (b) Keeping the official Match Score;
- (c) Starting, stopping and otherwise controlling the movement of game play;
- (d) Monitoring Player Eliminations, either by Strike, Catch or Out of Bounds;
- (e) Disciplining Players, Team Officials and Supporters accordingly; and
- (f) Keeping a safe and fair environment for Players, Team Officials and Supporters.

3.7.2 Second Referee

The Second Referee is an added Referee to a Match. A Second Referee can be appointed by either the Main Referee, Controlling Body or volunteer (paid or unpaid) to assist in the conducting of Matches.

3.7.2.1 Second Referee Role

The Second Referee's role is to share the load of the Main Referees role. They may assist with any of the Main Referees roles as per Section 3.7.1.1 and act as a confirmation to events in the Match.

3.7.3 Line Referee

A Line Referee is a person who assists in the conducting of a Match who may be appointed by the Controlling Body or volunteer (paid or unpaid).

3.7.3.1 Line Referee Role

The Line Referees role includes, but is not limited to:

- (a) Monitoring False Starts as per Section 4.1.4.6; and
- (b) Main Referee roles as per Section 3.7.1.1 (d), (e) and (f).

3.7.4 Conduct of Match Officials

Match Officials should act in a fair and unbiased manner towards the Match. Should a Player, Team Official or Supporter feel that the Match Official/s are not conducting the Match in a fair and unbiased manner, they may bring the issue up with a board member or person/s appointed by the Controlling Body.

Depending on the nature of the issue, actions taken can include:

- (a) A Verbal Warning issued to the Match Official;
- (b) Disciplinary action, such as removal from the Match; or
- (c) In serious cases, a monetary fine.

3.7.5 Referee Penalties

Subject to variation as per Section 3.7.5.1, Referee Penalties will be used to:

- (a) Discourage unfair and biased mannerisms;
- (b) Discourage lack of interest to the Match; and
- (c) Encourage participation.

If a Match Official is found to be acting in bad faith to the Match, there will be a monetary fine of \$50 to the Team the Match Official is registered in.

If a Match Official is found to be acting in bad faith to the Match, and they are not registered as part of a team, there will be a monetary fine of \$20 to the Match Official.

Payment is to be made no later than one (1) week after that round.

3.7.5.1 Variation to Referee Penalties

A Controlling Body may determine a varied Referee Penalty as required.

3.7.6 Referee Payment

Referee payment is subject to change without notice or reason. A Controlling Body may determine a varied Referee payment as required.

4 MATCH PROVISIONS

4.1 The Match

4.1.1 Objective

The objective of a Match is for Teams to win the greatest number of Sets within the allotted time.

4.1.1.1 *Winning*

The Team with the greatest number of Set wins at the end of the Match will be award a Win.

4.1.1.2 *Tied Matches*

Determined by the Controlling Body conducting the Match, if the final Set of the Match extends beyond expiration of time, such that it enters Sudden Death, and the outcome of that Set ties the score, then the Match may:

- (a) Result in a Tie/Draw; or
- (b) Require a Tie Breaker Set, as described in Section 4.2.9, be played to determine a winner.

4.1.2 Duration and Timing

4.1.2.1 *Duration*

Subject to Section 4.1.2.5, a Match shall consist of forty (40) minutes of game play, divided into two (2) Half Periods of twenty (20) minutes duration. The 20-minute duration of each Half Period will run continuously from commencement of play to completion of time, with no time stoppages between sets. Match Officials shall keep the official Match Time. This time is considered Ordinary Time.

4.1.2.2 *Stoppages*

Match Officials have discretion to stop time in the event of major disruption to game play.

4.1.2.3 *Timeouts*

Each Team will be allowed one (1) Timeouts per Match, total. Unless varied under Section 4.1.2.5, Match Officials will pause match timing for thirty (30) seconds when a Timeout is called. A Timeout may only be called by a Team captain or Team Official.

4.1.2.3.1 *Cause for Timeout*

A Timeout may be used:

- (a) To discuss a ruling confusion; or
- (b) If a Player on the Court is injured; or
- (c) For another reason, the Team Captain finds suitable, at the discretion of the Match Official.

4.1.2.3.2 *Timeouts Play Stoppage*

Play will cease immediately upon signal from the Match Official/s that a Timeout is in effect. Any Live Ball thrown prior to the signal shall remain Live and may still Eliminate Players or be Caught with the normal consequences until such it becomes Dead.

4.1.2.3.3 *Substitution During Timeout*

Teams may substitute an injured Active Player with:

- (a) An Inactive Player; or
- (b) The next revivable Eliminated Player where no Inactive Player is available.

A Player substituted due to injury cannot return to the Match for the rest of the Half Period. In the event the injury substitution happens in the Second Half Period, the injured Player cannot return for the rest of the Match.

4.1.2.3.4 Timeout Refusal

Match Officials will have discretion to shorten or refuse a Timeout where it is deemed unnecessary to meet reasonable requirements of resolving matters, as per Section 4.1.2.3.1.

4.1.2.4 Break Intervals

At the end of the First Half Period, the Second Half Period shall be promptly started with teams either starting:

- (a) A Sudden Death Set; or
- (b) The Second Half Period.

4.1.2.5 Variation

A Controlling Body may vary:

- (a) The duration of a Match;
- (b) The duration of break intervals;
- (c) The number of Timeouts;
- (d) The duration of Play stoppage; and
- (e) The duration of Match Timing stoppage.

