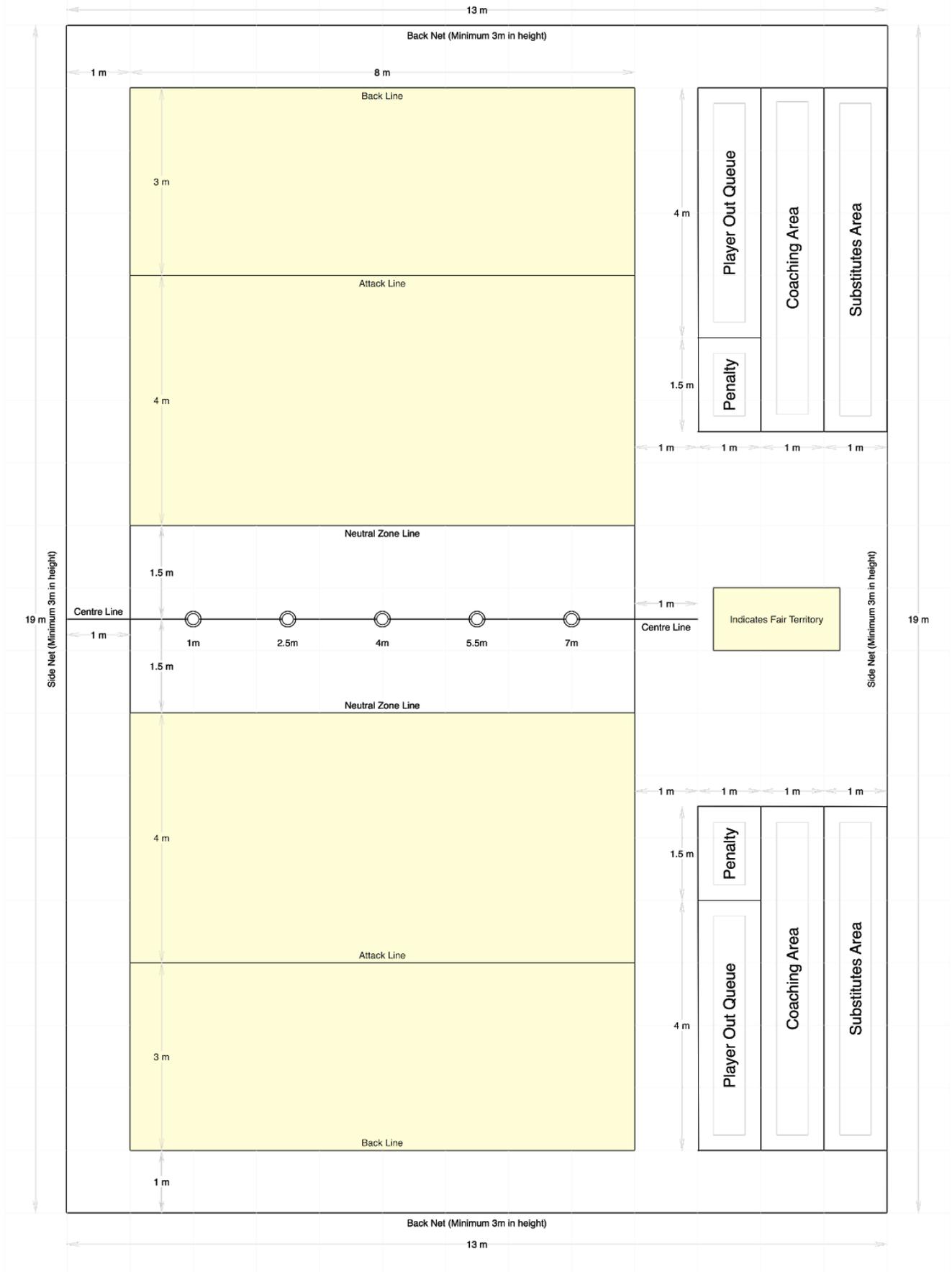


**European Dodgeball Federation
(EDBF)
Rules & Regulations
Version 4.2.2**

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Official Court Diagram



Rule 1 - The Playing Area

Section 1. The Court

1. The court is the area within which the balls may be legally played and **PLAYERS** can be **HIT** or make a **CATCH**.
2. There shall be a clear and unobstructed area between the back lines & side lines and any walls, nets or barriers beyond the court boundaries.
3. An **OFFICIAL** shall inspect the court for suitability for play prior to the start of the **MATCH**.

Section 2. Court Layout

1. The official dimensions for a regulation court are as follows:
 1. The Court is 17 metres in length and 8 metres wide.
 1. The **CENTRE LINE** is marked across the court at exactly half way between each **BACK LINE** and should continue for 1 meter outside of the court lines to indicate where a **RETRIEVER** can retrieve balls from before they have passed this line, should a **RETRIEVER** collect a ball that has passed this line the **MATCH OFFICIAL** will instruct that the ball be returned to the opposing teams back court area.
 2. The **NEUTRAL ZONE** will be marked 3 metres, wide with lines which are 1.5 metres yards either side of the **CENTRE LINE**.
 3. An **ATTACK LINE** will be marked across the court 3 metres from each **BACK LINE**.
 4. **FAIR TERRITORY** is the area between the **BACK LINE** and beginning of the **NEUTRAL ZONE**.
 2. At least 1 metre should be allotted for an out of bound area, allowing officials to move freely along the side lines.
 3. The **QUEUE** for each team is a 1 meter X 4 meters area, and should be located at least 1 meter from the side line, leaving enough room for officials to move freely along the side of the court. It will be marked out from a point which is level with the **BACK LINE**, running parallel with the side line.
 4. The **COACHING AREA** for each **TEAM** is a 1 meter X 5.5 meters area, and should be located behind the **QUEUE**
 5. The **SUBSTITUTES AREA** for each **TEAM** is a 1 meter X 5.5 meters area, and should be located behind the **COACHING AREA**.
 6. When used, ball tees shall be made of a soft rubber or a non-slip material, measuring 3" in diameter large enough to hold a EDBF Dodgeball in position.
 7. The court should have four enclosed walls or barriers, wherever possible, with netting, or some type of solid barrier to prevent balls from exiting the court.
 8. Ceilings should be least 4 metres yards high whenever possible.
2. Every effort should be made to obtain the correct dimensions. However court size may be adjusted to best suit the available space.
3. Wherever possible courts will have a wall or solid barrier 1 meter behind the back line.
4. Ball Placement: Five balls are placed in the **NEUTRAL ZONE** on the **CENTRE LINE**. The balls shall be placed an equal distance from each other.
 1. The **MATCH OFFICIAL** can mark the **CENTRE LINE** to show the placement of dodgeballs at the start of each **SET**. Starting at 1 m with 1.5 m intervals (1 m, 2.5 m, 4 m, 5.5 m, 7 m)

Rule 2 - Equipment

Section 1. The Official Dodgeball

1. All EDBF sanctioned events must use EDBF approved balls.
2. EDBF sanctioned dodgeballs can be designed in any way appropriate with designs and sponsor's logo's as approved and deemed acceptable by EDBF.
3. Balls used in EDBF regulation play must, in the sole opinion and discretion of the official, be appropriate for **MATCH** play.
4. Approved dodgeballs will be made of a butyl bladder, covered by webbing and a textured no-sting cloth covering which has a 2 mm layer of foam directly underneath it.
5. Approved dodgeballs shall be 7 inches/17.78cm. in diameter when measured across the width of the inflated ball.
6. The ball pressure should be set at 1.6-1.8 psi (pounds per square inch) or 0.110-0.125 bars.

Section 2. Uniforms and Protective Equipment

1. Uniforms and protective equipment are considered part of the **PLAYER**. Any **PLAYER HIT** on any part of their uniform or protective equipment will be considered **OUT**.
2. Uniforms must be worn by each team **PLAYER**.
3. Uniforms must be similar in colour and graphic style, sleeves may be of differing lengths. The uniform should display the team name along with a visible number unique to each **PLAYER**. **TEAM** logos can also be displayed on uniforms.

1. A **PLAYER** must maintain the same unique number throughout a competition i.e. A **PLAYER** can be registered for both the mixed and gender competitions under two different numbers providing the numbers used remain unique within each team.
4. Sponsor's names and logos must be approved by EDBF before they can be displayed on a team uniform at EDBF events.
5. Offensive and/or otherwise obscene and discriminatory graphics and text will not be allowed.
6. A **PLAYER** will not be penalised for a uniform miss-match as result of the blood rule or should their uniform become damaged in the course of a game.
7. All protective equipment must be worn correctly and be in working condition.
8. An **OFFICIAL** may at any time request a **PLAYER** to change uniform, require an adjustment, or removal of any equipment, including jewellery, watches/timing devices.
 1. If such equipment poses a significant risk to safety or is in violation of EDBF rules, the **PLAYER** will be instructed to remove the items which pose the risk.
 2. Should a **PLAYER** refuse, they will not be allowed to play.
 3. Medical alert bracelets and necklaces are exempt from this ruling but should be taped for safety if possible injury could occur.
9. Headgear.
 1. Headbands and protective helmets are the only optional headgear for **PLAYERS**.
 2. Ball caps, visors, and other head coverings are not allowed in tournament play. Bandannas do not qualify as headbands and cannot be worn around the head, neck, or wrist/arm.
10. Cast/Prostheses.
 1. Prostheses may be worn. All casts, braces, and splints with exposed hard surfaces must be padded.
 2. No **PLAYER** will be allowed to play should an **OFFICIAL** determine their equipment poses a significant risk to the safety of other players, or which changes the fundamental nature of the game or enhance the ability of a **PLAYER** such as to give them an advantage.
11. Gloves.
 1. Gloves may not be worn.
 2. The only exceptions shall be when a **PLAYER** can prove there is a medical or health requirement for them to wear a glove or hand covering. If a glove or gloves are allowed for medical reasons they must not be able to enhance the ability of a **PLAYER** to play the game.
12. Jewellery.
 1. Exposed jewellery, if judged by an **OFFICIAL** to be dangerous, must be removed and may not be worn during the game.
 2. Medical alert bracelets/necklaces are not considered jewellery. If worn, they must be secured to the body so the medical alert information remains visible.
 3. If a **PLAYER** wears jewellery which is not noticed by an **OFFICIAL** and the item causes injury to the **PLAYER** wearing the jewellery or to another **PLAYER**, on either team, the **PLAYER** wearing the jewellery will be held fully responsible for all personal injury caused by not following rules.
13. Goggles.
 1. Goggles may be worn.
 2. Eye glasses should be secured with head straps.
14. Shoes.
 1. Must be worn at all times.
 2. All shoes must be made of canvas, leather, or similar material and possess a rubber non-marking sole.
 3. An **OFFICIAL** may deem any footwear unsafe at their discretion. A **PLAYER** will only be allowed to play with footwear deemed safe.

Section 3. Uniform Guide

Uniform or equipment which affects the safety of all participants, **OFFICIALS**, and spectators.

1. No uniform or equipment will be allowed which is deemed dangerous or harmful to the wearer or to other **PLAYERS**.
2. No equipment or uniform item will be allowed which significantly enhances **PLAYER** performance beyond the normal limits of individual skill.
3. Numbers.
 1. An Arabic whole number (0-99) of contrasting colour, at least 6 inches (15.24cm) high must be worn and be visible on the back of all uniform shirts.
 2. No **PLAYER** on the same **TEAM** may wear identical numbers. (Numbers 0 and 00 or 3 and 03 are examples of identical numbers.)A **PLAYER** without a number will not be permitted to play.
 3. **PLAYERS** with the same number will not be permitted to play.
 4. **PLAYERS** not wearing the number they were registered in the competition will not be permitted to play.

