

A young girl with long brown hair, wearing a blue and white Akuma brand dodgeball uniform, is captured in mid-air. She is holding a red dodgeball with both hands above her head, ready to throw it. She is wearing white knee pads with the 'NOD' logo and black sneakers. The background shows other players in similar uniforms on a blue court, with a white net visible. A semi-transparent dark blue banner is overlaid across the middle of the image, containing the title text.

# QUICK START JUNIOR RULES PRIMARY SCHOOL DODGEBALL



BRITISH  
DODGEBALL



# QUICK START RULES – PRIMARY SCHOOL

## PLAYERS

6 PLAYERS ON A TEAM  
10 PLAYERS MAXIMUM IN A SQUAD

## TIMINGS

SET LENGTH = 2 MINS  
MATCH LENGTH = 2 HALVES OF 3 SETS (6 SETS IN TOTAL)

## WINNING A SET

ELIMINATE ALL OPPOSING PLAYERS  
OR...  
HAVE MORE PLAYERS REMAINING ON YOUR SIDE AT THE END OF A SET

## WINNING A MATCH

A TEAM WINS A MATCH IF THEY HAVE MORE POINTS  
2 PTS FOR A SET WON, 1 FOR A SET DRAWN, 0 FOR A SET LOST  
IN GROUP TABLES, A TEAM WILL RECEIVE 2 PTS FOR A MATCH WON, 1 FOR A MATCH DRAWN, 0 FOR A MATCH LOST  
IF A MATCH IS DRAWN IN KKOCKOUT OR PLAYOFF MATCHES, A 1 MINUTE OVERTIME SET WILL BE PLAYED WHERE TEAMS RESTART WITH 6 PLAYERS. IF A MATCH IS STILL DRAWN, THEN SUDDEN DEATH WILL BE PLAYED

## START OF PLAY

3 BALLS ARE PLACED ALONG THE CENTRE LINE  
THE BALL ON A TEAM'S LEFT IS THEIR DESIGNATED BALL  
THE CENTRE BALL IS THE ONLY CONTESTED BALL  
A BALL IS NOT LIVE UNTIL IT IS PASSED BACK BEYOND THE RETURN LINE

## ELIMINATING OPPOSING PLAYERS

### LIVE BALLS

A BALL IS LIVE UNTIL IT HITS A FLOOR, WALL OR ANY OTHER SURROUNDING SURFACE  
MULTIPLE PLAY IS POSSIBLE WITH A LIVE BALL



# QUICK START RULES – PRIMARY SCHOOL

## HITS

ANY PLAYER STRUCK WITH A LIVE BALL BY AN OPPOSING PLAYER WILL BE CALLED OUT  
FACE SHOTS DO NOT COUNT UNLESS A PLAYER'S FACE STOPS THE BALL FROM HITTING THEIR BODY

## CATCHES

ANY CATCH ON A LIVE BALL WILL BE VALID. THE PLAYER WHO THREW THE CAUGHT BALL WILL BE CALLED OUT AND THE CATCHING TEAM WILL GAIN ONE PLAYER FROM THE OUTBOX

## BLOCKING

PLAYERS ARE ABLE TO USE A BALL IN THEIR POSSESSION TO BLOCK AN INCOMING BALL. IF THE BALL THEY ARE HOLDING IS KNOCKED FROM THEIR POSSESSION, THEY WILL BE CALLED OUT

## LINES

PRIMARY DODGEBALL IS PLAYED USING A BADMINTON COURT AS A BASE FOR THE [DODGEBALL COURT](#)  
PLAYERS ARE ENCOURAGED TO STAY INSIDE THE COURT MARKINGS AND NOT NECESSARILY CALLED OUT FOR STEPPING OVER THE SIDE/BACK LINES

PLAYERS MAY LEAVE THE COURT TO COLLECT BALLS BY PUTTING THEIR HAND UP  
PLAYERS MUST RETURN TO COURT FROM BEHIND THE BACK LINE

## STALLING

PLAYERS SHOULD NOT INTENTIONALLY STALL THE GAME. ONCE A TEAM HAS POSSESSION OF 2 OR 3 BALLS, THEY SHOULD LOOK TO MAKE AN ATTEMPT WITH AT LEAST ONE OF THOSE BALLS.

WHEN A REFEREE CALLS 'PLAY BALL', A TEAM HAS 5 SECONDS TO THROW. IF THEY DO NOT THEN PLAYERS HOLDING BALLS WILL BE CALLED OUT

TEAMS CAN KEEP ONE BALL AFTER 'PLAY BALL' HAS BEEN CALLED, AND MUST THROW THE REST.

## MULTIPLE PLAY

THE FOLLOWING ARE EXAMPLES OF MULTIPLE PLAY:

A PLAYER WILL BE CALLED OUT IF THEY ARE HIT BY A BALL THAT HAS DEFLECTED OFF A TEAMMATE WHILST IT IS STILL LIVE

A CATCH IS VALID IF IT HAS DEFLECTED OFF A TEAMMATE WHILST IT IS STILL LIVE – IN THIS CIRCUMSTANCE THE HIT PLAYER PLUS THE THROWER WILL BE CALLED OUT – IF THE HIT PLAYER IS THE FIRST ONE OUT, THEN THEY WILL IMMEDIATELY RETURN TO THE COURT

