



Latrobe Valley Dodgeball League Standard Rule Set

Originally based on a revised version of the official 2017 (Oct 6) World Dodgeball Federation Rulebook

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Rules Definitions

1. "Live Player"
 - a. A live player is any player that is not out.
 - b. Anything worn or carried by that player is a part of that live player

2. "Dead Player"
 - a. A dead player is a player who has played in a set and has been rendered out.
 - b. A dead player is a dead object.

3. "Live Ball"

A live ball is a ball that has been thrown across the centreline and has not become a dead object.

4. "Dead Object"

A dead object is any object or surface that is not a live player or a live ball.

5. "Out"

A player who is out is no longer a live player, and has become a dead object

6. "Set"

A set is the duration taken to render all players on a team out.

7. "Match"

A match is a contest between two teams to compete against each other over a number of sets.

Game

8. The objective of dodgeball is to win the most sets in a match
 - a. A set is won when all opposing players have been eliminated by being rendered out.
 - b. One point is awarded for every set won.
9. A match is 40 minutes of regular play.
 - a. The game clock runs continuously without stopping.
 - b. Despite 9a, the Game Official (or Main Referee If Game Official not present) will ensure the clock is stopped for the interchange at the approximate halfway point.
 - i. This will be done at their discretion, at the end of a set with 24 or less minutes left in the match.
 - ii. The Game Official (or Referee) will announce the interchange & Instruct teams to swap ends of the court.
 - iii. The interchange will last for a maximum of 2 minutes, this will be timed by the Game Official (or Referee).
 - iv. The Game Official (or Referee) will signal the commencement of the next set with a whistle blast and instruct teams to line up.
 - v. The set will commence on the Referee's whistle blast.
 - d. A new set must be started if more than 30 seconds remains on the game clock at the end of the previous set.
 - e. If there is less than 30 seconds remaining on the game clock at the end of the previous set – forego that time and start an untimed sudden death set (refer to sudden death).
 - f. In the event of a major disruption, the Referees & Game Official may restart the set if they agree that this is the fairest course of action available to them.
10. If the match is tied for points at the end of regular play (the conclusion of the sudden death set), the match will be declared a draw.
11. In finals; if the match is tied for points at the end of regular play, a 4-minute tie breaker set will be played.
 - a. At the end of 4 minutes, the game will go into sudden death.
 - b. If the set ends before the 4 minutes has expired, the match is concluded.

Teams

12. A team must have a minimum of 4 players registered to their team, the maximum number is 12.
13. Six live players per team play in a set.
 - a. Teams may only play with a maximum of 4 players of one gender.
 - b. Once 6 (or less) players start a set, only those players may play in that set.
 - c. Teams must have a minimum of 1 Male and 1 Female player on-court at the beginning of each set.
 - d. Special consideration may be made for teams unable to comply with the rules outlined in 13 provided that those teams are transparent with the Game Officials and the opposing team about their situation.
 - e. For trans and gender diversity information, request a copy of the “Trans Gender Diversity Inclusion Guidelines” from a committee member or your team captain.
14. Teams will have at least 1 ball retriever.
 - a. Ball retrievers may be players not playing in a set.
 - b. Ball retrievers may be dead players.
 - c. Ball retrievers may be any other person.
 - i. In the event that a team does not have a ball retriever, 1 player at a time will be allowed to exit the court via the back line by raising their hand high into the air to indicate their intention to leave the court. After leaving the court, players must retrieve the balls as fast as reasonably possible and then re-enter the court via the back line. The referee may declare a player ‘out’ if they believe that a player has gained an advantage by leaving the court in any way.
 - ii. If a team has at least one ball retriever, no players will be permitted to exit the court without being eliminated from the set.

Equipment

15. The ball is a 17.8 cm (7 in) polyurethane (PU) coated foam ball weighing 140 g (4.9 oz) +/- 6 g (0.2 oz).
16. The game is played with 6 balls.

Court and Boundaries

17. The outer boundaries of the standard court are a rectangle measuring 18M by 9M. Refer to www.latrobevalleydodgeball.com/rules for a full court diagram.