1. A **PLAYER** instructed to replace their shirt due to **BLOOD INJURY** occurring earlier in the days play will be exempt from this rule for the remainder of that days competition only.
4. Shirts.
 1. All **TEAM** members must wear shirts that display unique **PLAYER** numbers and are similar in colour and graphic style, sleeve lengths may vary.
 2. Visible undershirts may be either long or short sleeved, no restrictions on colours or style apply. No **PLAYER** may wear ragged, frayed, cut off, or slit uniform items.
5. Shorts/Leggings.
 1. **TEAMS** may choose to wear sport pants/leggings or shorts as long as they are alike in colour and style for all members of the **TEAM** that are wearing them.
 2. No **PLAYER** may wear ragged, frayed or slit legs on exposed pants or leggings.
 3. Female **PLAYERS** may choose alternative **TEAM** wear to shorts such as sport pants, skorts, sports skirts, sports dresses, leggings as long as all female members of the **TEAM** are wearing the same style of apparel. Black is an alternative acceptable lower apparel colour to the **TEAMS** base colour. .
 4. **PLAYERS** can wear visible sports base layer garments underneath the required uniform clothing. No **PLAYER** may wear ragged, frayed, cut off, or slit uniform items.

Section 4. All Equipment

1. The EDBF reserves the right to withhold or withdraw approval of any equipment which in the sole determination of the EDBF, significantly changes the character of the game.

Section 5. Exterior Substances

1. Substances applied to the exterior of team uniform or onto the skin of a **PLAYER** which enhance the ability to throw or to catch are not allowed.
2. Substances applied to the exterior of **PLAYERS** skin, which are applied for medical reasons are allowed, but they must be covered by a dressing which is not in breach of [Rule 2. Section 2 - 11.2](#)
3. Substances applied to aid a **PLAYER** injury, such as a heat spray or cold spray, are allowed to be applied.

Rule 3 - Players, Coaches, Retrievers & Substitutes

Section 0. Discipline

1. **PLAYERS, SUBSTITUTES, RETRIEVERS, COACHES, MANAGERS** and any assistants are subject to the authority of the **MATCH OFFICIALS** at all times, any situations between the **TEAMS** representatives involved in the **MATCH** occurring 5 minutes before or after a **MATCH** will be considered as part of that **MATCH** and appropriate actions will be applied as though they occurred during the **MATCH**.

Section 1. Players

Teams consist of 6 **PLAYERS** with up to 6 **SUBSTITUTES**. All **PLAYERS** must be in uniform with their name and numbers listed on the line up sheet. **PLAYERS** cannot be added after the **MATCH** has begun.

1. A team can consist of no more than 12 **PLAYERS**. A **PLAYER** may only participate in a tournament they have registered for.
2. Mixed teams must field a team consisting of both genders but no more than 3 **PLAYERS** of a single gender may be on court at anytime. Open Category competition teams may consist of either gender. Any ratio of men and women may participate, including all male and all female teams.

Section 2. Coaches, Assistant Coaches, Manager

1. The **COACH, ASSISTANT COACH** or **MANAGER** is a person who is responsible for the **TEAMS** actions on the court and will represent the team in communication with the **MATCH OFFICIALS** and opposing team.
2. A **PLAYER** may be designated as a **COACH**. In the event the **COACH, ASSISTANT COACH** or **MANAGER** is absent or that **PLAYER** is acting as a **PLAYER-COACH**. In the absence of a **COACH** or **PLAYER-COACH** the **TEAM CAPTAIN** will represent their team. **COACHES** must be neatly attired or dressed in the **TEAM** uniform.
3. In championship play, **COACHES** shall not display the names and/or logos of any other dodgeball associations on their uniform, other than the logo of their National Governing Body.
4. **COACHES** may not use language that will reflect negatively upon **PLAYERS, OFFICIALS** or spectators.
5. A **COACH** may address only their team members and the **OFFICIALS** when they are making a genuine appeal of incorrect procedure.
6. A **COACH, ASSISTANT COACH, MANAGER** must remain in the **COACHING AREA** for their **TEAM**, which is marked out at the side of the court behind the **QUEUE**. They must not enter the court without justification from an **OFFICIAL**.

7. **COACHES, ASSISTANT COACHES, MANAGER** are subject to all rules of conduct.

Section 3. Line-up Cards

1. A **LINE-UP CARD** must be completed and submitted to the **COMPETITION CO-ORDINATOR** or to a **HEAD REFEREE** before their team's first **SET** of a **MATCH**.
2. A **LINE-UP CARD** cannot be changed once the **MATCH** has begun.
3. **PLAYERS** shall be official once the **LINE-UP CARD** is inspected and approved by the **HEAD REFEREE, COACH, TEAM MANAGER**, or representative at the pre-match meeting.
4. The **LINE-UP CARD** shall contain
 1. **PLAYERS** section. The first name, last name, and uniform number of each **PLAYER** including **SUBSTITUTES**. If an incorrect number is written on the **LINE-UP CARD**, an **OFFICIAL** may correct it, and allow a **TEAM** to continue playing with no penalty.
 1. Except in the case of a **BLOOD INJURY** a **PLAYER** will not be allowed to play unless wearing the correct registered numbered shirt.
 2. **COACHES** section.
 1. The first name, last name of anyone the **TEAM** designate to be allowed in the **COACHING AREA**.
 2. Only a **PLAYER** listed on the **LINE-UP CARD** or a person named under this section on the submitted **LINE-UP CARD** will be allowed in the **COACHING AREA**.
 3. **RETRIEVERS** section.
 1. The first name, last name of each **RETRIEVER** that is not included as a **PLAYER**.
 2. Only a **PLAYER** listed on the **LINE-UP CARD** or a person named under this section on the submitted **LINE-UP CARD** will be allowed to act as a **RETRIEVER**.

Section 4. Substitutions

1. Substitutions must be made prior to the start of a **SET**. No substitutions can be made during a **SET**, except in cases of injury.
2. Should a **PLAYER** become injured that **PLAYER** is replaced by the next available **PLAYER** in the **QUEUE**. A **SUBSTITUTE** will come into the **MATCH** by taking the last place in the **QUEUE**; the **SUBSTITUTE** will join the **QUEUE** immediately from the bench.
3. In a Mixed Team **MATCH**, the **SUBSTITUTE PLAYER** must be of the same gender and in **QUEUE** order. If there are no other same gender **PLAYERS**, that team will play **SHORT-HANDED**.
4. If a **SUBSTITUTE** is discovered to be an ineligible **PLAYER**, that **PLAYER** must be replaced immediately by an eligible **PLAYER**.

Section 5. Short-Handed Rule

1. Starting a game.
 1. A team may begin a **SET** one or two **PLAYERS** short.
1. Under no circumstances shall a team be permitted to start a game with less than 4 **PLAYERS**.
 1. The **TEAM** will **FORFEIT** a **SET** every 20 seconds until they are able to field 4 **PLAYERS**.
 1. **MATCH OFFICIALS** will time each 20 seconds **RESET** until the **TEAM** is able to start with the required 4 **PLAYERS**.
 2. Should less than 20 seconds of a half remain all timers will run until the end of the half and the **TEAM** will **FORFEIT** another **SET**.
2. Games in progress.
 1. A **SUBSTITUTE** may not enter a **SET** in progress until the start of a new **SET**, except in the case of an injury.
 2. Should a **PLAYER** listed on the roster arrive late and is of the proper gender, they may enter the line-up at the start of the next **SET**.
 3. Any **PLAYER** removed on a **YELLOW CARD** offence (see [Rule 3 Section 7](#)) must remain in the **PENALTY BOX** until 5 minutes of **MATCH** play has completed.
 4. Any **PLAYER** removed for a **PENALTY SET** offence (see [Rule 3 Section 7.6](#)) must remain in the **PENALTY BOX** until the end of the following **SET** of the **MATCH** in progress.
 1. If as a result of a **PENALTY SET** a **TEAM** is left **SHORT-HANDED** the set will be forfeited and the **PLAYER PENALTY SET** will be considered completed.

Section 6. Ineligible Players

1. An **INELIGIBLE PLAYER** is
 1. A **PLAYER** who is not part of the Official **TEAM** roster for the competition.
 2. A **PLAYER** not listed on the **LINE-UP CARD**.

3. A **PLAYER** not wearing a shirt with their correct registered number for the competition
4. A **PLAYER** which has received a **RED CARD** within the competition the **MATCH** is for i.e. a **RED CARD** within the mixed competition would not prevent a **PLAYER** from participating in their gender competition and vice versa.
2. A **PLAYER** will not violate the **INELIGIBLE PLAYER** rule until the **RUSH** or a ball has been thrown.
3. If the **PLAYER** is deemed ineligible the **OFFICIAL** will:
 1. Remove the **INELIGIBLE PLAYER** from the court.
 2. The offending team will continue to play without the **INELIGIBLE PLAYER** being replaced for the remainder of the **MATCH** i.e. a **TEAM** with 2 **PLAYERS** that are **INELIGIBLE** would be allowed to continue with 4 **PLAYERS** only for the remainder of the **MATCH**.

Section 7. Ejected Player/Team Penalty/Penalty Set

(**YELLOW CARD** Offence)

1. An **EJECTED PLAYER** is restricted to the **PENALTY BOX** for 5 minutes of live play. The 5 minutes can take place across the half time break. The time in the **PENALTY BOX** will be paused during half time or if there is an injury **TIMEOUT**.
2. An ejected **COACH** must remove them self from the playing area and remain outside the barriers and/or nets which enclose the court, for the rest of the day's play.
3. Should an act be determined to be flagrant, aggressive or abusive the **PLAYER** or **COACH** may be required to leave the venue or the event. The offending **PLAYER** or **COACH** will be recorded as receiving a **RED CARD** by the **MATCH OFFICIAL** or tournament **OFFICIALS**.
4. Any **EJECTED PLAYER** discovered participating in the game will constitute a **FORFEIT**.
5. **TEAM PENALTY (TEAM YELLOW CARD Offence)**
 1. A **TEAM** receiving a **TEAM PENALTY** will lose a starting **PLAYER** for all **MATCHES** within that 5 minute period.
 1. The 5 minute period will be timed by the **MATCH OFFICIALS** and will begin from the starting whistle of the **TEAMS** next **SET**.
 1. If the **TEAM PENALTY** occurs in the final **SET** of a **MATCH** half or of a **MATCH** it will begin from the 1st **SET** of the next **MATCH** half or **MATCH**.
 2. A **TEAM PENALTY** Timer will be paused during half time and between **MATCHES**.
 2. Once the **TEAM PENALTY** timer has expired the amount of starting **PLAYERS** can increase by 1 up to the maximum of 6.
 1. The **TEAM PENALTY** timer must have expired before the **MATCH OFFICIALS** call the **TEAMS** to line up for the next **SET** in order for the starting number of **PLAYERS** in the **TEAM** to be increased.
6. **PLAYER PENALTY SET**
 1. **MATCH OFFICIALS** may choose to award **PLAYERS** a **PLAYER PENALTY SET**. for behaviour that does not warrant a **YELLOW CARD**
 2. A **PLAYER** receiving a **PLAYER PENALTY SET** must remain in the **PENALTY BOX** for the remainder of the current **SET** and the following **SET**.