4.1.3 Set Timing

4.1.3.1 Set Duration

There is no prescribed limit for the length of a Set. A Set will continue until all Active Players from one Team have been Eliminated.

4.1.3.2 End of Half

A Set is to be started if the time remaining on the Match Clock is:

- (a) In the First Half Period, more than or equal to thirty (30) seconds; and
- (b) In the Second Half Period, more than or equal to thirty (30) seconds.

Any Set still in progress when time expires for:

- (a) The First Half Period will continue into the Second Half Period; and
- (b) The Second Half Period or Tie Breaker Set will proceed to Sudden Death as per Section 4.2.8.

4.1.3.2.1 Active Throws

Any Balls thrown prior to the signal for expiration of time in either Half Period or a Tie Breaker Set shall remain Live and may still Eliminate players or be Caught with the normal consequences until it becomes Dead.

4.1.3.3 Intervals Between Sets

Time will continue at the end of each Set. Match Officials will allow thirty (30) seconds from the end of a Set for Teams to take their Starting Positions, at which time the new Set will be started. Teams will be given a warning before the start of the Set.

4.1.3.4 Start Warnings

To allow Teams to take their starting positions, Teams should be given as a minimum:

- (a) A thirty (30) second warning for the start of the first Set in a Half Period; and
- (b) A thirty (30) second warning for the start of every other Set.

Should Match Officials determine that both teams are ready sooner, a Set may be started by signalling as described in Section 4.1.4.3.

4.1.3.5 Foregoing the Opening Rush

Should the remaining Match Time be less than that specified in Section 4.1.3.2, then the Match Official will advise Teams that:

- (a) In the case of the First Half Period, teams will prepare for the Second Half Period;
- (b) In the case of the Second Half Period, the match will be ended.

4.1.4 Commencing Play

4.1.4.1 Opening Address

Match Officials should meet with Team Captains at the beginning of each Match to:

- (a) Confirm Teams are ready to compete;
- (b) Confirm with Team that will begin with the Advantage; and
- (c) Confirm the end of the Court at which each Team will start the First Half Period.

The Home Team will start with advantage, and the Away Team will select the side they wish to start the First Half Period.

4.1.4.1.1 Variations to Opening Address

The method for determining Opening Advantage and Starting Ends will be instituted by the Controlling Body.

4.1.4.2 Starting Positions

Active Players must take correct Starting Positions for the start of each Set. A Player is in the correct Starting Position when they:

- (a) Are inside the Court; and
- (b) Have at least one (1) foot touching the Base Line.

Any Active Player not inside the Court for the commencement of the Set as signalled by the Match Officials will be Eliminated.

Any Active Player who steps forward off the baseline after the Match Officials have indicated for Teams to be ready but before the Starting Signal is given will be deemed to have False Started as per Section 4.1.4.6.

4.1.4.3 Starting Signals

Following any required warnings as per Section 4.1.3.4, Match Officials will determine that both teams are ready to begin or that regulation time between sets has elapsed and invite teams to prepare for commencement of the Set with an announcement.

After a short pause that should be no longer than three (3) seconds, Match Officials will blow a whistle in conjunction with a downward hand movement to initiate the Set, see Figure 2.

Players should move from their Starting Position into the Court immediately upon the whistle. Should Players have their foot/feet on the Base Line for too long, upon Match Officials discretion, that Player may be called Eliminated, as touching any boundary line while in game play results in Elimination.



Figure 2: Starting Signal

4.1.4.4 Opening Rush

Upon the Starting Signal, Active Players may retrieve Balls from the Centre Line to begin play. See Figure 3: Opening Rush.

4.1.4.4.1 Crossing the Centre Line

Players may cross the Centre Line when retrieving Balls during the Opening Rush, this is the only time this is allowed. There are no requirements to retain contact within the Teams' half of the court. Upon retrieval of the Balls, Players are expected to immediately retreat to their own Court Half, delay may be cause for Elimination at the Match Officials discretion.

4.1.4.4.2 Activating Balls

Balls must be Activated prior to throwing by having them pass behind the Activation Line, defined in Section 3.2.4. Only the Ball will need to pass behind. Until such time as the Ball passes the Activation Line it remains Inactive. If an Inactive Ball is thrown, it immediately becomes a Dead Ball.

4.1.4.4.3 Balls to Retrieve

Teams may initially only retrieve the three (3) Balls on the right of the middle of the Centre Line from their starting end.

4.1.4.4.4 Retrieving Opposition Balls

Balls placed for the Opposition to retrieve may be retrieved after all three (3) of the Team's own Balls have been Activated, as per Section 4.1.4.4.2. After that, the Team may retrieve the opposition Balls, which will require Activation as per Section 4.1.4.4.2.

