

INTER-FACULTY GAMES

The Tan Eng Chye Challenge Trophy

DODGEBALL (MIXED) ***Rules & Regulations***

1. Laws of the Game

The competition shall be conducted in accordance with the World Dodgeball Federation (WDBF) and Singapore Dodgeball Federation (SDF) Rules and Regulations as well as the General Rules and Regulations of the NUS Inter-Faculty Games (IFG).

In the event of any dispute, the NUS IFG General Rules and Regulations approved by the IFG Council shall supersede any relevant international sports laws.

2. Player Eligibility

Refer to Rule 5 for player eligibility in the NUS IFG General Rules and Regulations.

3. Registration of Players

3.1. Respective Faculty Sports Directors 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 Directors must submit the **Team Registration Form** to the 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 6 players** and a **maximum of 14 players**. Each faculty may send a maximum of 1 team.

3.5. Registration must be finalised 1 week 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 3 teams. In addition, the champion team shall be awarded a champion trophy and banner.

5. Competition Rules

5.1. Submission of Line-up

5.1.1. The team must submit the complete official line-up of up to a maximum of 14 players to the hosting faculty convenor at least 10 minutes before the scheduled time of play. No changes will be accepted once the team line-up has been submitted.

5.1.2. Each team is allowed a maximum of **2** Varsity Athletes (or the equivalent athletes). Teams are allowed to field only **1** Varsity Athlete (or the equivalent athlete) at any time on court during every game.

5.2. Definitions

- 5.2.1. A game (or match) refers to a contest between 2 teams (faculties).
- 5.2.2. Each game consists of 2 halves.
- 5.2.3. A set refers to the duration taken to render all players on a team out.
- 5.2.4. A “Live Player” is any player that is not out – anything worn or carried by that player is a part of that live player.
- 5.2.5. A “Dead Player” is a player who has played in a set and has been rendered out – a “Dead Player” is a dead object.
- 5.2.6. A “Live Ball” is a ball that has not become a dead object.
- 5.2.7. A “Dead Object” is any object or surface that is not a live player or live ball.
- 5.2.8. A “Out” refers to a player who is out and is thus no longer a live player – they become a dead object.
- 5.2.9. A “Catch” is a live ball caught by a live player, rendering the opposing live player that threw that live ball out. A catch is made the instant that live player has control of the ball and has two stable points of contact within bounds, with no points of contact on the boundary line or out of bounds. The opposing live player is rendered out the instant a catch is made.

5.3. Competition Format

- 5.3.1. **In the event of 7 and less participating teams**, a single round robin format will be played, from which the top 3 teams would be decided based on league points scored (Refer to 5.4). There will be no Semi-Finals or Finals.
- 5.3.2. **In the event of 8 and more participating teams**, a preliminary group round robin format will be played. The top 2 teams from each group with the highest league points will proceed on to the Semi-Finals.

- 5.3.2.1. The Semi-Finals shall be played as follows:
- | | | |
|----------------------|----|----------------------|
| Group A 1st position | VS | Group B 2nd position |
| Group B 1st position | VS | Group A 2nd position |

The **winners of the Semi-Finals** will play in the Finals. The other 2 teams will play for 3rd and 4th placing.

- 5.1.1.1 The placing of the 1st to 4th teams will be determined by their finishing position after the Semi-Finals, Finals and 3rd Place matches. The remaining teams will be placed according to league points scored.

5.4. League Points

- 5.4.1. Points will be awarded in the following scenarios:

Win:	3 league points to the winning team of each game.
Loss:	0 league points to the losing team of each game.
Tie:	1 league point to each team.

