

# LEIGHTON LINSLADE SCHOOL GAMES RULES

## YEAR 5/6: DODGEBALL

### Competition Qualification

Level 2 School Games	Winners will progress to Level 3 Finals
Number of Teams per School	2

### Competition Format

School Games
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### Squad Information

Minimum Squad Size	6 ( with at least 2 of each gender on court at all times)
Maximum Squad Size	8

### Year Groups

5 or 6
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### Gender

Mixed
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### Equipment (Schools need to provide / take to competition)

Schools to bring at least 4 Dodgeballs appropriate to the age group.
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### Competition Rules

Rules will be a modified version of UKDA rules.

1. Matches

Will consist of 5 x 3 minute games.  
All 5 matches will be played.

2. Key Rules.

- The game starts with a signal from the referee. There are three dodgeballs in the central “Dead Zone” and three members of each team have a race from opposing sides to pick them up.
- The balls are then passed to the back of the court before throwing commences.
- A player is out if:
  - They get hit by the ball (without it bouncing) on the body (including clothes), but not the head.
  - An opposing player catches the thrown ball
  - They step into the “Dead Zone”
  - If they touch a boundary line or anything beyond it.
  - A player tries to block a thrown ball with a ball in possession but that ball is knocked out of their hands.
  - If the referee says so (no form of arguing is allowed)
- Players can use a ball in possession to block a thrown ball
- A player can return to the game if a team mate catches an opponent’s throw.
- Players return in the order they were knocked out.
- If a player is out and gets brought back on, they have to enter from the back of the court, if not they are still out.
- If someone gets hit but then the ball is caught by a different team member before it hits any other surface the person who gets hit stays in and the thrower stays in.

## Scoring

### Results

A game is won by knocking all the opposition players out or having more players left on the court at the end of the time period.

If both teams have same number left on court at the end of time game is recorded as a draw.

Matches are won by the team winning the most games from the 5 games.

3 points will be awarded for a match won

1 point for a drawn match

0 for a match lost

Overall Placings will be determined by the follow sequence

1. Most match points gained from all matches
2. If match points are level – Difference between overall game points
3. If still level – Highest number of games points.
4. If still level – result between teams involved.
5. Drawing of lots

## First Aid & Emergency Procedures

Schools are responsible for the provision and administration of their own first aid.

The Competition organiser will brief all school staff prior to the start of the competition, and will provide information about emergency procedures.

## Withdrawing from a Competition

In the event your school has to withdraw from the competition, you will need to inform Leighton Linlade School Sports Partnership Office at your earliest convenience, either via telephone (01525) 636720 or via email [seymours@vandyke.cbeds.co.uk](mailto:seymours@vandyke.cbeds.co.uk) , ideally a minimum of 48 hours' notice.

**Please note:** A lot of time, effort and expense is undertaken to arrange transportation for events, plus administration of coordinating fixtures etc.

## Cancellation of a Competition

In the unlikely event the competition has to be cancelled the Competition Organiser will contact schools at the earliest opportunity. If you are not contacted assume the competition is taking place.

## Appendix