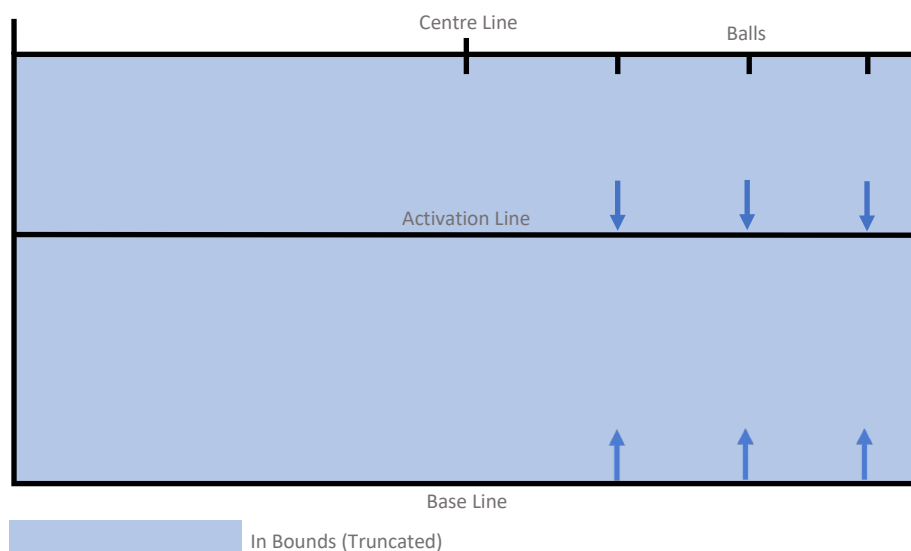


Figure 3: Opening Rush

4.1.4.5 Ball Placement

A Set will begin with six (6) Balls placed on the Centre Line, with three (3) Balls on either side of the middle of the Centre Line.

Each Team is responsible for placement of three (3) Balls which they will be allowed to retrieve during the Opening Rush as per Section 4.1.4.4.

4.1.4.5.1 Ball Placement Variation

A Controlling Body may specify the exact location for placement of Balls for the purposes of a Competition conducted by that Controlling Body.

4.1.4.6 False Starts

Once Match Officials have indicated for Teams to ready themselves for commencement of the Set, Active Players must remain in the correct Starting Position until the whistle has been blown to initiate the Set. Any Player who moves forward from their Starting Position into the Court prior to the whistle is deemed to have False Started. A False Start will stop play and the Set will be restarted.

Each Team may be issued one (1) warning for a False Start per Half Period. Subsequently, any Player who False Starts within the Half Period may be Eliminated and the Team will restart the Set with one (1) less Player.

Repeated False Starts may be considered Misconduct under clause 5.2.3.

4.1.5 Stopping Play

Match Officials should make all efforts to ensure Players are aware of a Stoppage of Play immediately by blowing the whistle and stepping partially into Court.

4.1.5.1 Expiration of Time

Play should stop immediately:

- (a) Upon expiration of Ordinary Time as indicated by Match Officials, with Live Balls subject to Section 4.1.3.2.1; and
- (b) Upon expiration of time allowed for a Tie Breaker Set.

4.1.5.2 *The End of a Set*

Play should stop upon completion of a Set. A Set is complete upon the instant of Elimination of the final Active Player of a Team as indicated by the Match Officials.

4.1.5.2.1 *Throwing After the Set Ends*

Players should make all efforts to avoid throwing any Balls after the Set has ended. Should a Player deliberately throw a Ball after the Set has ended, it may be considered Misconduct under Section 5.2.3.

4.1.5.2.2 *Getting Ready for the Next Set*

Teams may collect Balls and set them up for the next Set when applicable.

4.2 *Gameplay*

4.2.1 *Objective*

The objective of game play in a Match is to Eliminate all opposing Active Players to win the Set.

4.2.1.1 *Winning the Set*

The first team to validly Eliminate all active players from the opposing team will win the Set and score one (1) point as per Section 3.6.

4.2.2 *Throwing*

4.2.2.1 *Valid Throws*

A Ball must be thrown by an Active Player to become Live. To be deemed to have been thrown, the ball must:

- (a) Initially be controlled in the Players hand/s;
- (b) Leave the Player's hand/s via a launching action; and
- (c) Become airborne.

4.2.2.2 *Invalid Throws*

A ball that is not thrown in a valid manner will immediately become a Dead Ball. Invalid throws may constitute Player Misconduct as per Section 4.2.2.2.4 if deemed by Match Officials to be against the spirit of the game.

4.2.2.2.1 *Invalid Throw Examples*

Actions that will not constitute a valid throw include, but are not limited to:

- (a) Rolling;
- (b) Kicking;
- (c) Slapping; or
- (d) Scooping; the ball.

4.2.2.2.2 *Striking a Teammate*

As the objective of throwing is to strike an opponent, a Ball that has been thrown and subsequently contacts a Player from the throwers Team prior to crossing the Centre Line is deemed a Dead Ball.

4.2.2.2.3 *Deformation of the Ball*

Deliberate deformation of the ball prior to throwing that lasts for a significant portion of the flight will be deemed an Invalid Throw and will constitute Misconduct under Section 5.2.3.

4.2.2.2.4 Deliberate Invalid Throws

Balls deemed by Match Officials to have been deliberately thrown:

- (a) Away from opposing Players and Ball Retrievers;
- (b) Off Court; or
- (c) In any other way to waste time,

Will be considered Invalid Throws and will constitute Misconduct under Section 5.2.3.

4.2.2.3 Live Ball

As soon as the validly thrown Ball leaves the Players hand, it becomes Live and can cause Elimination of opposing Players or be Caught.

4.2.2.4 Dead Ball

A Live Ball remains Live until it becomes Dead when it:

- (a) Contacts a Dead Object, Surface or Player;
- (b) Is Caught; or
- (c) Is deemed Invalidly Thrown as per Section 4.2.2.2.

4.2.2.5 Dead Players, Objects and Surfaces

Dead Players, Objects and Surfaces are those items that cause the end to a Live Ball's travel, including, but not limited to:

- (a) Non-Active person;
 - i. Eliminated, Inactive and Non-Active Players;
 - ii. Team Officials, Ball Retrievers and Supporters
- (b) The Court Surface, including Line Markings;
- (c) Any surface or structure outside of the Court; and
- (d) Any Ball not in an Active Players physical possession, including those in flight.