Balls and Throwing

18. A ball must be thrown by a live player within their team's half of the court at the opposing team to become a live ball.
19. A live ball becomes a dead object the instant it touches a dead object.
20. A live ball becomes a dead object the instant it is caught.
21. A held ball is considered a part of the players body and does not render an incoming ball dead if the ball held is used to block or deflect the incoming ball.
 - a. Despite 21, using a held ball to block or deflect does not render the blocking player out, unless the live ball then continues to connect with a part of their body/clothing that would normally render them out. (See "Blocking".)
22. A live ball becomes a dead object the instant it touches an opposing team's live ball in mid-air.
23. All balls, even if in the air, are dead at the instant the game siren sounds or of a whistle blast by a Referee/Game Official to stop play.
 - a. If a ball has connected with a player and is in the air the moment that play stops, that player is considered out as the ball is now considered dead.
 - b. If a Referee has stopped play for reasons unrelated to the player(s) involved in 23a, the Referees/Game Official may allow the results of that play to continue past the whistle blast at their discretion and in the interest of fair play.

Invalid Throw

24. If a live player throws a ball that is not intended to contribute to that player's team hitting an opposing live player and is thrown in the general direction of an opposing live player, that player may accrue one warning at the discretion of the Referee.
- a. If that live player accrues more than one warning, they may be rendered out at the discretion of the Referee.
 - b. A live player's accrual of warnings is reset to zero at the Interchange.
 - c. A Referee may eliminate players without prior warnings if they believe that a team is deliberately and maliciously using this system to their advantage.

Advantage

25. The team with advantage must throw a ball within a 10 second countdown by the Referee.
- a. The 10 second countdown restarts when a ball is thrown across the centre line by any team.
26. Advantage is given to the team that;
- a. has the most balls on their half of the court; or
 - b. if the number of balls on each half is equal, has the most live players; or
 - c. if the number of live players on each team is equal, has not thrown last; or
 - d. if neither team has thrown, that last won a set; or
 - e. if no sets have been played, is higher on the ladder; or
 - f. if the teams are equal on the ladder, whomever the Referee chooses.
27. If a ball has not been thrown within the first 5 seconds countdown, a clearly audible countdown will begin.
- a. The first 5 seconds are not counted aloud.
 - b. The Referee will announce which side has advantage verbally and by holding their arm up toward the side with advantage before beginning the audible countdown.

28. If a ball has not been thrown across the centre line by the time the countdown reaches zero (signified by the Referee's whistle blast), the team with advantage must forfeit all the balls on their half of the court to the opposing team.
- a. Live players and ball retrievers must pass those balls to the opposing team in a timely manner.
 - b. Teams will line up on the base line and play will resume on the Referees whistle blast.
29. Should a ball become temporarily inaccessible due to leaving the court (i.e. exiting the doorways or landing in the fenced-off spectator stands) game play will NOT cease or pause. The Referee may, at their discretion, delay calling the advantage until the moment the inaccessible ball has returned to the court.
30. Should a ball become completely inaccessible (i.e. The ball is lost, stuck out of reach or damaged beyond use) gameplay will pause until a replacement is provided.
- a. The pause shall be signalled by a Referee's whistle blast.
 - b. When gameplay resumes, both teams will start from the back line, holding the amount of balls (If possible) that were on their side of the court prior to the pause.
 - c. In the event of confusion or dispute regarding how many balls each team should start with, the Referee may confer with the game official and restart both teams with 3 balls each.
 - d. Gameplay will resume with a Referee's whistle blast.

Players

31. Only live players playing in a set may be inside the boundaries of their half.
32. If any part of a live player touches a boundary line they are rendered out.
33. If any part of a live player touches a surface, object, or person outside of the boundary line on their team's half of the court they are rendered out.