Section 8. Retrievers

1. A **RETRIEVER** is an individual designated to retrieve balls that go out of play. **TEAMS** are responsible for providing retrievers. There will normally be 2 **RETRIEVERS** provided by each **TEAM**. Tournament **OFFICIALS** will determine if more or fewer **RETRIEVERS** are required and they will inform **TEAMS** before the start of play.
 1. A **RETRIEVER** may not enter the court at any time.
 2. A **RETRIEVER** may not wear a jersey of the same colour as their **TEAM** uniform.
 3. A **RETRIEVER** is only allowed to field balls that are outside of the courts boundaries and have not passed the court's half way line.
 1. Each team will designate **RETRIEVERS**.
 1. Retrievers may be changed during the **RESET** between each **SET**.
 2. **RETRIEVERS** can be ejected from play if they hoard dodgeballs which are needed in play.
 3. **RETRIEVERS** must put balls into play as soon as possible.
 4. When returning a ball to play a **RETRIEVER** may either toss a ball to any active **PLAYER** behind the **TEAMS ATTACK LINE** or place the ball on **COURT** behind the **TEAMS ATTACK LINE**.
 5. Balls being returned from **OUT OF BOUNDS** must be returned to play by passing them onto the court behind their **TEAMS ATTACK LINE**.
 4. For events not requiring **RETRIEVERS** the following rules apply:
 1. If there are **PLAYERS** in the **QUEUE**:
 2. Active **PLAYERS** may not go **OUT OF BOUNDS** to retrieve balls.
 3. One **PLAYER** may leave the **QUEUE** to retrieve a ball **OUT OF BOUNDS**.
 4. A **PLAYER** leaving the **QUEUE** to retrieve a ball is subject to all **RETRIEVER** rules and regulations.

1. If there are no **PLAYERS** in the **QUEUE**:
 - a. One active **PLAYER** may go **OUT OF BOUNDS** to retrieve a ball.
 - b. A **PLAYER** retrieving a ball must return promptly to their side of the court. Intentional delay will result in a penalty.
 - c. A **LIVE PLAYER** leaving the court to retrieve a ball must leave the court behind their team's **ATTACK LINE**.
 - i. The **PLAYER** must raise their hand above their head to indicate they are leaving court to retrieve a ball.
 - ii. The **PLAYER** remains a live target until they have made contact outside the playing area of the court.
 - iii. The retrieving **PLAYER** must come back into play by stepping back on to court over the back line.
 - d. A **LIVE PLAYER** retrieving balls is subject to all retriever rules and regulations.
2. A **RETRIEVER** may not
 1. Touch, move or interfere with a ball that is within the **COURT** boundaries either through direct contact with the ball or by deliberate use of a ball they have **RETRIEVED**.
 2. Cause a ball to be transferred to the opposite **TEAM** through any means.
 3. Make contact with an opposition **RETRIEVER**.
3. If a **RETRIEVER** commits an infraction the **MATCH OFFICIALS** may apply the following actions in order of severity and occurrence.
 1. Choose to give a **TEAM RETRIEVER** warning depending on the nature of the infraction examples of which but not limited to are:
 1. Entering the court.
 2. Stalling Play
 2. Ask the opposing **TEAM** to choose the distribution of all balls examples of which but not limited to are:
 1. Intentional transfer of balls to the opposition **FAIR TERRITORY**
 3. Choose to give a **YELLOW CARD or RED CARD** depending on the nature of the infraction examples of which but not limited to are:
 1. Repeated occurrence of infractions
 2. **UNSPORTSMANLIKE** conduct

Section 9. Spectator Interference

1. Spectators may return a ball to play that has gone **OUT OF BOUNDS** by giving it to an **OFFICIAL** or **RETRIEVER**.

RULE 4 - THE MATCH

Section 1. Approved Style of Play

1. There is currently one approved style of play that is sanctioned by the EDBF (*See Rule 4-Section 5*)

Section 2. Home Team

1. The home team shall get first choice of court side.
2. In absence of a home team, choice of sides shall be determined by a coin toss.

Section 3. Bench Conduct

1. **COACHES, ASSISTANT COACHES, MANAGERS, SUBSTITUTES, PLAYERS**, shall only be allowed in their designated area, personnel not taking part in live play, i.e., during a **SET**, shall not be allowed inside the boundaries (barriers and/or nets) which designates the area of court play.
2. Violation of point 1 can result in a **TEAM FORFEIT** of the **SET** being played.

Section 4. Fitness of the Court

1. The **OFFICIAL** shall determine the fitness of the court prior to the start of the **MATCH**.
2. The court must fit EDBF standards and be free of slip or trip hazards.
3. Over the course of the **MATCH**, should the court become hazardous, the **OFFICIAL** may call a **TIMEOUT** to clear the hazard.
4. A **RESET** will be called to resume play.

Section 5. Regulation Match and Game Type

1. Match:
 1. A regulation **MATCH** will consist of two 15 minute halves, with a 5 minute half-time break.
 2. The 15 minutes for the each half will be a running clock, i.e.15 minutes without pausing.
 1. If less than 90 seconds remain of a **MATCH** half after a **SET** ends the **MATCH OFFICIALS** will announce that a **FINAL SET** will be played and the **MATCH** clock will be set for a **FINAL SET**.
 1. All penalty timers will be paused when **MATCH OFFICIALS** announce the **FINAL SET** and will restart when the **FINAL SET** begins and will be paused again when it ends.
 2. A **FINAL SET** will last a maximum of 90 seconds.
 1. In the event of any **FALSE START** the **FINAL SET** 90 seconds timer will be reset to the full **FINAL SET** time all other timers will continue to run.
 2. Should the **SET** be won through a total elimination before the 90 seconds timer expires no further **SET** will be played unless during knockout stages the final **MATCH** score is a draw then an **OVERTIME SET** will be played.
 3. The **HEAD REFEREE** or other **MATCH OFFICIAL** can halt play and call for a time out to stop the **MATCH** timing when they deem this to be necessary. (See point 6)
 4. **TEAMS** will change ends at half-time.
 2. Sets:
 1. A **MATCH** will consist of an indeterminate number of **SETS**.
 2. A **SET** is when 2 **TEAMS** line up behind the **BACK LINE** to start play with 4 to 6 **PLAYERS** and they play until one **TEAM** is eliminated, or until the time for the **SET** expires.
 3. A **SET** is played as an elimination game with a point awarded towards the **MATCH** score for the winning of each **SET**.
 4. The maximum time allowed for each **SET** is 3 minutes of continuous play.
 5. If the **REFEREE** declares a **SET** ended due to 3 minutes of time being played, the winning **TEAM** for that **SET** will be the **TEAM** with the most **PLAYERS**, on court when the **REFEREE** has ended the **SET**. If both **TEAMS** have an equal number of **PLAYERS**, still in when time expires at the end of a **SET**, it will be declared a draw and both teams receive 1 point towards the **MATCH** score.
 6. When a **TEAM** is eliminated, or the time expires, **TEAMS** will **RESET** for the next period. **TEAMS** must **RESET** immediately. **MATCH OFFICIALS** will allow 20 seconds for **TEAMS** to **RESET**.
 7. Upon completion of a **SET** the winning **TEAM** receives 2 points towards their **MATCH** score if a **SET** is drawn both **TEAMS** will be awarded 1 point.
 3. After the **MATCH** has been completed, the points are totalled to determine a winner. The team with the highest points total wins the **MATCH**.
 4. A tie or drawn **MATCH** will remain as such in league tables and tournament group or pool rounds. Competitions will normally use the following scoring system:
 1. The points awarded from **MATCH** play towards a league table or group/pool in tournament play will normally be 3 points for a **MATCH** win and 1 point for a drawn **MATCH**.
 2. In league and group/pool tables, round-robin competitions, the more points from **MATCH** play won by a team the higher they will be placed in the table.
 3. If 2 teams are tied on points in a table the number of **MATCH** wins will decide which team is placed higher.
 1. If this is equal, the team with the better **SETS** for and against difference will be placed higher.
 2. If they have won an equal number of **MATCHES** and **SETS** their head to head result(s) will be used to decide which team is the better placed.
 3. Failing all these tie-breaking methods a single **SET** will be played to determine which team is placed higher.
 5. **OVERTIME SET**
 1. In knockout tournament play, an **OVERTIME SET** is played at the end of a **MATCH** when both teams have won an equal number of **SETS** in the **MATCH**. An additional **OVERTIME SET** starts.
 2. If this is drawn at 3 minutes the **MATCH OFFICIALS** will call "Sudden Death!" and the first **TEAM** to eliminate an opposing **PLAYER** wins the **MATCH**.
 6. An **OFFICIAL** is empowered to stop a **MATCH** at any time because of darkness, rain, fire, panic, or any other causes that place the patrons or **PLAYERS**, in peril.
 1. A **MATCH** stopped by an **OFFICIAL** is deemed regulation if 3 or more **SETS** have been completed.
 2. If the **MATCH** is considered regulation, the team winning the majority of the **SETS** is declared the winner.
 3. Matches not considered regulation shall be resumed at the exact point where they were stopped.
 4. Stopped matches that result in a tie, may be resumed with a **RESET**, consisting of the same number of **PLAYERS**, at the point the **SET** was stopped.

Section 6. Forfeited Match and Forfeited Set

1. A forfeited **MATCH** shall be declared by the **OFFICIAL** in favour of the **TEAM** not at fault in the following cases:
 1. If an **OFFICIAL** is physically attacked by any **TEAM** member and/or spectator.
 2. If a **TEAM** fails to appear on the court or is on the court but refuses to begin a **MATCH** at the scheduled or assigned time.
 3. If a **TEAM** refuses to continue to play after the **MATCH** has begun, unless the **MATCH** has been suspended or terminated by the **OFFICIAL**.
 4. If, after the **OFFICIAL** has suspended play, one side fails to resume play within two minutes after the **OFFICIAL** signal to resume play.
 5. If a **TEAM** employs tactics noticeably designed to delay the game.
 6. If after a warning by an **OFFICIAL**, any one of the rules of the game is wilfully violated.
 7. If the order for the ejection of a **PLAYER**, **COACH** or **TEAM MANAGER** is not obeyed.
 8. If the ejection of a **PLAYER** or **PLAYERS**, from the game results in fewer than the required number of **PLAYERS**, to continue the game at the next **SET** meaning the **TEAM** is **SHORT-HANDED** after the **MATCH OFFICIALS RESET**
 1. The **TEAM** will **FORFEIT** a **SET** every 20 seconds until they are able to field 4 **PLAYERS**.
 1. **MATCH OFFICIALS** will time each 20 seconds **RESET** until the **TEAM** is able to start with the required 4 **PLAYERS**.
 2. Should less than 20 seconds of a half remain all timers will run until the end of the half and the **TEAM** will **FORFEIT** another **SET**.
 3. If an **EJECTED PLAYER** is discovered participating.
 9. If a **PLAYER** is injured or becomes ill, leaving the **TEAM** with less **PLAYERS**, than the required number of **PLAYERS**, for a full team.
 10. Once a **MATCH** has been forfeited, the **FORFEIT** cannot be changed.
2. A forfeited **SET** will happen when a team is not on court to begin the first **SET** in a **MATCH** at the scheduled time and when the **MATCH OFFICIALS** and opposing team are present.
 1. The **HEAD REFEREE** will declare the first **SET FORFEIT** and then allow the team who has forfeited a maximum of 3 minutes to be ready for the second **SET** of the **MATCH**.
 2. Should the team still not be present and/or ready to begin play they will forfeit the **MATCH**.
 3. A **FORFEIT SET** can also occur when a team receives a **TEAM YELLOW CARD**.
3. Forfeit Scoring:
 1. A **FORFEIT SET** will award the one point for that **SET** to the non-offending team, towards their **MATCH** score.
 2. A **MATCH FORFEIT** will result in the non-offending team being awarded the win for that **MATCH** by 20 points to nil (20-0).