4.2.2.6 Striking Ball

A Ball that strikes an opposing Active Player continues to be Live until it becomes Dead as per Section 4.2.2.5.

4.2.3 Catching

Catching a Live Ball validly thrown by an opposing Player before it becomes Dead will:

- (a) Eliminate the thrower; and
- (b) Revive one (1) Eliminated Player from the catcher's Team as per Section 4.2.6.

4.2.3.1 Completing a Catch

A Catch is completed at the instant the Catching Player:

- (a) Is deemed to have maintained control of the Ball, which can be described as holding the Ball with any part of the catcher's body; and
- (b) Contacts the floor within the Court Boundaries.

4.2.3.2 Catching a Ball Thrown by a Teammate

Catching a Live Ball thrown by a Teammate will not constitute a Catch, due to the instant the ball contacts a Teammate it becomes Dead.

4.2.4 Blocking

Players may use the Balls to block an incoming Live Ball. To successfully block, the Player must:

- (a) Retain control over the Ball that is used to block the oncoming Live Ball;

- (b) Retain control over any other Ball the Player may be holding at the time of impact of the Live Ball, regardless of whether it makes contact with the oncoming Live Ball; and
- (c) Avoid any contact by the Live Ball with their person or clothing.

4.2.4.1 *Blocked Ball*

A blocked or deflected Ball remains a Live Ball until it becomes Dead as per Section 4.2.2.5 and can cause Elimination or be Caught.

4.2.4.2 *Blocking in Sudden Death*

Blocking is not available in Sudden Death as per Section 4.2.8.3.1.

4.2.4.3 *Disarming*

If the impact of the incoming Live Ball causes a blocking Ball to become dislodged, the blocking Player is deemed to be disarmed if the Player or Teammate is not able to recover the dislodged Ball before it contacts:

- (a) A Dead Object, Surface or Player; or
- (b) A Live Ball in flight after dislodgement.

A disarmed player is eliminated.

4.2.4.3.1 *Disarming Ball*

A blocking Ball that has become dislodged by a Live Ball is neither a Live Ball nor a Dead Ball. The Player which has lost control over the blocked Ball must regather control before the Ball becomes Dead as per Section 4.2.2.5 to avoid being deemed disarmed.

If the Player or Teammate does regain control over the dislodged Ball, that Player remains an Active Player in the Match. Catching a dislodged Ball does not constitute a Catch towards the Team, and thus does not revive an Eliminated Player.

Should a Teammate fail to regain control over the dislodged Ball, the Player that was in control of the Ball is eliminated by disarm and the Teammate is not Eliminated.

4.2.5 Elimination

Active Players who are Eliminated must immediately leave the Court and take a position in the designated area for their Team's Eliminated Players being sure to retain the order in which they were Eliminated. Players are Eliminated by the following:

- (a) Being struck on any part of their person or clothing with a Live Ball, validly thrown by an opposing Active Player, at the instant it becomes Dead as per Section 4.2.2.4 without being Caught;
- (b) Validly throwing a Ball which is then Caught by an opposing Player before it becomes Dead as per Section 4.2.5.2;
- (c) Being Out of Bounds as per Section 4.2.5.3, subject to the Opening Rush exemption under Section 4.1.4.4.1; or
- (d) When directed by Match Officials due to a penalty for Misconduct under Section 5.2.4.

4.2.5.1 *Strike Elimination*

An Active Player struck on their person or clothing by a Live Ball, validly thrown by an opposing Player will be Eliminated the instant the Ball becomes Dead. A completed Catch does not constitute a Strike.

4.2.5.2 *Catch Elimination*

An Active Player who validly throws a Ball which is subsequently Caught by an opposing Player will be Eliminated the instant the Catch is completed.

4.2.5.3 *Out of Bounds Elimination*

Active Players must remain within their Team's playable area as per Section 3.2.4.1. Should an Active Player:

- (a) Step, fall or otherwise touch with any part of their body or clothing; or
- (b) Support themselves,

On or beyond the Court Boundary for their area, they will be Eliminated the instant they make contact.

4.2.5.4 *Actions Prior to Elimination*

Any action undertaken in game play prior to the instant of Elimination remains valid.

4.2.5.5 *Exiting the Court*

An Eliminated Player must leave the Court in a timely manner from the nearest point of exit. If the Player is still holding a/any Ball/s they may pass those Balls to Active Players. Any Ball/s not in their possession which is moved by an Eliminated Player should be given to the opposition.

4.2.6 *Revival*

When a Catch is taken, an Eliminated Player from the catching Team is revived and may return to Active Play. If no Player is currently Eliminated at the time of the Catch, then no revival will occur.

4.2.6.1 *Returning to the Court*

Before a Revived Player can re-enter the Court, they must touch the Out Box with part of their person, then re-enter the Court from the Base Line. Entry from any other area will cause immediate Elimination. Revived Players must re-enter the Court in a timely manner, however, they are not required to do so into immediate threat, such as into the path of a Live Ball in flight; this does not include the threat of a throw. Delaying return unnecessarily may constitute Player Misconduct under Section 5.2.3.

4.2.7 *Fair Pace*

To maintain a fair pace, Match Officials will prompt a Team to throw when neither Team appears to be preparing to throw. Match Officials will determine which Team has the Advantage to throw as per Section 4.2.7.1.