34. A live player who has been rendered out must exit the court in a timely manner from the nearest point on a boundary line.
 - a. That player may pass any balls they are carrying to any live player on their team.
 - b. That player may not intentionally touch any other balls.
 - c. That player may not intentionally obstruct any live players or ball retrievers.
 - d. That player may not intentionally obstruct any live balls thrown by the opposing team.
35. Dead players that are returned to play by the way of a catch must return to the court in the order that they have been rendered out.
36. A live player may pick up any balls that are within reach.
 - a. That player may reach over any boundary lines to pick up a ball.
 - i. Despite 33, that player is not rendered out if they only touch that ball.
37. A live player may carry one or more balls.
38. A live player may pass the ball to any live player or ball retriever on their team.
39. A live player may not excessively or intentionally pinch, squeeze, compress, or otherwise distort a ball before that player throws that ball or that live player may be warned or be eliminated at the discretion of the Referee.
40. A dead player that has been revived must enter the court through the back line.
 - a. That player becomes a live player once they are completely within the boundary lines.
 - b. That player must enter the court in a timely manner from the nearest unobstructed point on the back line.
 - c. While entering the court, that player may not obstruct any live players or ball retrievers.
 - d. While entering the court, that player may not obstruct any live balls thrown by the opposing team.

Hitting

41. Any live player who is touched by a live ball thrown by the opposing team is rendered out once that live ball touches a dead object.
 - a. That player is not rendered out if they have caught that live ball.
 - b. That player is not rendered out if that live ball is caught by a live player on the same team.

Blocking

42. A live ball may be blocked using one or more balls carried by a live player.
 - a. The live ball may only come in contact with the ball(s) carried by the live player, and not any other part of the live player with the exemption of the fingers and hands on the ball that they are using to block.
 - b. Despite 41, that player is not rendered out once that live ball touches a dead object.

Disarming

43. If a ball carried by a live player is dislodged as a result of a block, the instant that dislodged ball touches a dead object that player is rendered out.
 - a. Despite 43, if control of that dislodged ball is regained by that live player before it touches a dead object, that live player is not rendered out.

Catching

44. A live ball may be caught by a live player, rendering the opposing live player that threw that live ball out.
 - a. A catch is made the instant that live player has control of the ball and has two points of contact within bounds, with no points of contact on the boundary line or out of bounds.
 - b. That opposing live player is rendered out the instant a catch is made.

45. A dead player on the same team is revived when a catch is made.
- a. That dead player is revived in the same order that they were rendered out.
 - b. If the player to be revived has not yet exited the court when the catch is made, they are not eligible to be revived.
 - c. A player may not be revived by a catch made on a play that they have had any interaction with.
i.e. Player A is hit by a ball and exits the court promptly. The ball comes off Player A and goes straight up in the air and is caught by Player B after Player A has exited the court. Player A is NOT revived as they interacted with this ball/play.

Opening Rush

46. The 6 balls are placed on the centre line, 3 on each side of the most middle point of the court.
47. Before play begins, players must stand with one foot in contact with the back line and the other foot within the boundaries.
- a. If a player's foot leaves contact with the back line before the start of a set, a false start must be called.
 - b. If a false start has been called, that team will accrue one warning.
 - c. If a team accrues two warnings, that team may only play with 5 players on the court during the next set.
 - d. A team's accrual of warnings will be set to zero at the interchange.
48. A Referee will indicate the start of a set with a loud whistle blast.
- a. Play begins immediately on that whistle blast.
 - b. All players become live players on that whistle blast.
 - c. All players must move completely within court boundaries on that whistle blast.
 - i. Despite 32 and 33, those live players may be in contact with the back line at the start of play only until they move completely within court boundaries.

49. Live players may retrieve only the 3 balls placed on the right of the centre line on their half.
- a. Despite 30, 31 and 32, those live players may touch or cross the Boundary/centre line once to retrieve those balls.
 - b. Despite 18, that ball may not become a live ball until it has travelled back past the activation line on that team's half of the court.
 - c. Despite 46, a team may retrieve any balls placed on the centre line after they have cleared all 3 of their balls.

Sudden Death

50. A Referee signals the transition to sudden death with a loud whistle blast.
- a. All live players must stop play at the earliest possible moment, and must take position as in 47 and 47 a-d.
 - b. Balls are redistributed so that each team has possession of 3 balls.
 - i. Players may hold those balls.
51. A Referee signals the beginning of sudden death with a loud whistle blast.
- a. Play resumes on that whistle blast.
 - b. All live players must immediately move completely within boundaries
 - c. Despite 42, live players may not block in sudden death. This will render them out once the blocked ball becomes a dead object.
 - d. Sudden death ends when the set is won.

