

Competition Overview



Date & time:	21.06.24, 09.30-11.30am
Venue:	Hartford CoEHS
Year Group(s):	Y3/4
Team & Squad organisation:	Teams of 6, Squads of up to 10 (3girls/boys on court at all times)
Event format:	Outline of rules, practice match and then competitive fixtures
Suitability:	Suitable for all however you are advised to allow a little practice time
Honours:	Participation Certificates, Individual prizes where appropriate for Determination, Honesty, Passion, Respect, Teamwork and Self-Belief.

Rules Summary:

- 6 Players on the court at the start of the game
- A match can be a set of 3, 5 or 7 games. (Games last for a maximum of 2minutes)
- 3 Balls are positioned in the centre zone at the start of a game
- A game begins when signalled by the referee
- At a game's start, a maximum of 3 players from each team run to gain possession of the balls. Balls must be passed to the back of the court before an attempt is made
- The leading team, in the game, has 5 seconds to throw balls at their opponents, when it has possession of the majority of the balls. Teams can always retain possession of 1 ball
- A catch brings a player back into the game in rotation – F.O.F.I (First Out First In)
- A player may use a ball in their possession to block a ball thrown at them
- Headshots do not count
- Substitutions are allowed between each 2-minute game
- If a ball hits a floor, wall, player or any other surface a ball becomes immediately dead

You are out –

- When a ball hits you directly, which is thrown by an opponent
- When an opposing player catches your throw
- When you step into the dead zone or over a boundary line
- When the ball is knocked from your hands when you try to block a throw

How to win a game of Dodgeball -

- A game is won by putting out all the opposing team, or by having more players left on court at the end of the 2-minute game

Further information:	www.britishdodgeball.org
Further participation:	No local clubmark club.
On the day contact:	Roger Pickering 07833-254020
Approximate departure time:	11.45am