4.2.7.1 *Determining the Advantage*

Match Officials will determine which Team has the Advantage by the following:

- (a) The Team with the most Balls will have the Advantage; or
- (b) If both Teams have three (3) Balls, the Team with the most Active Players will have the advantage; or
- (c) If both Teams have three (3) Balls and the same number of Active Players, then the following will determine which has the Advantage:
 - i. At the start of the Match, the Home Team or Team listed first on the fixture will have the Advantage;
 - ii. At the start of a Set during the Match, the Team that won the preceding Set will have the Advantage; or

- iii. During the Set, the Team that received the last Valid Throw (did not throw last) will have the Advantage.

4.2.7.2 Ball Possession

Teams are considered to be in possession of Balls when they are on their side of the Centre Line, even when they are off Court.

4.2.7.3 Indicating the Advantage

Match Officials will announce the Team that has the Advantage and indicate by holding out an arm in the direction of the Team's half.

4.2.7.4 Advantage Period

Once Match Officials have indicated which Team has the Advantage, the Team will be given ten (10) seconds to make at least one (1) Valid Throw. Match Officials will count the final five (5) seconds aloud.

4.2.7.5 Level of Competition

A Controlling Body may determine the length of inactivity which will initiate Match Officials to allocate the Advantage. However, at higher levels of competition, Match Officials should endeavour to allocate the Advantage as quickly as possible to maintain the pace of the Match.

4.2.7.6 Release from the Advantage

Any Valid Throw by the Team with the Advantage or any disposal of a Ball by the opposing Team that crosses the Centre Line, subject to any exception under Section 4.2.7.7 and with consideration of Section 4.2.2.2.4 regarding deliberate Invalid Throws will release the Advantage until it is established again as per Section 4.2.7.1.

4.2.7.7 Baiting the Advantage

Players may not purposely place or cause the placement of a Ball/s in the opposing Teams half with such proximity to the Centre Line to cause the Advantage to shift and force opposing Players to approach the Centre Line to retrieve the Balls. Balls that, in the natural course of game play, settle in such a location are accepted.

4.2.7.8 Failing to Throw

If a Valid Throw is not made or release from the Advantage is not achieved as per Section 4.2.7.6 prior to the end of the Advantage Period, the Team with the Advantage will be required to immediately hand over all Balls to the opposition. Until the Balls are handed over, no Elimination can occur. Repeated failure may be considered Misconduct under Section 5.2.3.

4.2.8 Sudden Death

Sudden Death is a game play mode that is devised to hasten the completion of a Set if time has expired or is about to as per Section 4.1.3.5.

4.2.8.1 Play Stops

Upon expiration of time, Match Officials should signal alerting Teams. Any Live Ball thrown prior to expiration remains Live until it becomes Dead and can continue to cause Elimination or be Caught as per Section 4.1.3.2.1. Play then ceases and Active Players will be instructed to return to their Base Line in preparation for Sudden Death.

4.2.8.2 Ball Distribution

Regardless of the location of Balls at the expiration of time, three (3) Balls will be distributed to each Team to commence Sudden Death. Players may hold the Balls in their hands for the commencement of Sudden Death.

4.2.8.3 Game Play Alterations

4.2.8.3.1 Blocking

During Sudden Death, any Ball in a Player's possession will be deemed as part of their person. Any Ball blocked will be deemed to have contacted the Player and will cause Strike Elimination if not Caught prior to becoming Dead.

4.2.8.3.2 Catching

During Sudden Death, Catching will cause the opposing Player that threw the Ball to be Eliminated as per Section 4.2.5.2.

4.2.9 Tie Breaker Set

When determined by the Controlling Body, a Tie Breaker Set will be played in the instance that the final set of a Match results in a tied score and where a winner must be determined.

4.2.9.1 Tie Breaker Duration

A Tie Breaker Set will be played for four (4) minutes under normal playing conditions in accordance with these Rules.

4.2.9.1.1 Tie Breaker Variation

A Controlling Body may determine a varied duration for a Tie Breaker Set as required.

4.2.9.2 Tie Breaker Sudden Death

If the Tie Breaker Set is not completed with the Elimination of one (1) entire team by the expiry of the set duration, Sudden Death will be entered as per Section 4.2.8.

4.3 Ball Retrieval

Teams may employ Non-Active persons as Ball Retrievers; whose role is to retrieve Balls that have left the Court in order to return them to Active Players. Eliminated Players are not permitted to retrieve Balls for their Team.

4.3.1 Number of Ball Retrievers

Teams may have a maximum of three (3) Ball Retrievers active.

4.3.1.1 Variation to Number of Ball Retrievers

A Controlling Body may vary the number of Ball Retrievers allowed per Team in a Match conducted by that Controlling Body.

4.3.2 Ball Retriever Uniform

To limit distraction to opposition Players, Ball Retrievers are required to wear clothing that clearly distinguishes them from the Active Players in their Team, e.g., bibs.

4.3.3 Areas of Ball Retrieval

4.3.3.1 Off Court

Balls may be retrieved by Ball Retrievers once they are wholly and completely beyond the Line of Marked Boundaries. Ball Retrievers may not enter the Court by contact with the Court Surface or Boundaries to retrieve or return a Ball, doing so may constitute Misconduct under Section 5.2.5.