RULE 5 - STARTING THE GAME

Section 1. Beginning Play

1. Play begins with all **PLAYERS** positioned behind their team's **BACK LINE**.
 1. **PLAYERS** cannot be over the **BACK LINE** or touch the **BACK LINE** until after the **OFFICIALS** have signalled the start of play.
2. False Starts
 1. After the **MATCH OFFICIALS** call "Teams ready!" the **PLAYERS** should remain stationary and not move forwards until the starting whistle if a **PLAYER** does move forward it will be considered a **FALSE START**.
 2. In the event of a **FALSE START** the offending **TEAM** will forfeit a ball to their opponents starting with the centre ball and the **TEAMS** are then **RESET**.
 1. If both **TEAMS FALSE START** the **TEAM** which was deemed to have begun the **FALSE START** will be classed the offending **TEAM**.
 2. If the **MATCH OFFICIALS** are unable to determine which **TEAM** initiated the **FALSE START** the **MATCH OFFICIALS** will **RESET**
 3. At the **RESET** the offending **TEAM** will only be allowed to have a maximum of 2 runners for the uncontested balls designated for their **TEAM** if any remain.
 4. In the event of any additional **FALSE START** the balls are given to the other **TEAM** in the order of outside to inside, starting with the non-offending **TEAMS** balls first. Any balls given to the non-offending **TEAM** are deemed a **LIVE BALL** immediately upon the start of the **SET**, as soon as the **PLAYER** in possession has fully stepped onto the court.
1. The **HEAD REFEREE** or other designated Starter will address each **TEAM** with these instructions:
 1. "Line up!" to order teams to take their places.
 2. The **OFFICIAL** then states "Teams ready!" for the **TEAMS** to get into position to **RUSH**.

3. The **OFFICIAL** will pause for approximately 1 second and then blow a whistle to signal the start of the **SET**.

Section 2. The Rush

1. The **RUSH** occurs at the beginning of each **SET** or **RESET**.
2. Upon an **OFFICIALS** signal, both **TEAMS RUSH** to centre court and attempt to retrieve the two balls to their left designated for their **TEAM** and the one ball in the centre (which is open to either **TEAM**).
3. A maximum of 3 **PLAYERS** per team are allowed to **RUSH** for the balls.
 - 1.
4. A **PLAYERS** who are not Rushing for the balls, but who are waiting for the balls to be made **LIVE** must step onto the court at the start of the set.
 1. The non-rushing **PLAYERS** have until the rushers have reached the **CENTRE LINE** to step onto the court and enter the game.
 2. If a **PLAYER** has not stepped onto the court by the time the first rusher, from either team, has reached the balls on the centre line, that **PLAYER** will be called **OUT** for being off the court.
5. When retrieving their 2 designated balls on their left, only one foot of the **PLAYER** is allowed to cross the **CENTRE LINE**.
 1. If a designated ball is knocked off of the **CENTRE LINE** in the opponents direction the ball will be considered a **LIVE BALL** for the opponents which can be used immediately without needing to be returned to a **PLAYER** behind the **ATTACK LINE**.
 2. Only a **PLAYER** with a **LIVE BALL** may fully cross the **CENTRE LINE**
 1. Once a **LIVE BALL** has been **THROWN** or taken past the **CENTRE LINE** any **PLAYER** may fully cross the **CENTRE LINE**.
6. **PLAYERS** rushing for the centre ball are not allowed to put their feet across or onto the **CENTRE LINE** while trying to gain possession of the ball. The rushing **PLAYERS** are not allowed to contact the line or the court over the line with any part of their body, including their uniform.
7. There is no limit to how many balls an individual **PLAYER** may retrieve.
8. A **PLAYER** may not slide or dive head first towards the **CENTRE LINE** of the court when rushing to gain possession of a ball on the **CENTRE LINE**. The offending **PLAYER** will be called **OUT**.
9. No deliberate physical contact between **PLAYERS** is allowed, the offending **PLAYER/PLAYERS** will be called **OUT**. This applies to pushing, grabbing and leaning on to a **PLAYER** from the opposing **TEAM**. Incidental contact when competing for the centre ball will not be penalised.
10. If two **PLAYERS** both have hold of the centre ball they are both allowed to keep hold of it and try to gain possession, as long as they do not initiate intentional physical contact (see [Rule 5 Section 2.9](#)). If one **PLAYER** is pulled over the **CENTRE LINE** by the other competing **PLAYER** without the pulling **PLAYER** being in breach of [Rule 5 Section 2.9](#), the **PLAYER** who touches the court over the **CENTRE LINE** will be called **OUT**.
11. A **TEAM** may cross the **CENTRE LINE** fully into the **NEUTRAL ZONE** once they have retrieved all of their available uncontested balls behind the **ATTACK LINE**.
12. Once all of a **TEAM** uncontested balls have been retrieved behind the **ATTACK LINE** the team may retrieve their opponents uncontested balls.

Section 3. Putting the ball in play during the Rush

1. During the **RUSH**, any ball retrieved from the **NEUTRAL ZONE** must be returned behind the **ATTACK LINE** before it may be thrown at an opponent.
2. There are several ways to put a ball into play following a **RUSH**. A **PLAYER** carries the ball across the **ATTACK LINE**.
 1. A **PLAYER** passes the ball to a teammate who is behind or carries it across the **ATTACK LINE**.
 2. A **RETRIEVER** passes the ball to a **PLAYER** with both feet in contact with the **COURT** behind the **ATTACK LINE**.
 3. A ball is live from the opening **RUSH** once it is in possession of a **PLAYER** that has both feet established and in contact with the court behind the **ATTACK LINE**.
 4. See [Rule 5 Section 2.5.1](#) regarding designated balls.
 5. Once a ball crosses the **ATTACK LINE** it remains in play until the end of the **SET** or until the game is **RESET** and a new **RUSH** is executed
3. A ball put in play by a **PLAYER** that hasn't crossed the **ATTACK LINE** is considered a **DEAD BALL**, any hits are voided plays.
4. A ball knocked from it's starting position on the **CENTRE LINE** towards the opposing team is considered to be in play and may be collected by the opposing team without penalty.

Section 4. Time Outs and Suspension of Play

1. Each team has the option to use a **TACTICAL TIMEOUT** of 1 minute this must be notified to the **HEAD REFEREE** immediately at the end of a **SET** before the **RESET** if it is not the **TIME OUT** will take place at the beginning of the following **SET**.
 1. **MATCH** and **PENALTY** timers will be paused during the **TACTICAL TIMEOUT** and will resumed immediately at the beginning of the next **SET**. An **OFFICIAL** may stop play if in their judgment an injury or hazard has occurred, or conditions justify such action.
2. An **OFFICIAL** may suspend play to assess penalties, settle verbal protests or to replace faulty equipment.
3. An **OFFICIAL** will suspend play if a **PLAYER** becomes injured, if in the official's judgment the **PLAYER** requires immediate attention. The **OFFICIAL** shall call a **TIME OUT** and seek first aid or contact emergency personnel.
4. Coaches and team medics are allowed on the court in the case of an injury.
5. During a break in play, all **PLAYERS** must remain on court, on the bench, or if **OUT** they must remain in their position in the **QUEUE**.

Section 5. Re-setting or Resuming Play

1. Play will resume from the point play was paused and on the instructions of **MATCH OFFICIAL**.

RULE 6 - EXITING PLAYERS

Section 1 Exiting Players

1. An **EXITING PLAYER** is a **PLAYER** who has been deemed **OUT** and is in the process of leaving the court.
2. An **EXITING PLAYER** is one who has been **HIT** and is obviously not attempting to, or has failed to catch the deflected ball.
3. **PLAYERS HIT** and attempting to **CATCH** the deflected ball are not considered an exiting player. Plays made against the **PLAYER** are resolved as follows:
 1. The player may be **HIT** and deemed **OUT** by additional throws.
 2. Catches made by the **PLAYER** are void, unless the **PLAYER** first catches the deflected ball saving themselves from the **OUT**
 3. The **PLAYER** may not do anything to eliminate an opponent until they have caught the deflection. All throws made by the **PLAYER** between the deflection and **CATCH** of the deflected ball are void.
4. Upon being deemed **OUT** an exiting **PLAYER** should raise a hand over their head. This signals that they're **OUT** and leaving the court, it also helps to prevent late hits and protects the **PLAYERS** head as they exit.
5. An **EXITING PLAYER** must exit the court as quickly as possible over the nearest side line or end line. They must then make their way to the **QUEUE** without interfering with play.
6. The **EXITING PLAYER** takes position at the end of the **QUEUE**, behind any previously **OUT** teammates.
7. A ball that has **HIT** an **EXITING PLAYER** which hasn't been intentionally deflected by that **PLAYER** is still a **LIVE BALL** and can be caught or **HIT** other **PLAYERS OUT**.
8. An **EXITING PLAYER** must not intentionally obstruct a **LIVE BALL** that is **IN FLIGHT** while leaving the playing area. This includes shielding other **PLAYERS**, catching, or otherwise altering the path of a **LIVE BALL**.
9. Should an **OFFICIAL** determine an exiting **PLAYER** has intentionally attempted to impact the play while leaving the court:
 1. The **OFFICIAL** will blow the whistle and stop play.
 2. The offending **EXITING PLAYER** shall receive a **YELLOW CARD** and will have to remain in the **PENALTY BOX** until the 5 minute penalty for the **PLAYER** has ended. At the end of this time the **PLAYER** will join the **QUEUE** as if the last **PLAYER** to be out.
 3. All balls will be given to the non-offending team.
 4. Play will then resume.

Section 2 Player Interference

1. An **EXITING PLAYER** must not intentionally obstruct an **IN FLIGHT LIVE BALL** while leaving the playing area. This includes shielding other players, catching, or otherwise altering the path of a live ball.
2. An **EXITING PLAYER** or those in the **QUEUE** may not throw balls at opposing players, catch, or interfere with the path of a **LIVE BALL**.
3. Any violation determined to be intentional **PLAYER** interference, will result in a **YELLOW CARD** for the offending **PLAYER**.

RULE 7 - RETURNING PLAYERS

Section 1. Returning Players

1. A Returnee is a **PLAYER** who has been deemed **OUT** and is waiting in the **QUEUE** to return to play.

2. **PLAYERS** from the **QUEUE** return to play in the order they were put out. Any violation of this rule will result in a **YELLOW CARD** for the offending **PLAYER**.
3. A **RETURNING PLAYER** must have both feet in the playing area to be deemed in bounds.
 1. A **PLAYER** must return to the court by stepping onto the court over the Back Line.
 2. A **PLAYER** is only eligible to be **OUT** once both feet are in the playing area.
 3. A **PLAYER** is only eligible to make a **CATCH** once both feet are in the playing area.
 4. If a **PLAYER** catches a ball before establishing both feet in bounds the play is void (i.e., A **PLAYER** entering from the **QUEUE** leaps across the sideline into the court and catches a ball before both feet contact the ground. This would not be deemed a **CATCH**. No **OUT** or penalty would result.)
4. If a **RETURNEE** leaves the **QUEUE** for any reason, they must return to their original position in the **QUEUE**. The team will forfeit its ability to return a **PLAYER** from the **QUEUE** until that **PLAYER** returns to the **QUEUE**.

Section 2. Returning Order

1. **PLAYERS** shall return from the **QUEUE** in the order they were put out, i.e., first out first in (FOFI).
- A **PLAYER** who enters out of turn receives a **YELLOW CARD**, and must immediately exit the court to the **PENALTY BOX**.
1. This team loses the chance to add a new **PLAYER** and the **PLAYER** who was supposed to enter, remains in the front of the **QUEUE** but is not allowed to enter until the next opportunity.

