

ROWBOATING OFFROAD CYCLING OFFSHOOTING POT HOLLING POWERBOATING
AGLIDING PARASCENDING PONY TREKING POTHOLING POWERBOATING
H BALL QUADBIKING RAFT BUILDING ROWING SAILING SCRAMBLING SCUBA DIVING
LLING SHOOTING SINGLE PITCH CLIMBING SKIING SNORKELLING SNOWBOARDING
FEET SPORTS SUBAQUA SURFING SWIMMING WATERSKIING WHITEWATER RAFTING
RFING ZORBING ABSEILING AERIAL RUNWAY ARCHERY BALLOONING BANDS BOULDER



CITY OF HULL DISTRICT SCOUTS

DODGEBALL COMPETITION

DODGEBALL RULES

THE COURT

The court is divided into two areas. Players must remain on the court at all times. Balls which leave the court will be returned to play by a referee.

TEAMS

Teams will consist of 4-6 players on court at the start of each game, mixed boys and girls where possible.

MATCHES

Matches will last a predetermined length of time; whichever team wins the most number of games in the match wins.

RULES OF PLAY

This is a competition for City of Hull District, and all participants will be expected to behave appropriately. Foul language or abusive behaviour will not be tolerated and any misuse of equipment or the facilities will result in disqualification from the event.

THE RUSH

Each team stands with one hand on the back wall. On the referee's whistle, players rush to get the balls in the centre. Once you have a ball, you have to return that ball to the baseline before it is thrown at the opposing team. **YOU MUST NOT SLIDE IN OR USE YOUR FEET.** You can get the ball back to baseline by either running back with it yourself or throwing it back to another teammate who has waited there. Once it has reached the baseline, it can be thrown. When holding the ball, please don't squeeze the ball out of shape before throwing it.

OUTS

A player is 'out' when:

- A LIVE ball hits their body (shoulders or below) or their clothing. A headshot does not mean you are out.
- An opposition player catches a 'LIVE' ball. If you throw it and your opponent catches it cleanly, you are out.
- Any players seen by the referees to be purposely aiming for face or headshots will be out and removed from the match.
- If a player is hit by a ball and one of their teammates catches the ball **BEFORE** it touches the ground or any walls the struck player is not out, neither is the opposing player who threw it.
- If a thrown ball hits more than one player, only the first player hit will be out.
- Players using bad language, or any form of abusive behaviour will be out of the match entirely.
- Once you are out, you must head to the waiting area immediately. Please try to go around the edge of the court to the waiting area and not interfere with the gameplay.

A "LIVE" ball is one that has not bounced, been blocked or hit a wall/ceiling.

RETURNING TO PLAY

If one of your teammates makes a clean catch, a player can return to the court. Players need to return to court in the order which they went out. If there is no-one out, play continues.

BLOCKING

Players can block throws using a ball in their hand or the hand holding a ball. If the ball you are holding is knocked out of your hand, then you will be out. Once a ball is blocked it is classed as a dead ball.

OUT OF BOUNDS

Players must stay inside the court at all times when they are out, they must line-up in the waiting area, and if they return to play, they do it in the order in which they are 'out'. Any Dodgeballs that go out of play will be returned to play by the referees. Any players leaving the court at any point during play will be out. There is no leniency on this, and no exception.

REFEREES

There will be up to 3 referees in each match. There will be one on the centre line, and a referee at each end of the court by the waiting areas.

Any decision regarding gameplay by a referee is final. Arguing with referees may cause your team to forfeit the match they are currently playing.