4.3.3.2 Centre Line

Balls may be retrieved by Ball Retrievers once they are on or over the Centre Line including its continuation under Section 3.2.5.2 on the side of the Ball Retriever's Team. If a Ball comes to rest on the Centre Line, it may be retrieved by either Team in accordance with Section 4.3.4.

4.3.3.3 Court Surrounds

Ball Retrievers may access all areas adjacent to the Court as is reasonably necessary but may only retrieve Balls as per Sections 4.3.3.1 and 4.3.3.2.

4.3.4 Ball Retrieval Right of Way

Ball Retrievers shall have reasonable right of way from other Non-Active persons in performance of their duties, however, Ball Retrievers:

- (a) Must not impede Match Officials in their duty;
- (b) Must not impede any Active Player when retrieving a Ball;
- (c) Must not impede any Ball Retriever from an opposing Team who has a reasonable chance of retrieving a Ball as it approaches the Centre Line; and
- (d) Must take all reasonable precautions to move safely around the Court.

4.3.5 Retaining Possession

Ball Retrievers may retain possession of Balls until a suitable opportunity to return the Ball to an Active Player arises, so long as no unreasonable delay to the Match occurs, which may constitute Misconduct under Section 5.2.5.

4.3.6 Other Non-Active Persons

Other Non-Active persons including Support Personnel or Spectators may, where reasonable, assist in the retrieval of Balls nearby to themselves to avoid either delay of the Match or proximity related hazards for Ball Retrievers. Persons not designated as Ball retrievers must not be moving around the Court with the purposes of Ball Retrieval. Unreasonable participation in Ball Retrieval by non-designated persons may constitute Misconduct under Section 5.2.5.

4.3.7 Incorrect Retrieval

If a retrieval does not meet the requirements as per Section 4.3 then the Team responsible will forfeit the Ball and be required to pass the Ball as a Dead Ball to the opposing Team. Repeated incorrect retrievals may constitute Misconduct under Section 5.2.5.

4.3.8 Returning Balls

Ball Retrievers may return Balls to Active Players by any reasonable method so long as the action does not:

- (a) Impede active game play in any way;
- (b) Affect the path of travel of any Ball inside the Court;
- (c) Create an Advantage by moving a Dead Ball to benefit any Player/s on Court; and
- (d) Cause unreasonable delay to the Match.

All of which may constitute Misconduct under Section 5.2.5.

5 CONDUCT PROVISIONS

5.1 Respect for These Rules

Respect for the Rules is key to promoting a healthy sport and sporting community.

5.1.1 Match Officials Decisions

Match Officials are charged with interpreting these Rules and ensuring the Match runs accordingly. During game play, a Match Official's decision is final. Disputing a call may be considered Misconduct under Section 5.2.3.

5.1.1.1 Ruling Reviews

Where practical, Players or Teams may seek further explanation or review of a ruling during a Set Break or Timeout, subject to timing restrictions, or after a Match. A Controlling Body may implement a process for ruling reviews where the outcome of the Match may be affected.

5.1.2 Honest Conduct

While Match Officials are in place, the fast-paced and multi-faceted nature of Dodgeball will often present difficulty for Match Officials in deliberating on every event during game play.

5.1.2.1 Self-Elimination

While it is the role of Match Officials to deliberate, using these Rules, on the events occurring during game play, in accordance with Section 5.1 and the Code of Conduct contained within the Member Protection Policy, Players and Teams participating in Dodgeball conducted under these Rules are expected to act honestly and in cases where Match Officials have not yet ruled, to the best of their ability:

- (a) Rule themselves or Teammates Eliminated when struck;
- (b) Confirm a non-catch when a Ball has not carried the full distance;
- (c) Rule themselves or Teammates Eliminated when having travelled Out of Bounds; and
- (d) Otherwise uphold these Rules.

Match Officials will rule on any occurrence where there is dispute over an outcome.

5.1.3 Dishonesty

Repeated reports of dishonesty by a Player or Team will be monitored. Any Player or Team found to be acting dishonestly will be considered Misconduct under Section 5.2.3 and be subject to appropriate penalties as determined by Match Officials or the Controlling Body conducting the Match.

5.2 Conduct During Matches

5.2.1 NSW Policy

The conditions of the NSW policy should be applied to all persons to whom these Rules apply, unless a Controlling Body has adopted its own relevant policy in place.

5.2.2 Maintaining the integrity and spirit of the sport.

The sport of Dodgeball is fast paced and competitive, however, Players and Teams participating are expected to conduct themselves in a manner that upholds the integrity of the sport and fosters the spirit of the sporting community.

5.2.3 Misconduct

Misconduct detracts from the spirit of the sport and will not be tolerated. Any action that brings the game in disrepute may be considered Misconduct.

5.2.3.1 Examples of Misconduct

In conjunction with the applicable MPP, Misconduct will include, but not be limited to:

- (a) Poor sportsmanship, such as:
 - i. Disrespectful actions or aspersions towards Players, Official or Supporters; or
 - ii. Refusal to follow protocol; or
 - iii. Self-referring or calling opponents out;
- (b) Fighting, assault or unnecessary roughness such as:
 - i. Intentional hard striking at close range;
 - ii. Intentional striking after Elimination; or
 - iii. Impeding an opposition Player's space near or beyond the Centre Line;
- (c) Vilification of any kind;
- (d) Generally offensive behaviour such as excessive use of foul language;
- (e) Mistreatment of equipment, such as:
 - i. Kicking or spiking Balls; or
 - ii. Squeezing or crumping Balls;
- (f) Dishonesty in the case of Elimination not identified by Match Officials; and
- (g) Interference in game play proceedings by any Non-Active person.