RULE 8 - OFFENSIVE AND DEFENSIVE PLAY

Section 1. Attempts

1. Balls may only be **THROWN**, with the exception of the **BLOCK ATTACK**. A **THROW** may be performed with one or both hands and be overhand, underhand, side arm or chest push/throw.
 1. Intentionally kicking a ball or spiking a ball in an **UNSPORTSMANLIKE** way will result in an **OUT** for the offending **PLAYER**.
2. A **PLAYER** may not **THROW** or kick the ball once play has stopped or after being called **OUT**, Actions deemed as flagrant or unnecessary, will result in a **PLAYER YELLOW CARD**.
3. A **PLAYER** should leave the ball on **COURT** at the position where they were **HIT** or called **OUT**.
4. A **THROW** must leave a **PLAYERS** hand. An opponent may not be "tagged" **OUT**.
5. **PLAYERS** are not allowed to roll a ball to the opposing team, unless instructed to do so by a **MATCH OFFICIAL**.
6. Attempts must be seen as valid attempts by the **OFFICIALS**. Failure to make valid attempts will result in the offending **PLAYERS** being called **OUT** by the officials.
 1. Transferring balls to the opponents half by any means other than an **ATTEMPT** or **BLOCK** will be considered an **INVALID ATTEMPT** and the **PLAYER** will be called **OUT**. Examples of this but not limited to are:
 1. Dropping a ball in a manner that causes it roll into the opponent's **FAIR TERRITORY**. or past the externally marked centre line if off court.
 2. Carrying a ball into the **NEUTRAL ZONE** and leaving it there.

Section 2. Outs

1. A **PLAYER** deemed **OUT** becomes an **EXITING PLAYER** and must exit the court directly and join the end of their team's **QUEUE** accordingly.
2. A **PLAYER** is **OUT** at the moment of contact. Although the ball remains a **LIVE BALL** the **PLAYER** may no longer make any plays other than to **CATCH** the ball that put them **OUT**.
3. A **PLAYER** shall be deemed **OUT** when:
 1. **HIT** by a **LIVE BALL** on any part of the body including hair.
 2. Any article of clothing or uniform is **HIT** by a **LIVE BALL**.
 3. **HIT** by a **LIVE BALL**:
 1. Rebounding off of another **PLAYER** on the court.
 2. Rebounding off of another ball including balls blocked by opponents and/or teammates.
 3. Rebounding off of a ball lying on court.
 4. A **LIVE BALL** they have thrown is:
 1. Caught **IN FLIGHT** by a defending **PLAYER**.
 2. Caught after rebounding off of another **PLAYER** by a defending **PLAYER**.
 3. Caught after rebounding off a ball lying on the court by a defending **PLAYER**.
 5. The **PLAYER** crosses over the **NEUTRAL ZONE** in violation of **RULE 10**
 6. An **OFFICIAL** has deemed that a **PLAYER** has committed a rules violation.
 7. The **PLAYER** or team has been charged with a penalty, causing a **PLAYER** to be ejected from live play.

Section 3. Catches

1. A **CATCH** is deemed valid if the following conditions are met:
 1. The ball is a **LIVE BALL** and it is caught **IN FLIGHT** by a **LIVE PLAYER**.
 1. Also any illegally **THROWN** ball may be caught.
 2. When a player jumps to make a **CATCH**, the **CATCH** is complete once the player has control of the ball. Any subsequent actions, such as being **HIT** by another ball or landing **OUT OF BOUNDS** will be seen as a separate action which happens after the **CATCH** and the **PLAYER** will be **OUT**.
 3. A ball shall be considered **UNDER CONTROL** when it is in possession and in control of a **PLAYER** with at least one hand in contact with the ball.
 4. An **OFFICIAL** shall decide if the ball is **UNDER CONTROL**.
 1. For a catch to be considered complete it must be fully in control of the catching **PLAYER**
 2. Full control is established once at least one hand has been placed on the ball to secure the **CATCH** by the **PLAYER** (i.e., A ball caught between a player's knees, must have a hand on the ball while it is under the player's control to be considered caught).
2. **TRAPPING** is the act of catching an **IN FLIGHT** ball by pinning it between a wall, floor, or other object that would otherwise render it a **DEAD BALL**. **TRAPPING** is not considered a valid **CATCH** and the **PLAYER** executing the trap is deemed **OUT**.
3. If more than one **PLAYER** makes contact with a ball simultaneously all are considered **OUT**.
4. **PLAYERS** are not allowed to pull out their shirt or any other part of their uniform to **CATCH** a ball.
5. Jumping into an opponent's court is permitted when attempting to **CATCH** a ball providing it is not considered to be dangerous play by the **HEAD REFEREE** the **PLAYER** will be called **OUT** when the **PLAYER** makes contact with the floor.
 1. If it is considered to be dangerous the Jumping **PLAYER** will be penalised with a **YELLOW CARD**.

Section 4. Blocking

1. A **PLAYER** can use any **LIVE BALL** or **DEAD BALL** to **BLOCK** a ball which has been thrown by the other team.
2. The blocked ball remains a **LIVE BALL** and if it deflects off the blocking ball onto the blocking **PLAYER** or any other **PLAYER**, any **PLAYERS HIT** will be **OUT**.
3. When a **PLAYER** uses a ball to **BLOCK** a **THROWN LIVE BALL** If the block causes the **PLAYER** to lose control of the blocking ball they must regain control of the blocking ball before it makes contact with any object other than a ball under their control or a **LIVE BALL**.
 1. Catching a **BLOCKING** ball that a **PLAYER** has lost control of is not considered a **CATCH**.
 2. When a **PLAYER** uses a ball to **BLOCK** a **THROWN LIVE BALL**, their hands to the wrist are considered to be part of the ball any contact on the hand before the wrist is not a **HIT**.
4. Where additional balls under a **PLAYERS** control are knocked loose by contact with a **THROWN LIVE BALL** these will be treated as though they were used to **BLOCK** the ball.
 1. If no contact was made they will be treated as though they were dropped and the **PLAYER** is not **OUT**
5. A **BLOCKED BALL** can be caught.
 1. If caught by the opposition the **BLOCKING PLAYER** is **OUT**
 2. A **BLOCK ATTACK** is considered to be the same as a throw and any resulting actions should be ruled as such
 1. However if a teammate is hit by a ball from a **BLOCK ATTACK** they will be **OUT**.

***Possession in this Blocking Section is not the same as the No stalling rule. - Needs fixed by Shaun. He does good English.**

Section 5. No Stalling Rule

(Previously called Delay of Game or Five Seconds Violation in some countries)

1. The act of intentionally stalling the game is illegal. When a team has possession of three or more balls they have 5 seconds to make an attempt with the balls in their possession from the moment a **MATCH OFFICIAL** has called on them to "**Play n Balls.**"
 1. Once a **TEAM** has or can have possession of the majority of the balls in play the **MATCH OFFICIALS** will allow them 5 seconds to initiate an **ATTACK** if the **MATCH OFFICIALS** believe the **TEAM** to be intentionally stalling they will call "**Play n Balls.**". Strategic use of a single ball should not be confused with stalling
 1. A ball is considered to be in possession when a **PLAYER** or **RETRIEVER** has the ball in hand or within a reachable distance.
 2. A minimum of 3 balls must be on **COURT** before a **MATCH OFFICIAL** will call "**Play n Balls.**".
2. Teams are allowed to retain possession of only one of the balls in their possession at the time they were instructed to "**Play n Balls.**"
3. When teams have possession of the majority of the balls they will be regarded as the team who must be active and make attempts on the other team.

4. If **PLAYERS** fail to make an **ATTEMPT** on the opposing team within 5 seconds, all **PLAYERS** who have possession of dodgeballs and **PLAYERS** who can have possession of a dodgeball, but have declined to pick up the ball, will be called **OUT** by a **MATCH OFFICIAL**.
5. When "**Play n Balls**" has been called by an **OFFICIAL**, the team with majority of the balls must make attempts which can get a member of the opposing team out. Their attempts must be seen as valid attempts by the **OFFICIALS**. Failure to make valid attempts will result in the offending **PLAYERS** being called **OUT** by the officials.
6. In situations where there are more dodgeballs on their side of the court than there are **PLAYERS**, all **PLAYERS** must make attempts within 5 seconds, until the opposing team has the majority of the balls; for example: a team has 2 **PLAYERS** left on court and they have all 5 balls in their possession, the **PLAYERS** must both throw balls and this would still mean they had most of the balls and they would have to both throw 2 more dodgeballs within another 5 seconds, as the rules states they can only keep one ball however as "**Play n Balls**" is an instruction based on stalling if they were to **THROW** another ball before the **OFFICIALS** called "**Play n Balls**" again they would no longer have the majority of balls and could retain 2 balls.
7. In situations where each team has an equal amount of balls the **OFFICIALS** will determine which team can be in possession of the majority of reachable balls based on the nearest **PLAYER** to any **DEAD BALL** within reachable distance on court.
 1. If each team has 2 balls and a ball is stationary in the **NEUTRAL ZONE** which ever team has the nearest **PLAYER** to the stationary ball will be deemed to have the majority of balls.
 2. A ball within a teams **FAIR TERRITORY** is considered to be in that teams possession.
8. **Play n Balls** situational examples:

The reasoning on these examples is based on the following If a **PLAYER** in possession of a ball or multiple balls is **HIT** during a "**Play n Balls**." call they will be unable to throw the balls held and they are not in possession of another **PLAYER** nor can another **PLAYER** be considered to have declined to pick them up as they were in possession of an active **PLAYER** during the "**Play n Balls**." call.

1. **TEAM** has 3 balls in possession **OFFICIALS** call 'Play 2 Balls' and 2 **PLAYERS** have begun to **THROW** but 1 **PLAYER** is **HIT** before making a **THROW** and only 1 ball is **THROWN** this means that a 2nd ball needs to be **THROWN** before the call to 'Play 2 Balls' expires or a **PLAYER** will be called **OUT**.
2. **TEAM** has 3 balls in possession **OFFICIALS** call 'Play 2 Balls' and 2 **PLAYERS** have begun to **THROW** but both **PLAYERS** are **HIT** before making a **THROW** this means that the 3rd ball in the teams possession must be **THROWN** before the call to 'Play 2 Balls' expires or a **PLAYER** will be called **OUT**.
3. **TEAM** has 3 balls in possession **OFFICIALS** call 'Play 2 Balls' and 1 **PLAYER** with possession of 2 balls is **HIT** before making a **THROW** this means that the 3rd ball in the **TEAMS** possession must be **THROWN** before the call to 'Play 2 Balls' expires or a **PLAYER** will be called **OUT**.
4. **TEAM** has 3 balls in possession **OFFICIALS** call 'Play 2 Balls' and 2 **PLAYERS** have begun to **THROW** 1 **PLAYERS** has possession of 2 balls and is **HIT** before making a **THROW** this means that the 3rd ball in the teams possession must be **THROWN** before the call to 'Play 2 Balls' expires or a **PLAYER** will be called **OUT**.
5. **TEAM** has 3 balls in possession **OFFICIALS** call 'Play 2 Balls' and 2 **PLAYERS** have begun to **THROW** 1 **PLAYERS** has possession of 2 balls and another **PLAYER** has possession of the 3rd ball and both are **HIT** before making a **THROW** this means that the call to 'Play 2 Balls' must end and a new 'Play 2 Balls' be called.

Section 6. Pinching

1. Holding a ball in order to alter the normal flight pattern of the thrown ball.
 1. Pinching is when a **PLAYER** holds the outer cover of the dodgeball between thumb and fingers.
 2. Pinching the ball when throwing it is an **ILLEGAL ATTEMPT**.
 3. Inserting fingers through splits or tears in the outer cover of the ball is also regarded as Pinching.
2. Any individual or team found pinching will be assessed as called **OUT**.
 1. Persistent pinching can result in a **YELLOW CARD** offence being declared by the **MATCH OFFICIALS** on the offending **PLAYER**.