Ball Retrievers

52. Ball retrievers may not touch any boundary line.
53. Ball retrievers may not touch any surface, ball, or live player within the court boundaries.
- a. Ball retrievers may not directly or indirectly interfere with a ball or player on court.
 - i.e. Using another ball or object to interfere with balls or players on court.

54. Ball retrievers may retrieve any ball that is outside the boundary lines
- a. Ball retrievers may not retrieve any ball that has crossed the centre line away from their team's half of the court.
 - i. If not marked, that centre line extends the full width of any area a ball may roll during play
 - ii. A ball retriever may retrieve a ball for either side unless requested not to by that team.
 - b. Ball retrievers may pass balls to live players or other ball retrievers.
 - c. Ball retrievers may place balls within court boundaries.

Referees, Game Officials and Rule enforcement.

55. One or more Referees monitor the game and enforce the rules of the game.
56. A Referee is the final authority and arbiter of the rules during a match, and may interpret and enforce the rules to their absolute discretion.
- a. A Referee may issue warnings to any player that does not follow the rules as described.
 - b. A Referee may, at their discretion and most appropriately for the infraction, after a player intentionally and deliberately disregards the rules, call for the forfeiture of any balls or issue a Yellow or Red card (see 58 - 60) to that player or their team.
 - c. A Referee may, at their discretion pause the game timer to
 - i. Clarify a rule with the Game Official.
 - ii. Respond to an injury or incident.
 - iii. Discuss a miscommunication with another Referee.
57. One or more Game Officials will be present during each match.
- a. A Game Official will be a member of the Latrobe Valley Dodgeball League Committee, a senior Referee or a League Assistant deemed competent by the LVDL Committee.
 - b. A Game Official will be equipped with the rule book and have an up to date knowledge and understanding of the sport.
 - c. A Game Official will be wearing a bright vest (or senior Referee's shirt) in order to be easily identifiable.

- d.** A Game Official will be responsible for scoring the match and will carry the scoring sheet.
 - i.** The Game Official may delegate the operation of the digital scoreboard to a spectator.
 - e.** If a Game Official cannot be scheduled, a senior Referee may be appointed to dual role for that match.
58. A Referee or Game Official may issue a Yellow card to players or teams for minor misconduct.
- a.** Teams that receive or have a player that receives a Yellow card receive the Yellow card penalty which will last for the remainder of that set and the next set that team plays. During the penalty the team may play with a maximum of 5 players on court, they will not be able to have a sub fill the 6th spot.
 - i.** If a player was issued a Yellow card, that player must not play for the duration of the penalty outlined in 58 a.
 - ii.** If a Yellow card occurs during the final set in a match, the penalty will carry over into the next game that team/player plays.
59. A Referee or Game Official may issue a Red card to players or teams for Major misconduct.
- a.** Teams that receive, or have a player that receives a Red card receive the Red card penalty which will last for the remainder of that match and the next match that team plays.
60. During the penalty the team may play with a maximum of 5 players on court, they will not be able to have a sub fill the 6th spot.
- a.** If a player receives a red card, that player must not play for the duration of the penalty outlined in 59a.
 - b.** At the discretion of the Referee and Game Officials, a player or team that receive a red card may be banned from the facility for the duration of the penalty outlined in 59a.
 - c.** If a player receives 2 yellow cards during a match, they will be issued with a red card.
 - d.** If a team has 2 or more members receive a yellow card during a single match, that team will receive a red card. In this case, both members that received a yellow card are eligible to play, but the team will only be able to have a maximum of 5 players on court.

61. If a player receives a card during the last set of a game whilst filling in for another team or during their last game with a team, it will be at the Game Officials discretion whether that player alone serves the card in their next match, or whether the team they have filled in for will also serve one in their next match.
- a. The executive committee reserves the right to investigate, review and amend this decision.

Code of Conduct

62. All teams, players, ball retrievers, Referees, and spectators must adhere to the code of conduct as described in the LVDL Code of Conduct.
- a. Referees may reasonably give warnings, yellow cards, red cards, or other reprimands to any person breaching the code of conduct.