5.2.3.2 Penalties for Misconduct

Instances of Misconduct will result in penalties to be prescribed by Match Officials. These may include, but are not limited to:

- (a) Verbal Warnings;
- (b) Elimination;
- (c) Penalty Cards;
- (d) Individual or Team disqualification from a Match or Matches;
- (e) Individual or Team disqualification from a competition or tournament;
- (f) Ejection from the venue;
- (g) Playing bans; and
- (h) In extreme cases, legal prosecution.

5.2.4 Penalties

5.2.4.1 Verbal Warnings

When appropriate, Players should be given the opportunity to reconsider any part of action that tends towards Misconduct. Verbal Warnings will be given by Match Officials when a single instance of an infraction does not seem to warrant a penalty. Repeated behaviour following a Verbal Warning will incur further penalties such as Elimination or Penalty Cards. Match Officials will determine the appropriate follow up penalty.

5.2.4.2 Elimination Through Misconduct

Players may be Eliminated by Match Officials when Misconduct unfairly influences game play outcomes. This penalty should be used in low level competition only with preference for use of Penalty Cards at higher level competitions.

5.2.4.3 Penalty Cards

5.2.4.3.1 Yellow Cards

Yellow Cards may be issued by Match Officials to:

- (a) Active Players – when on Court Misconduct occurs. Yellow Cards issued to individual Players will be recorded against that player's Team; and
- (b) Teams – when off Court Misconduct by any person connected with that Team occurs.

5.2.4.3.1.1 Yellow Card Consequences

A Yellow Card is the next disciplinary level after a Verbal Warning to penalties for Players and Teams. A single Yellow Card infraction will have the following consequences:

- (a) An individual Player that receives a Yellow Card is immediately disqualified from participating in the remainder of that Set, with their Team being required to complete the Set with only five (5) Active Players; and
- (b) A Team that receives a Yellow Card immediately forfeits that Set, with the point being awarded to the opposing Team.

A second Yellow Card infraction to either a Player or Team will have the same consequences as a Red Card.

5.2.4.3.2 Red Cards

Red Cards may be issued by Match Officials to a Player or Team:

- (a) As a second offence to a Yellow Card infraction; or
- (b) In a case of serious Misconduct without warning.

5.2.4.3.2.1 Red Card Consequences

A Red Card is the disciplinary level after Yellow Cards to penalties for Players and Teams. A single Red Card infraction will have the following consequences:

- (a) An individual Player that receives a Red Card is immediately disqualified from participating in the remainder of that Match, with their Team being required to complete the Match with only five (5) Active Players, as well as being disqualified from participating in their next Match, with their Team being able to play with six (6) Active Players; and
- (b) A Team that receives a Red Card immediately forfeits that Match, with the win being awarded to the opposing Team.

5.2.4.3.3 Penalty Card Record

A record of Penalty Cards issued should be kept by Match Officials and reported to the Controlling Body conducting the competition at the end of the Match. This record should be made available for Players and Teams.

5.2.4.3.4 Penalty Card Review

Cards issued by Match Officials during a Match will stand until the completion of that Match. Teams and Players may request a review from the Controlling Body conducting the competition following completion of the Match. Any review will not affect the recorded outcome of a Match and can only alter the record of Penalty Cards issued.

5.2.5 Conduct of Team Personnel and Supporters

Teams are accountable for the actions of Team Officials, Support Staff, other Non-Active participants and to a reasonable degree; Spectators supporting the Team. Poor conduct from these groups may constitute Misconduct under Section 5.2.3 and result in the issuing of a penalty under Section 5.2.3.2 to either the related Team or the perpetrating individual.

5.2.5.1 Examples of Off Court Misconduct

The following are examples of off Court Misconduct include, but are not limited to:

- (a) Causing unreasonable delay to the Match by any action;
- (b) Any action aimed at distracting Players or Officials, such as loud or abrupt noises;
- (c) Offensive comments or gestures;
- (d) Unnecessary physical contact with Players, Officials or Supporters;
- (e) Inactive or Non-Active Players, Team Officials or Supporters entering the Court; and
- (f) Providing unfair or undue assistance to Active Players, such as supporting a Player's balance or providing leverage during the Opening Rush.

5.2.5.2 Complaints of Off Court Misconduct

A lead Team Official or Team Captain may approach Match Officials during a Set Break to request they monitor the off-Court conduct of opposing Team Officials, Support Staff, other Non-Active participants and Spectators. Match Officials may issue warnings or penalties at their discretion.

5.2.5.3 Penalties for Off Court Misconduct

Teams for whom supporting Support Personnel or Spectators have been found to be in breach of conduct requirements as per Section 5.2.5 may be subject to any penalty under Section 5.2.3.2 at the discretion of Match Officials.

6 APPENDIXES

6.1 Example Interpretations

Blocking Example 1

Player A is holding three (3) Balls, one in each hand and a third trapped between the other two (2). Player A attempts to block an incoming Live Ball with the Ball in their right hand, but in doing so drops the third Ball that was trapped. Even though the third Ball was not apparently hit by the Live Ball, the Ball was dropped concurrently with and due to the impact of the Live Ball and Player A is Eliminated.

Blocking Example 2

Player A is holding three (3) Balls when opposing Player B throws a Live Ball. Player A clearly drops one (1) Ball before using the remaining two (2) to block Player B's Live Ball. Since Player A did not drop the Ball due to the impact of the Live Ball, Player A is not Eliminated.

