

## INTER-FACULTY GAMES

*The Tan Chorh Chuan Challenge Trophy*

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### **DODGEBALL (MIXED)**

#### ***Rules & Regulations***

#### **1. Laws of the Game**

The competition shall be conducted in accordance with the existing laws of the game as approved by the World Dodgeball Federation and Dodgeball Association of Singapore and the general rules and regulations of the NUS Inter-Faculty Games.

#### **2. Player Eligibility**

Refer to Rule 4 for player eligibility in the IFG General Rules & Regulations.

#### **3. Registration of Players**

- 3.1. Respective Faculty Sports Secretaries must confirm participation by submitting the General Participation Form to the NUS Students' Sports Club before the stipulated deadline found on the form.
- 3.2. Participation shall be confirmed with the hosting faculty at least 14 days before the commencement of the competition. (Meaning 14 days before the first game of that sport regardless of which faculty is playing first.)
- 3.3. Respective Faculty Sports Secretaries must submit the Team Registration Form to hosting faculty and the NUS students' sports club at least 7 days before the commencement of the competition. (Meaning 7 days before the first game of that sport regardless of which faculty is playing first.)
- 3.4. Each team may register a minimum of 8 players and a maximum of 12 players. Each faculty may send a maximum of 1 team.
- 3.5. Registration must be finalized before the commencement of the competition. No substitutions or additions will be permitted after the commencement of the competition.

#### **4. Prizes**

Medals will be awarded to the players of the top 4 teams. In addition, the champion team shall be awarded a champion trophy and banner.

#### **5. Competition Rules**

##### **5.1. Submission of Line-Up**

The team must submit the complete official line up of up to a maximum of 12 players to the hosting college convener at least 10 minutes before the scheduled time of play. No changes will be accepted once the team line-up has been submitted.

Refer to Rules 7 and 8 for no-show and walkover rules in the General Rules and Regulation.

## 5.2. Scoring System

3 league points shall be awarded to the winning team of each match and no points to the other team. 1 point each will be awarded to each team for a draw.

## 5.3 Advancement to Semi-Finals

- The 2 teams with the highest league points in each group will advance to the semi-finals.
- Should there be a tie in league points between 2 teams, the winner of the game between the 2 teams concerned shall be awarded the higher placing.
- If that game ended in a draw, the positions shall be established by considering the difference of the points among all the teams in the same group.
- If 2 or more teams have equal league points, the positions shall be established by considering the difference of the number of people who were eliminated, for and against, among the teams.
- If it is still a tie, then a tiebreak game of up to 3 minutes will take place, until 1 team emerges victorious.

## 5.4 Finals

- The top 2 teams from each group shall proceed to the semi-finals.
- In the semi-finals, the winner of Group A will play the runner-up of Group B and the winner of Group B will play the runner-up of Group A.
- The winners of the semi-finals will play for the championship in the finals. The other 2 teams will play for 3rd and 4th placing.

## 6. **Attire**

Refer to Rule 11 for attire in IFG General Rules & Regulations.

## 7. **Game Rules**

### 7.1 The Court

- The official dimensions for a regulation court are as follows:
- The court is divided into two 30' X 30' areas, with a 4' X 30' neutral zone located at centre court separating the two sides, an attack line located parallel and 10' from the centre line, for a total court length of 60' from endline to endline, and a total width of 30' from sideline to sideline.
- Approximately 2'-3' should be allotted for an out of bound area, allowing officials to move freely along the sidelines.
- The Queue for each team is a 3' X 12' area, and should be located 2'-3' from the sideline, leaving enough room for an official to move free along the sideline.
- **Every effort will be made to obtain the correct dimensions. However court size may be adjusted to best suit the available space.**



- Each match will follow the aforementioned rules, and the team with the greater number of points at the end of full time (i.e. greater number of sets won) is awarded the 3 points as per the league tally (refer to 5.2).

#### 8.2 Beginning Play

- Play begins with all players positioned behind their team's endline.

#### 8.3 The Rush

- The Rush occurs at the beginning of each game or reset.
- 6 balls shall be placed along the centreline according to the diagram above. Upon the official's signal, both teams can rush to centre court and attempt to retrieve as many balls as possible from the 3 balls on the right side of their court.
- A team may rush with as many or as few players as it wants, but at least one person from each team has to Rush.
- There is no limit to how many balls an individual player may retrieve.
- After a ball is released from the respective side, only then is that other team allowed to retrieve the remaining balls not taken at the centre line.
- Players may not slide or dive head first into the neutral zone or they will be called out.
- Players may not physically grab and pull another player across the neutral zone or prevent them from returning to their side of the court.
- If any player from either side rushes for the balls before the whistle is blown, the elimination round will be restarted. The team will be given a warning.
- If any player from the same offending side rushes for the balls before the whistle is blown a second time, a warning will be given and all balls will be transferred to the other team.

#### 8.4 Putting a Ball in Play

- The ball must go completely behind the attack line. 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. A ball that hasn't crossed the attack line is considered a dead ball, any hits or catches are voided plays.
- There are several ways to put a ball into play following a Rush:
  - A player carries the ball across the attack line.
  - A player passes the ball a teammate who is behind or carries it across the attack line.

#### 8.5 Time Outs

- There are no team time outs.

#### 8.6 Queue

- Players who are hit out will be out of the game and will enter a 'queue'. Players can re-enter the game when their team member catches a live ball thrown by an opponent. Players return in the order they were put 'out'.

#### 8.7 Outs

- Player shall be deemed "out" when a live ball hits any part of the player's body, clothing, or uniform.
- If a player is hit by a live ball rebounding off another player or ball lying on the court.
- A defending player catches a live ball they have thrown. This includes all "live" balls rebounding off team members from the defending team. In this situation the player that threw the attacking ball is out, whereas the player that the ball bounced off is still an active player in the game.
- Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in").
- A player is considered 'out' automatically if he or she attempts to perform a sacrificial fly.

#### 8.8 Blocking

- Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out."
- Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out." If a player catches a rebounding "live" ball, as mentioned above, the player from the opposing team, that released the attacking ball is considered to be out.

#### 8.9 Pinching

- The act of squeezing the ball in order to alter the thrown or blocked ball is not allowed.

#### 8.10 Stalling

- The act of intentionally delaying the game.
- If a referee determines that a player or team is stalling, the referee will warn player or team. If the stalling continues, at the referee's discretion, player or team will lose possession of all balls on their side.
- If both teams are stalling a reset should occur.

#### 8.11 Out of Bounds Rule

- If any part of the player's body touches the end lines or far neutral zone line, the player shall be deemed "out".

#### 8.12 Neutral Zone Rule

- The neutral zone is a 4' by 30' area centred on the centreline.
- A player may safely step into the neutral zone but not across.
- During the rush at the start of the game, crossing over the neutral zone by a small margin (due to momentum of the rush) is permitted.
- However, any player crossing over the neutral zone after the rush is immediately deemed "out."

#### 8.13 Sacrifice Fly

- An airborne attack, where an attacking player may legally cross the neutral zone to hit an opponent but the ball must leave the attacker's hand before any part of the attacker's body touches the opponent's territory. If successful, the player hit and attacking player are both out.

### **9. Official Calls**

In all matches, the referees and line checkers will have the final call.

### **10. Alterations and Amendments**

The Organising Committee of the competition reserves the right to change or alter these Rules and Regulations given any unusual or extra-ordinary circumstances at its discretion and will inform all teams of the any amendments accordingly.

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Approved by:  
Sports & Recreation Centre  
Office of Student Affairs  
4 July 2017