RULE 9 - OUT OF BOUNDS

Section 1 Out Of Bounds

1. If any part of the **PLAYERS** body touches a **BACK LINE**, **SIDE LINE** or oppositions **NEUTRAL ZONE** line the **PLAYER** shall be deemed **OUT**.
2. A foot or feet must touch ground in **FAIR TERRITORY** (within the court boundary lines) with no part of their body touching on or outside a boundary line for a **PLAYER** to be considered in bounds. The **BACK LINE**, **SIDE LINE** and **NEUTRAL ZONE** line, in the opposition's court, are considered **OUT OF BOUNDS**.
3. The following actions will result in an **OUT** when:
 1. A **PLAYER** steps **OUT OF BOUNDS** or on a **BACK LINE**, **SIDE LINE** or oppositions **NEUTRAL ZONE** line.

2. A **PLAYER** intentionally throws a ball at an opponent from **OUT OF BOUNDS**. No **HIT** or **CATCH** will be called and no **PLAYERS** are returned from the **QUEUE**. Flagrant or repeat violations will result in a **YELLOW CARD**.
 3. A **PLAYER** steps out of bound to avoid a hit.
 4. A **PLAYER** steps **OUT OF BOUNDS** to make a catch.
4. Momentum may carry a **PLAYER OUT OF BOUNDS** while making a **CATCH**. The **CATCH** will be good, providing control of the ball is established before going **OUT OF BOUNDS**, but the **PLAYER** will subsequently be called out after making the **CATCH**.

RULE 10 - NEUTRAL ZONE

Section 1 Neutral Zone

1. The **NEUTRAL ZONE** is an area the width of the court and 3 meters wide, spaced equally either side of the **CENTRE LINE** the. **NEUTRAL ZONE** Lines are 1.5 m either side of the **CENTRE LINE**.
2. A **PLAYER** may safely step into the **NEUTRAL ZONE** but not across into the opposing teams **FAIR TERRITORY**. Any **PLAYER** crossing over the **NEUTRAL ZONE** is deemed **OUT**.
3. A **PLAYER** is considered crossing the **NEUTRAL ZONE** if any part of the **PLAYERS** body touches the ground over or on the **NEUTRAL ZONE** line in the opposing teams **FAIR TERRITORY**.
4. **PLAYERS** may reach across the **NEUTRAL ZONE** into the opposing teams **FAIR TERRITORY** to retrieve a ball.
5. A **PLAYER HIT** while in the **NEUTRAL ZONE** is deemed **OUT**.
6. The **SACRIFICE PLAY** rule supersedes any application of the **NEUTRAL ZONE** rule.
7. No physical contact can be made between opposing **PLAYERS**. Any physical contact results in an out for the **PLAYER** that initiates contact

RULE 11 - SIMULTANEOUS PLAY

Section 1. Simultaneous Play

Simultaneous Play occurs when two or more opposing **PLAYERS** are **HIT** and/or **CATCH** balls at the same time and **MATCH OFFICIALS** cannot determine which play was completed first.

1. All results are resolved simultaneously.
 1. Each **PLAYER HIT** is deemed **OUT**.
 2. Each **CATCH** results in one **PLAYER** returning from the **QUEUE**.
2. A **SIMULTANEOUS PLAY** will only be ruled as such when **MATCH OFFICIALS** cannot establish a linear sequence of events.
3. Should a **SIMULTANEOUS PLAY** result in all **PLAYERS** being eliminated:
 1. The **SET** is concluded and the **SET** result is declared a tie/draw.
 2. Both teams retake their positions to begin the next **SET**.

Section 2. Simultaneous Hit and Catch

1. A **SIMULTANEOUS HIT AND CATCH** occurs when a **PLAYER** in the act of catching a ball is **HIT** by another ball simultaneously, such that the **MATCH OFFICIALS** cannot determine which action was completed first both:
 1. The thrower of the caught ball will be deemed **OUT**.
 2. The **PLAYER** catching the ball who was **HIT** is deemed **OUT**.
2. One **PLAYER** from the catching team is allowed to return from the **QUEUE**.

RULE 12 - SACRIFICE PLAY

Section 1. Sacrifice Play

1. An airborne attack, where an **ATTACKING PLAYER** may legally cross the **NEUTRAL ZONE** to make an attempt to **HIT** out an opponent.
 1. The ball must be released before any part of the **SACRIFICING PLAYER** touches the oppositions **FAIR TERRITORY**.
 2. No physical contact can be made between opposing **PLAYERS**. Any physical contact results in an out for the **PLAYER** that initiates contact
 3. If a **SACRIFICING PLAYER HITS OUT** an opponent the **SACRIFICING PLAYER** remains in but must return to their side of the court immediately. Any intentional delay shall result in a **PLAYER YELLOW CARD**.
 4. If the **SACRIFICING PLAYER** is **HIT** while in the air, after he has thrown his ball, the ball remains a **LIVE BALL**.
2. A **SACRIFICING PLAYER** is successful if the **THROW** causes a **PLAYER** to go out by being **HIT**.
 1. Once a **SACRIFICING PLAYER**, which has put a defending **PLAYER** out, touches the ground and remains within their opponents **FAIR TERRITORY** they cannot make any thrown attacks until they return completely into the

NEUTRAL ZONE. They may however be put **OUT**. This means a **PLAYER** making a successful **SACRIFICE PLAY** can still be **HIT OUT** but they cannot put any defending **PLAYER OUT** with a thrown attack until they have returned to the **NEUTRAL ZONE**

2. Any ball thrown by a **SACRIFICE PLAYER** after they have landed in their opponents court is not considered to be a **LIVE BALL** and is not able get an opponent **OUT** but can be caught.
 3. A **SACRIFICING PLAYER** may **CATCH** any **LIVE BALL** that has been thrown by, **BLOCKED** by or rebounded off an opponent. If the **SACRIFICING PLAYER** catches a ball in mid-air the **CATCH** is good but the **PLAYER** is out when they land in the oppositions **FAIR TERRITORY** if the initial **SACRIFICE PLAY** was not successful.
 4. The **SACRIFICING PLAYER** must remain within the court boundaries and return to the **NEUTRAL ZONE** immediately with or without possession of the caught ball.
 5. The **SACRIFICING PLAYER** must not pick up any ball from the oppositions **FAIR TERRITORY** until they have returned fully to the **NEUTRAL ZONE**.
 6. If the **SACRIFICING PLAYER** is **HIT** by a ball ricocheting off a defending **PLAYER** both **PLAYERS** are out.
3. If a **SACRIFICING PLAYER** fails to **HIT OUT** a **PLAYER** the **SACRIFICING PLAYER** is deemed **OUT** and must leave the court immediately.

RULE 13 - HEAD SHOTS

Section 1 Head Shots

1. A **HEAD SHOT** is when a ball that strikes the head of a **PLAYER** above the shoulders, including the neck.
2. There is no penalty for a **HEAD SHOT** in normal play.
3. A **HEAD SHOT** is a valid attempt and a **PLAYER** struck on the head is **OUT**, unless the **REFEREE** believes it was intentionally used in an **UNSPORTSMANLIKE** fashion (to intentionally injure an opposing player).

RULE 14 - INJURED PLAYER/BLOOD

Section 1. Injured Player

1. If a **PLAYER** becomes injured and requires immediate attention, the **OFFICIAL** shall blow the whistle, call a time out and seek first aid or contact emergency personnel if necessary.
2. If the injured **PLAYER** is unable to continue play:
 1. The next **PLAYER** in the **QUEUE** replaces the injured **PLAYER**.
 2. A **SUBSTITUTE** may enter the game to replace the **PLAYER** on the roster for that set.
 1. The **SUBSTITUTE** enters at the end of the **QUEUE**, and must wait until their turn to enter the game. If the **QUEUE** is empty, the **SUBSTITUTE** may enter immediately.
3. Anyone leaving the game due to injury may not re-enter until the start of the next set at the discretion of the **OFFICIAL** and the league, tournament, or event representative.
4. The **OFFICIAL** may disqualify an injured **PLAYER** and insist that a **SUBSTITUTE PLAYER** replaces them, should that **PLAYER** present an unreasonable risk to themselves and/or other **PLAYERS**.

Section 2. Blood Rule

1. If a **PLAYER**, **COACH**, or **OFFICIAL** is found to be bleeding or discovered to have blood on their uniform. The **OFFICIAL** shall:
 1. Stop the game immediately and allow treatment.
 2. Call a **COACH**, trainer or other authorised personnel to administer first aid, or contact emergency services as necessary.
 3. The injured individual will be prohibited from participating any further in the set. They can return to **MATCH** play at the start of the next appropriate treatment has been administered and there is no blood clearly visible on the person and the **PLAYERS** clothing.
2. All rules of the game regarding substitution and shorthanded play will be applied, and a **RESET** will be executed if required.
3. If medical care or treatment is administered in a reasonably short length of time, in the **OFFICIALS** judgment, and the **PLAYER** is not at risk to themselves or others, the individual may remain in the set.
4. Uniform rule violations will not be enforced if a uniform change is required due to a blood injury.

RULE 15 - PROTESTS

Section 1. Invalid Protests

1. Protests will not be received or considered if based solely on or involving the accuracy of a decision or judgment on the part of a **MATCH OFFICIAL**.

Examples of protests, which will not be considered but not limited too:

1. Whether a defender was **HIT**.
 2. Whether a defenders clothing was **HIT**.
 3. Whether a **PLAYER** was **OUT OF BOUNDS**.
 4. Whether a throw was a **HEAD SHOT**.
 5. Whether a ball was caught legally.
 6. Whether a **PLAYER** crossed the **NEUTRAL ZONE**.
 7. Whether a ball was live or dead.
 8. Whether there was or was not interference or obstruction.
 9. Whether the court/field is or is not fit to continue or resume play.
 10. Whether there is or is not sufficient light to continue of play.
 11. Any other matter involving the accuracy of a decision or judgment of a **MATCH OFFICIAL**.
2. **PROTESTS** will only be addressed if presented by the designated **MANAGER, COACH, ASSISTANT COACH, TEAM CAPTAIN** within the court boundaries i.e, the **TEAM CAPTAIN** on court or in the **PLAYER OUT QUEUE or PENALTY BOX**, the designated **MANAGER, COACH, ASSISTANT COACH** in the **COACHING AREA**.
 1. If a **TEAMS** designated **COACH** has been ejected then only the **TEAM CAPTAIN** on court or in the **PLAYER OUT** or **PENALTY BOX** may **PROTEST**.
 3. A **TEAM** is allocated a single **PROTEST** for each **MATCH**.
 1. If the **PROTEST** is upheld they keep the option to make a **PROTEST** within the **MATCH**.
 2. If the **PROTEST** is denied they forfeit the option to make a **PROTEST** within the **MATCH**.
 3. All timers are paused during a **PROTEST** and will resume once the protest has been resolved.

Section 2. Valid Protests

1. The following **PROTESTS** will be considered:
2. **PROTESTS** of an incorrect ruling must be made to an **OFFICIAL** immediately before the next OUT
3. Ineligible **PLAYER PROTESTS** must be made to the **HEAD REFEREE** on the court prior to the start of the current set.
4. Disqualified or ejected **PLAYER PROTESTS** must be made to an **OFFICIAL** at the end of the current set.