Blocking Example 3

Player A is holding two (2) Balls and uses one (1) Ball to block an incoming Live Ball. The Ball used to block the Live Ball was held out in front of Player A's face while Player A dropped the Ball they were holding at their side at the time of impact. Since the dropped Ball was not clearly a result of the impact of the Live Ball which was blocked, Player A is not Eliminated.

Complex Example 1

Two (2) Live Balls are thrown at Player A. The first Ball strikes and bounces in the air while the second Ball is caught before the first Ball hits the ground. The Catch is deemed Valid; however, Player A is still Eliminated the instant the first Ball becomes Dead.

Complex Example 2

Player A throws a Ball at Player B, but right before the Ball hits Player B, Player B throws a Ball at Player A. Both Balls thrown are Live Balls and both Players are Eliminated if Player A got hit by Player B's Ball. This is often called a 'Double Elimination'.

Complex Example 3

If Player A and B are the last Players remaining (i.e., there is a one-on-one) and there is a 'Double Elimination', the set shall be awarded to the Team whose last Player was Eliminated second, keeping in mind that a Player is not Eliminated until the Ball that struck them becomes Dead. If Player A's Ball hit Player B before Player B's Ball hit Player A, but Player B's Ball hits the ground before Player A's Ball, Player A is Eliminated first and Player B's Team is awarded the Set.

Complex Example 4

Player A is hit by a Live Ball which bounces high into the air. Player A throws a Ball at Player B while the that hit Player A is still in the air (i.e., before becoming Dead). The Ball thrown by Player A is still a Live Ball capable of Eliminating Player B or being Caught.

Ricochet Example 1

If Player A throws a Live Ball which strikes opposing Player B and ricochets to also strike opposing Player C before becoming Dead, then both opposing Players B and C are Eliminated.

Ricochet Example 2

If Player A throws a Live Ball which is blocked by opposing Player B and then strikes opposing Player C before becoming Dead, then Player C will be Eliminated.

Ricochet Example 3

If a Live Ball ricochets off a Dead Player exiting the Court and hits another Player, the Ball is deemed a Dead Ball and the hit does not cause another Elimination.

Complex Ricochet Example

If Player A throws a Live Ball which is blocked by opposing Player B and then hits Player C on the throwing team (Player A's team) while still a Live Ball, Player C is not Eliminated, but the Ball is still a Live Ball which may yet be Caught by the opposing Team until it becomes Dead.

Dead Ball Example

Player A is struck by Live Ball 1. Player A throws Live Ball 2 which strikes Player B on the opposing Team prior to Live Ball 1 becoming Dead, making the throw Valid. Live Ball 2 then also becomes Dead. Player A and Player B are Eliminated.

Out of Bounds Example 1

Player A releases Live Ball 1 in a Valid Throw before stepping on or beyond one of the Boundary Lines. Live Ball 1 strikes opposing Player B and becomes Dead. Player A is Eliminated the instant they make contact Out of Bounds but the throw released prior is Valid. Player B is Eliminated.

Out of Bounds Example 2

Player A releases Live Ball 1 in a valid throw immediately after stepping on or beyond one of the Boundary Lines. Live Ball 1 strikes opposing Player B and becomes Dead. Player A is Eliminated the instant they make contact Out of Bounds so the throw released after is Invalid. Player B is not Eliminated.

Catching Example 1

If Player A attempts to Catch a Live Ball and loses balance and falls/lands Out of Bounds before Player A has complete control of the Ball, such as still juggling the Ball, then it is not deemed a Catch and Player A is Eliminated.

Catching Example 2

If Player A attempts to catch a Live Ball and is hit by a Live Ball thrown by opposing Player B which becomes Dead before Player A has complete control of the Ball, such as still juggling the Ball, then it is not deemed a Catch and Player A is Eliminated.

Catching Example 3

Player A throws a Ball which strikes opposing Player B and then ricochets and is Caught by another opposing Player C before becoming Dead. The Catch is Valid. Player A is Eliminated as their throw was Caught. Player B is not Eliminated. This is often known as a 'Team Catch'.

Catching Example 4

Player A throws a Ball which is blocked by opposing Player B and then ricochets and is Caught by another opposing Player C before becoming Dead. The Catch is Valid. Player A is Eliminated as their throw was Caught.

Catching Example 5

Player A throws Live Ball 1. Opposing Player B then throws Live Ball 2 which strikes Player A and becomes Dead. After Live Ball 2 becomes Dead, opposing Player C (Player B's Team) catches Live Ball 1. As Live Ball 1 was Live, the Catch is Valid despite Player A being Eliminated before the Catch was completed.

Catching Example 6

If Player A throws a Ball at opposing Player B which is blocked or ricochets and is Caught by Player A's team while it is still a Live Ball, this does not constitute a Catch.

Revival Example

Player A is revived and returns via the Side Line rather than the Base Line. Opposing Player B throws a Ball which strikes Player A and becomes Dead. Regardless of the decision on the incorrect re-entry, Player A is Eliminated.

Elimination Example

If Player A is struck and leaves the Court while the striking Ball is still Live, Player A is Eliminated for being Out of Bounds. If the striking Ball is Caught before it becomes dead, Player A remains Eliminated but is eligible for Revival subject to the order of Elimination, i.e., if Player A is the only Eliminated Player, they are Revived by the Catch.

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