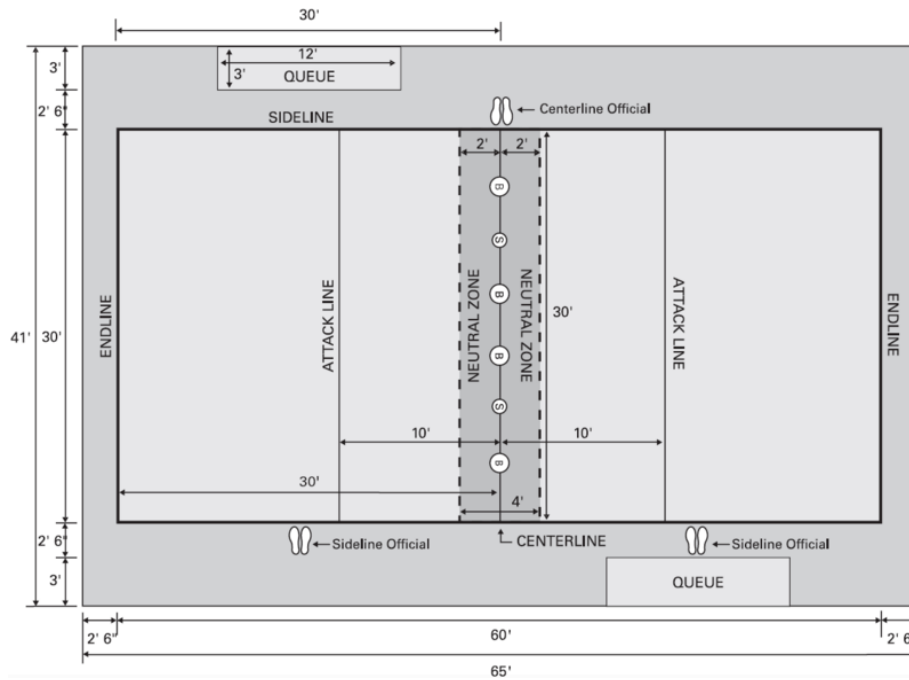
Walkover: **20-0 points** for the entire game will be awarded in favour of the non-offending team, who will be declared winner of the game (Refer to 5.23).

5.5. Game Format

- 5.5.1. Games will be in a 6 v 6 format.
- 5.5.2. Elimination Game: A game consists of 2 halves of running time, each half running for 10 minutes each. In between the two halves, there will be a break of 2 minutes.
- 5.5.3. A set is played until all opponents on one team have been eliminated. The first team to eliminate all its opponents is declared the winner, and the point for that set is awarded to the respective team.
- 5.5.4. Once a set is completed and if there is still time left on the running clock, both teams will reset the balls with haste, and a new set will commence once again with a rush.
- 5.5.5. **If both teams have players left on court at the end of half/full-time**, the game will proceed to **sudden death gameplay**, where no blocking is allowed (Refer to 5.15). Sudden death ends when the set is won.
- 5.5.6. Each game 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 5.4).
- 5.5.7. Only females are allowed to cross the centre line to the opposition's attack line. All rules with regards to throws, catches, and eliminations remain constant.

5.6. The Court

- 5.6.1. The official dimensions for a court are as follows:
- 5.6.2. The outer boundaries of the standard court are a rectangle measuring 18 metres (59.1 ft) by 9 metres (29.5 ft).
- 5.6.3. The 9 metres (29.5 ft) boundary lines are the back lines for each team.
- 5.6.4. Approximately 0.6 metres - 0.9 metres should be allotted for an out-of-bound area, allowing officials to move freely along the side-lines.
- 5.6.5. The Queue for each team is a 0.9 metres by 3.7 metres area and should be located 0.6 metres - 0.9 metres from the side-line, leaving enough room for an official to move freely along the side-line.
- 5.6.6. Every effort will be made to obtain the correct dimensions. However court size may be adjusted to best suit the available space.



(Fig. 1) Illustration of a typical Dodgeball court

5.7. Players

5.7.1. Teams consist of 6 players with 8 substitutes. All players must be in uniform.

5.7.2. There must be at least 2 players of the opposite gender from each team on court at the start of each set.

5.8. Substitutions

5.8.1. Substitutions are allowed at the end of each set during the game.

5.8.2. No substitutions can be made during the elimination round itself, except in cases of injury. Players who are substituted in must be of the same gender.

5.9. Retrievers

5.9.1. Retrievers are individuals designated to retrieve balls that go out of play. There are 4 retrievers.

5.9.2. Teams are responsible for providing the retrievers. Retrievers may not be a player participating in that "Set".

5.9.3. "Dead Players" cannot be retrievers. If any "Dead Players" retrieve a ball, this will result in the relevant ball(s) forfeited to the opposing team.

5.9.4. Retrievers may not enter the court at any time, doing so will result in the relevant ball(s) forfeited to the opposing team.

5.9.5. Retrievers may not collect balls from within court boundaries, doing so will result in the relevant ball(s) forfeited to the opposing team.

