

DODGEBALL (open)

2017

AUS Dodgeball competitions are conducted in accordance with the rules of the [World Dodgeball Association](#) (WDA) except where these differ from AUS sports rules; in which case the latter shall take precedence.

1. Team/squad size

- Minimum registered players – 6
- Maximum registered players – 12
- Maximum cross registrations – 0
- Minimum number of players that can take the field without incurring a forfeit – 6

2. Substitutions

- 2.1. Each team may make unlimited substitutions during each match only between sets or during time outs.

3. Game time/duration

- 3.1. All games will be 2 x 20 minutes duration with 5 minutes for half time.
- 3.2. No set will commence if there is less than 5 minutes remaining in either half.
- 3.3. In the event that a set is in play when regular time ends;
- a) The set point will be awarded to the team with the most players
 - b) If the teams have the same amount of players the referee will stop play, distribute dodgeballs evenly to each team, play will then restart on the referee's signal as 'Sudden Death' until one team is completely eliminated (no prescribed time limit)
- 3.4. A summary of game time/duration is also available via the [AUS supplement – games time summary](#).

4. Point score

- 4.1. Points for each match shall be awarded as follows;
- Winning team: 3 points
 - Drawn match: 2 points per team
 - Losing team: 1 point
 - Forfeited team: 0 points
- 4.2. In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order, favours one team:
- a) The team with the highest amount of winning sets
 - b) The team with the highest sets differential (sets won against sets lost)
 - c) The result of the game in which the teams played each other
 - d) The result of the game in which the team played the top team in their pool

5. Drawn matches

- 5.1. If preliminary matches are drawn at full time, both teams will be awarded 2 points as per section 4.1.
- 5.2. If progression or medal matches are drawn at the end of normal time, one extra "Tie Breaker" set of 4 minutes duration shall be played. If still no result the teams will go to 'Sudden Death' (ref. rule 3.3b).

6. Forfeits

- 6.1. Dodgeball is run under the [AUS Guideline - forfeit of competition requirements](#).
- 6.2. A forfeit will be declared 10 minutes after the scheduled start of play time where either team is unable to commence play.

6.3. Forfeit score is 5 sets to nil (0).

6.4. Should the commencement of a game be delayed due to no fault of either team (as determined by the competition management or AUS), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams. If resolution between the teams is not possible then the Competition Manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.

6.5. In the event of a game being abandoned, the [AUS abandonment guideline will be implemented](#).

7. Uniform requirements

7.1. Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform if requested.

7.2. The specific uniform requirements for Dodgeball are as per the national sporting organisation standard with the following AUS uniform requirements:

- Shorts, shirts and shoes
- Numbering is required on the back (at least 20cm high) of shirts, numbering on the front is not required but is encouraged
- Shoes must be non-marking

7.3. Minimum uniform requirements for AUS events must be met:

- A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery)
- Long or sharp fingernails are to be trimmed short
- All participating competitors are to be correctly attired in appropriate, matching team uniforms
- Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally, the exceptions will only be granted providing they are the same colour, and the extra clothing does not cover up any identification numbers or colours
- All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt
- Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated
- All participants must retain the one number throughout the tournament (if numbered jerseys are used)
- Numbers on shirts are restricted to one or two digit numbers
- Players should not take the field of play in any costume or part of a costume. If they do, players will be asked to remove costume items or incur a code of behaviour report

8. Team duties

8.1. Team duty requirements for Dodgeball are:

- One person from each team competing in the current match will be required to assist with scoring and time keeping

8.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.

8.3. Teams that do not fulfil team duties will be fined as per the [AUS Guideline - forfeit of competition requirements](#).

9. Award ceremonies

9.1. Medal ceremonies will be held at the completion of the competition.

9.2. Gold, silver and bronze medals will be presented to teams finishing 1st, 2nd and 3rd in the competition.

Previous rule amendments

February 2015 | April 2017