Section 3. Verbal Protest

1. All **PROTESTS** must be made immediately by notifying the **HEAD REFEREE** on the court that the **MATCH** is to be played under **PROTEST**. The **PROTEST** must be made by the designated team captain or team coach within the court boundaries.
2. If the court's **HEAD REFEREE** determines the **PROTEST** is valid, the play shall stop.
3. The court's **HEAD REFEREE** shall in turn notify other **OFFICIALS**, as well as the opposing team's **OFFICIAL** representative.
4. To aid in the determination of the **PROTEST**, all interested parties shall take notice of the information, details and conditions surrounding the decision to **PROTEST**.
5. The **HEAD REFEREE** and league, event or tournament representative will attempt to resolve the **PROTEST** before the game can continue.
6. If the **PROTEST** is upheld, the game will be **RESET** at the point prior to the **PROTEST**.
7. All dodgeballs will remain in possession of the teams who had possession when play was halted.
8. Any balls which were not in possession of either team will be placed equally spaced and centrally along the **CENTRE LINE**
 1. If the number of balls is odd then starting with the centre(4m) ball mark and working outwards evenly.
 2. If the number of balls is even then positioned between the ball markers starting either side of the centre(4m) ball mark
9. If the **PROTEST** is denied and the decision is upheld, the protesting team will forfeit the right to raise any further **PROTESTS** during that **MATCH**.

RULE 16 - OFFICIALS

Section 1. Power and Duties

1. **OFFICIALS** are representatives of the league or organisation by which they have been assigned to a particular **MATCH** and as such, are authorised and required to enforce each section of these rules.
2. **OFFICIALS** may order **PLAYERS**, captains, or managers to carry out or to omit any act, which in their judgment is necessary to give force and effect to one or all of the rules.

3. An **OFFICIAL** may assign penalties, disqualify or eject **PLAYERS**, captains, managers, and coaches at any time.
4. The **OFFICIAL** has the authority to make a decision on any situation not specifically covered in the rules.
5. No **OFFICIAL** has the authority to set aside or question the decisions made by another **OFFICIAL** within the limits of the respective duties, as outlined in these rules.
6. An **OFFICIAL** may consult other **OFFICIALS** at any time. However, the final decision and call rests with the **HEAD REFEREE** of that **MATCH**.
7. The primary responsibilities for a **HEAD REFEREE** are:
 1. Enforce proper conduct from all participants of the game.
 2. Inspect the court, balls, and all equipment in play.
 3. Review and verify the team line-up, substitutions, and roster.
 4. Align all balls at centre court, and initiate a **RUSH**.
 5. Enforce the **NEUTRAL ZONE RULE**.
 6. Assume all responsibilities of a side line **OFFICIAL**.
8. The primary responsibilities for the side line **OFFICIAL** are:
 1. Insuring that all balls are put in play, following a **RUSH**
 2. Calling and verifying a **CATCH** made in their territory.
 3. Calling and verifying an **OUT** made within their territory on the court
 4. Monitor players exiting and re-entering from the **QUEUE**.
 5. Assist the **HEAD REFEREE** in enforcing the rules of the game.
9. The **HEAD REFEREE** and sideline **OFFICIALS** have equal authority to:
 1. Determine if a ball has **HIT** a player or article of clothing of a **PLAYER** in their territory
 2. Determine if a ball was thrown illegally.
 3. Call a player **OUT**.
 4. Declare a **CATCH**.
 5. Declare a player **OUT OF BOUNDS**.
 6. Suspend play or call a **TIMEOUT**, when an injury occurs or a protest is enforced.
 7. Eject or disqualify a **PLAYER**, **COACH**, manager or other team member from the game for violation of rules or **UNSPORTSMANLIKE** conduct.
 8. Declare a forfeit of any game.
10. An **OFFICIAL** will declare the **PLAYER OUT** without waiting for an appeal for such decision. In all cases such a **PLAYER** retires to the **QUEUE** in accordance with these rules.
11. An **OFFICIAL** will not penalise a team for any infraction of a rule when imposing the penalty would be an advantage to the offending team.

Section 2. Officials Crew

1. An **OFFICIALS** Crew (a team of **OFFICIALS**) can consist of the following personnel:
2. The **HEAD REFEREE** is in charge of all officials on their court and is the final decision maker on all matter covered by these Rules and Regulations.
3. **ASSISTANT OFFICIALS** are there to assist the **HEAD REFEREE** and they can number between 1 and 5 on each court.
4. **ASSISTANT OFFICIAL #1** is the main assistant to the **HEAD REFEREE**. They will usually be a qualified dodgeball **REFEREE**.
5. **ASSISTANT OFFICIALS #2, #3, #4 & #5** will be provided by **TEAMS** who are not playing at the time this **MATCH** is being played if not provided by the **COMPETITION CO-ORDINATOR**. **TEAMS** must provide these **ASSISTANT OFFICIALS** when instructed to do so or face fines and penalties as stated by the event organisers.
6. A Scorer can also be appointed to keep accurate **MATCH** scoring, by filling out the score sheet as the **MATCH** progresses.
7. They will operate the scoreboard.
8. The Scorer can also be responsible for operating all official timing used during the **MATCH** where a designated **TIME KEEPER** is not provided by the **COMPETITION CO-ORDINATOR**.

Section 3. Responsibilities of a Single Official

1. If only one **OFFICIAL** is assigned, that **OFFICIAL** assumes all powers and duties of both a **HEAD REFEREE** and **ASSISTANT OFFICIAL**.
2. The **OFFICIAL** shall take position as a **HEAD REFEREE** at the **CENTRE LINE**.

Section 4. Official's Court Positions

1. The **HEAD REFEREE** shall:
 1. Takes a starting position at centre court in the **NEUTRAL ZONE**, on either the right or left hand side of the court.
 2. The **HEAD REFEREE** can alternate sides between sets.
2. The **ASSISTANT OFFICIALS** shall:
 1. Take a position along the side line mid court, roughly at a 45° angle, opposite the **HEAD REFEREE**.

2. The **ASSISTANT OFFICIALS** should alternate sides in coordination with the **HEAD REFEREE**.
3. The diagram indicates the correct positioning for each **MATCH OFFICIAL**.

Section 5. Change of Official

1. A team may not request a change of **OFFICIAL** during a **MATCH** unless an official has become incapacitated by injury or illness.
2. An officer of the organisation may remove an **OFFICIAL** at their discretion.
3. A change of an **OFFICIAL** shall not constitute nor be grounds for a protest.

Section 6. Official's Judgment

1. There will be no protest or appeal of any decision made by an official on the grounds that the official's judgment was incorrect.
2. Whether a **PLAYER** was **HIT**, a ball was caught, a **PLAYER** crossed an end line or side line, or on any action involving accuracy of judgment
3. No decision rendered by an **OFFICIAL** may be reversed except; whereby the official in question is convinced the decision is in violation of one of these rules.
4. Should a manager, acting manager, captain, or assistant captain of either team seek reversal of a decision based solely on a point of rules the **OFFICIAL** in question, if in doubt, shall confer with other **OFFICIALS** before rendering a decision. Any decision is solely the responsibility of the calling official.
5. Under no circumstances is any **PLAYER** or person other than the manager, acting manager, captain, or assistant captain, able to protest any decision and or seek its reversal on a rule.
6. Under no circumstances will an **OFFICIAL** seek to reverse a decision made by another official unless asked to do so, by another official.

Section 7. Official Interference

1. An **OFFICIAL** shall avoid interfering with play or balls in flight whenever possible.
2. An **OFFICIAL** may prevent a ball from leaving an **OPEN COURT**. In which case the ball should be moved on in its natural direction as if it had bounced off the **OFFICIAL**, or returned to centre court if the point of exit is undetermined.
3. Any ball rebounding off an **OFFICIAL** is considered a dead ball as if it hits a wall, ceiling, floor.

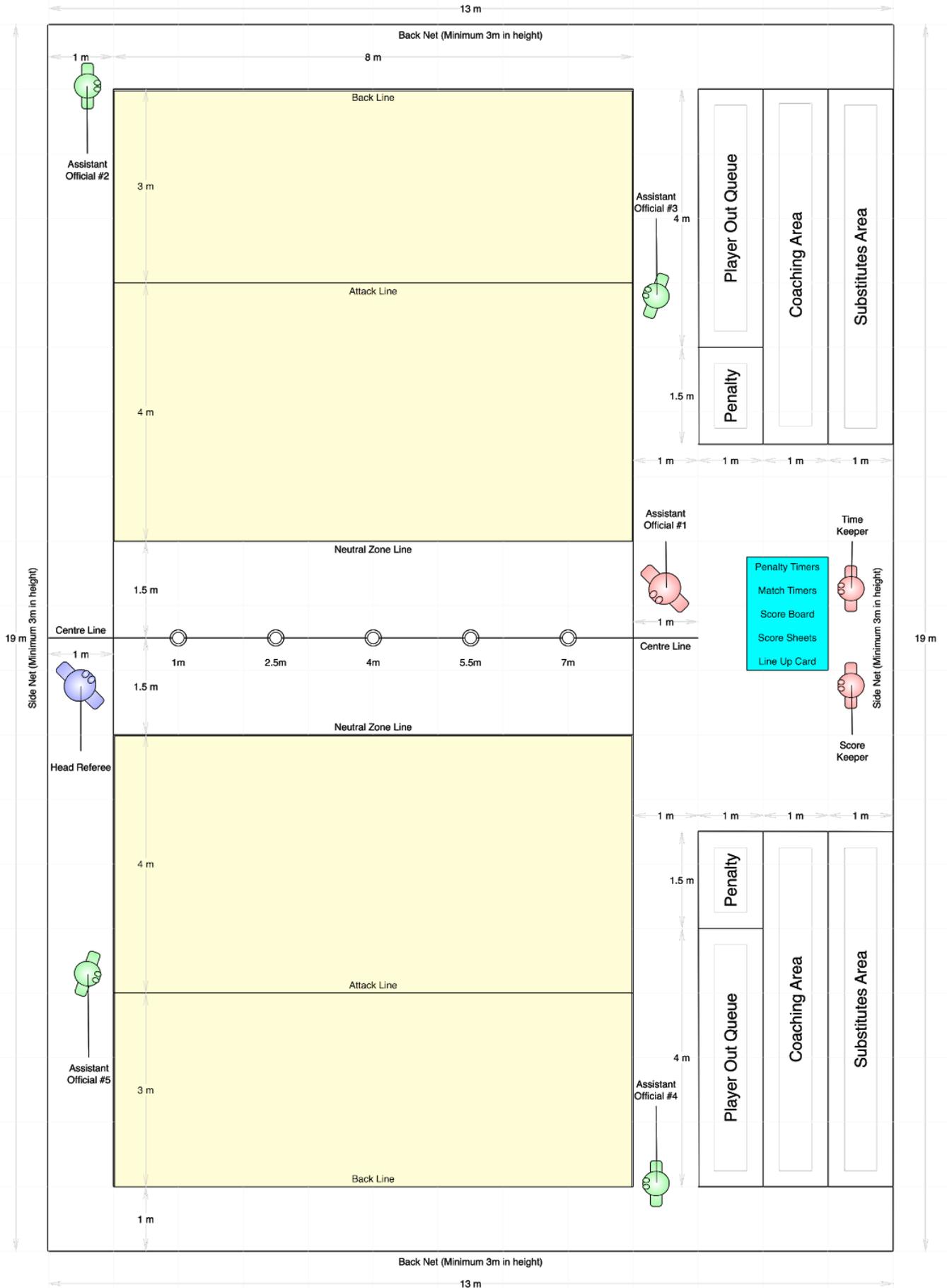
Section 8. Official's Uniform

1. A regulation EDBF **OFFICIAL** shall wear a short-sleeve polo shirt, predominantly black colour with white trim. It will have the EDBF logo or the letters "EDBF" worn on the left chest.
2. Black slacks or shorts.
3. Shoes may be solid black or white or mixed black and white athletic shoes with non-marking soles.

Section 9. Guideline for Officials

1. An **OFFICIAL** should not be a member of either **TEAM** (i.e., player, coach, manager, officer, scorekeeper or sponsor), if so an equal number of **OFFICIALS** from each **TEAM** should be available.
2. The **OFFICIALS** should be sure of the date, start time, and location of the event and should arrive at the court 15 to 30 minutes ahead of the start time.
3. At some events the **OFFICIALS** will be responsible for the accurate marking and set up of the court and its immediate playing area.
4. When **OFFICIALS** are responsible for marking out courts and set up the playing area, another **OFFICIAL** or event **OFFICIAL** should inspect the court area before play commences.
5. They should start the event or **MATCH** at the designated time and leave the court when the **MATCH** is over.
6. The **OFFICIAL** jurisdiction begins upon entering the court for the court check and ends when they leave the court at the completion of the event or the **MATCH**.
7. **OFFICIALS** should introduce themselves to the **COACHES, TEAM CAPTAINS, MANAGERS**.
8. The **OFFICIAL** should inspect the court, boundaries, balls, and all other equipment
9. The **OFFICIAL** should clarify all rules for the representatives of both teams.
10. The **OFFICIAL**, may suspend play when in their judgment, conditions justify such action.
11. The **OFFICIAL** should suspend play when a **PLAYER** become injured and require immediate attention. The **OFFICIAL** shall call a "time out" and seek first aid or contact emergency services if required.

Section 10. Match Officials Positioning Diagram



RULE 17 - CODE OF CONDUCT

Section 1. EDBF Code of Conduct for Players:

Players are expected to abide by the EDBF Code of Conduct:

1. Understand, appreciate and abide by the rules of the sport.
2. Respect the integrity and judgment of **MATCH OFFICIAL's** and EDBF staff.
3. Respect your opponent and congratulate them in a courteous manner following each **MATCH** whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.

Section 2. The Honour System:

PLAYERS are expected to abide by the Honour System.

1. The Honour System expects all **PLAYERS** to abide by the highest level of honesty and sporting conduct at all times during competitive play.
2. **PLAYERS** should remove themselves from the court and go into the **QUEUE** for their team if they are out by being **HIT** with a ball, caught out or if they commit a line infraction. They should not wait to be called **OUT** by the **MATCH OFFICIAL's**.
3. Any **PLAYER** who remains on court after they are clearly out and waits to be called **OUT** by an **OFFICIAL** will be in breach of the Honour System.
4. This is regarded as **UNSPORTSMANLIKE** conduct.
5. The offending **PLAYERS** will be given a verbal warning and they will be disciplined with a **YELLOW CARD**, if they are seen to behave in this manner on more than one occasion during an event.
6. **PLAYER** honesty will not be penalised and the **REFEREE** may call a **PLAYER** that has left the court back into play.
 1. This will happen when a **PLAYER** has stepped off the court because they believe they are out.
 2. This is entirely at the discretion of **REFEREES**.
7. **TEAMS/PLAYERS** that are observed or reported to be abusing the honour system through **UNSPORTSMANLIKE** behaviour during or after a tournament may be formally reported to the **EDBF PROTEST & PUNISHMENT COMMITTEE** for review and further action.

Section 3. Code of Conduct for Officials

1. **MATCH OFFICIALS** must behave in an exemplary manner when communicating with teams, players, coaches, managers, spectators, other **OFFICIALS**, event organisers and EDBF officers.
2. **MATCH OFFICIALS** must not swear at **PLAYERS**, spectators, any other team officers or any event **OFFICIALS** and officers.
3. **MATCH OFFICIALS** must not make derogatory or abusive remarks at any time, to any person during a EDBF event.
4. **MATCH OFFICIALS** must remain calm when dealing with outspoken, abusive and aggressive persons and treat **PLAYERS**, coaches, managers, spectators and other **OFFICIALS** and officers with respect at all times.
5. As all **MATCH OFFICIALS** will be recognised as such during the full schedule of an event by **PLAYERS**, coaches, managers, spectators, officials and event officers, they must behave in an exemplary manner at all times when they are officiating at a EDBF event.

RULE 18 - VIOLATIONS AND PENALTIES

Section 1. Penalty Set

1. A **PENALTY SET** can be issued where the **MATCH OFFICIALS** consider a **YELLOW CARD** to harsh for the offence committed but still requires punitive action examples of which but not limited to are:
 1. Not leaving a ball at the position at which a player was out.
 2. Not raising hands whilst leaving court.
 3. Intentional transfer of balls.
 4. Intentionally time wasting.
2. A **PENALTY SET** will mean that the **PLAYERS** will be sent to the **PENALTY BOX** for the duration of the current **SET** and the following **SET** and the **TEAM** will not be able to **SUBSTITUTE** the **PLAYERS** and must play with the reduced amount of **PLAYERS** until the **PENALTY SET** has expired, if this results in the team being **SHORT HANDED** at the end of a 20 second **RESET** they will forfeit the **SET** and the **PLAYERS PENALTY SET** will be considered served.
 1. Should both **TEAMS** be **SHORT HANDED** the **SET** will be considered a **DRAW**.
3. A **PLAYER** may only be given a **PENALTY SET** twice within a **MATCH** after which all offences for the **PLAYER** will have to be given as a minimum of a **YELLOW CARD**.

Section 2. Yellow Card

1. A **YELLOW CARD** indicates that a team or **PLAYER** has received a penalty following aggressive, abusive, **UNSPORTSMANLIKE** or other unacceptable conduct or unacceptable use of profanity or unsavoury language.
2. A **YELLOW CARD** can be issued to an individual player or a whole team and they are cumulative throughout a tournament.
3. **PLAYER YELLOW CARDS:**
 1. First Offence: The **PLAYER** shall be deemed ejected from play for a 5 minute period of play and may not return until they have remained off court, in the Penalty Box (situated next to the **QUEUE**), for the allotted time.
 1. The **EJECTED PLAYER** must remain in the **PENALTY BOX** and they must not confer or discuss the disciplinary decision which inflicted the **YELLOW CARD** with any **MATCH OFFICIAL** during the time of their penalty.
 2. When a **PLAYER** has been ejected due to a **YELLOW CARD** offence, their team will play
 3. Short-handed while the penalty is being served.
 4. When the **YELLOW CARD** is issued in the first half of play and there is less than 5 minutes of play remaining in the half, their 5 minute penalty will be paused during the
 5. Half-time break and the penalty will continue at the beginning of the second half. The penalised **PLAYER** is allowed to leave the **PENALTY BOX** during the half-time break.
 6. When the **YELLOW CARD** is issued in the second half of play and there is less than 5 minutes of play remaining in the **MATCH**, the 5 minute penalty will be paused at the end of the **MATCH** and the penalty will continue for that **PLAYER** at the beginning of the next **MATCH** in the tournament or league. The **EJECTED PLAYER** must sit out the rest of the time for his penalty, as a **SUBSTITUTE**, at the start of the next **MATCH** but his/her team can start the next **MATCH** with a full team.
 7. Once the 5 minute penalty is completed the player will take position in the **QUEUE** as the last **PLAYER** out.
 2. Second Offence: The **PLAYER** is assessed a **RED CARD** and is removed from the **MATCH** for the rest of the time remaining. Further penalties will be enforced.
4. **RETRIEVER YELLOW CARD**
 1. Should a **RETRIEVER** receive a **YELLOW CARD** that person will not be allowed within the **COURT BOUNDARIES** for 5 minute period of play.
5. **TEAM YELLOW CARD**
 1. First Offence: The team will forfeit the set in which they are issued the **YELLOW CARD**
 1. If the **TEAM YELLOW CARD** is received before a **SET** has started or after a **MATCH** has finished the opposing **TEAM** will receive an additional 2 Points.
 2. Second Offence: The **TEAM** will be assessed a **RED CARD**. This will result in a **MATCH FORFEIT**.
 1. **MATCH OFFICIALS**, tournament officials and/or EDBF officials will decide if further Penalties will be imposed.
 2. Further penalties for a Team **RED CARD** can be decided on the day or at a meeting convened at a later date.

Section 3. Red Card

1. A **RED CARD** may be issued to an individual **PLAYER** or a whole team.
2. A **RED CARD** indicates that a **TEAM** or **PLAYER** has received a penalty following aggressive, abusive, **UNSPORTSMANLIKE** or other unacceptable conduct or unacceptable use of profanity or unsavoury language.
3. **PLAYER RED CARD:**
 1. The **PLAYER** is disciplined with a **RED CARD** and is removed from the **MATCH** for the rest of the time remaining.
 2. The **PLAYER** will also automatically be penalised with a full 2 **MATCH** suspension with immediate effect on the next matches their team is scheduled to play. These matches can take place at the same event, at any subsequent EDBF events and at the events of affiliated National Governing Bodies.
 1. **MATCH OFFICIAL'S**, tournament officials and/or EDBF officials will decide if further penalties will be imposed.
 2. Further penalties for a **PLAYER RED CARD** can be decided on the day or at a meeting convened at a later date.
4. During the **MATCH** in which the **RED CARD** penalty is issued that **PLAYERS** team will play short-handed for the remainder of that **MATCH**. At the following matches in which the penalised **PLAYER** is not allowed to participate, the team can use another member of they're playing roster to **SUBSTITUTE** in for the penalised **PLAYER** in order to make up a full team.
5. Team **RED CARD**: Results in the forfeiture of the entire **MATCH**.

Section 4. Unsportsmanlike Conduct

1. Sporting Behaviour: Dodgeball competitions are based on sporting behaviour and fair play. Coaches and **PLAYERS** are expected and trusted with these values. The following are examples of unacceptable or **UNSPORTSMANLIKE** behaviour:
 1. Tactics that endanger the safety of **PLAYERS**.
 2. After equipment check, illegal equipment is put back into play.
 3. Use of equipment for other than its intended design.
 3. Fighting.
 4. Intentionally damaging the court, equipment or facilities.
 5. Use of derogatory, racial, or offensive gestures or language by **PLAYERS** will not be tolerated. Coaches, managers, or other team members will not make disparaging or insulting remarks about opposing **PLAYERS**, **OFFICIALS**, or spectators, nor commit any other acts that could be considered **UNSPORTSMANLIKE** conduct.
2. Fighting or physically contacting another **PLAYER** in an aggressive manner is not tolerated. An offender will be ejected (**RED CARD** offence) from the **MATCH** and shall be removed from the tournament venue. Should an **OFFICIAL** be unable to determine who initiated the Offence, all parties involved will be penalised with a **RED CARD** and ejected from play.
3. Fighting between teams shall result in the discontinuation of the game. The game shall be determined a draw. No points will be awarded and both teams shall be removed from the venue at the discretion of the official.
4. The **OFFICIAL** will report any **UNSPORTSMANLIKE** conduct to the **COMPETITION CO-ORDINATOR**, league, or EDBF representative. Depending on the circumstances, severity, and frequency of such conduct, a team or player may be prohibited from participation in EDBF sanctioned play.
5. An official may remove any **PLAYER** or team from play at any time should their conduct be deemed **UNSPORTSMANLIKE**.

RULE 19 - MEDIA

Section 1. MEDIA

1. All photographic equipment must be in possession of or carried by the photographer. No equipment can be left on the ground.
2. A ball trapped in equipment is considered "dead" and should be returned to an **OFFICIAL**.
3. Media Coverage: Media authorised by the tournament **OFFICIALS** can be in the playing area. All media personnel must be able to move to avoid being **HIT** by the ball. Should they accidentally be hit, the ball becomes dead.