5.9.6. Retrievers are only allowed to field balls from their side of the court. Fielding balls from opponent's side will result in the relevant ball(s) forfeited to the opposing team.

5.9.7. In the event of a lack of players, teams can request for assistance from other teams for retrievers, but any assistance offered is out of goodwill and is not mandatory. The IFG Council is not responsible for any losses resulting from help offered from other teams.

5.10. Beginning Play

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

5.11. The Rush

5.11.1. The Rush occurs at the beginning of each game or reset.

5.11.2. 6 balls shall be placed along the centreline according to the diagram above (Fig. 1). 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.

5.11.3. 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.

5.11.4. There is no limit to how many balls an individual player may retrieve.

5.11.5. 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.

5.11.6. Players may not slide or dive head first into the neutral zone or they will be called out.

5.11.7. Players may not physically grab and pull another player across the neutral zone or prevent them from returning to their side of the court.

5.11.8. 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 for a false start.

5.11.9. 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.

5.12. Putting a Ball in Play

5.12.1. 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.

5.12.2. There are several ways to put a ball into play following a Rush:

5.12.2.1. A player carries the ball across the attack line.

5.12.2.2. A player passes the ball to a teammate who is behind or carries it across the attack line.

5.13. Advantage

5.13.1. A coin flip will be used to determine which team has advantage at the start of every game.

5.13.2. The team with advantage must throw a ball within 10 seconds once the game begins. The 10 second countdown restarts when a ball is thrown by any team.

- 5.13.3. Advantage is given to the team that;
 - 5.13.3.1. Has the most balls on their half of the court; or
 - 5.13.3.2. If the number of balls on each half is equal, has the most live players; or
 - 5.13.3.3. If the number of live players on each team is equal, has not thrown last; or
 - 5.13.3.4. If neither team has thrown, that last won a set
- 5.13.4. If a ball has not been thrown within 5 seconds, a clearly audible countdown will begin.
- 5.13.5. If a ball has not been thrown within 10 seconds, the team with advantage must forfeit all the balls on their half of the court to the opposing team.
 - 5.13.5.1. Live players and ball retrievers must pass those balls to the opposing team swiftly.

5.14. Time-out
There will be no time-outs during each game.

5.15. Outs

- 5.15.1. Players shall be deemed "out" when a live opposing ball hits any part of the player's body, clothing, or uniform.
- 5.15.2. A player is deemed "out" if he is hit by an opposing live ball rebounding off another live player.
- 5.15.3. An attacking player is deemed "out" if his live ball is caught by an opposing live player.
 - 5.15.3.1. This includes all "live" balls rebounding off players from the opposing team. In this situation, the attacking player that threw the ball is out, whereas the opposing player that the ball bounced off is still an active player in the game.
- 5.15.4. A player is considered "out" automatically if he or she attempts to perform a sacrificial fly.
- 5.15.5. If a player is deemed "out", they are to swiftly make their way off court. While doing so, they are permitted to pass balls that were in their hands to their teammates. Retrieving as a "dead player" on court is not permitted.
- 5.15.6. If a player is deemed "out", they are to swiftly make their way off court. While doing so, they are not permitted to deliberately act as shields for their teammates. Doing so will result in a warning from the referee. A second violation will result in all balls forfeited over to the opposing team.

5.16. Blocking

- 5.16.1. Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with.
 - 5.16.1.1. 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. 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.

5.16.2. 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.

5.17. 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.

5.17.1. Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in").

5.17.2. Players returning from the Queue must return to the game via their respective endlines. Non-compliance results in the returning player declared "out".

5.17.2.1. That player becomes a live player once they are completely within the boundary lines.

5.17.2.2. That player must enter the court in a timely manner from the nearest unobstructed point on the back line.

5.17.2.3. That player may not touch any balls until they become a live player.

5.17.2.4. While entering the court, that player may not obstruct any live players or ball retrievers.

5.17.2.5. While entering the court, that player may not obstruct any live balls thrown by the opposing team.

5.18. Stalling

5.18.1. The act of intentionally delaying the game.

5.18.2. If a referee determines that a player or team is stalling, the referee will warn the player or team. If the stalling continues, at the referee's discretion, the player or team will lose possession of all balls on their side.

5.18.3. If both teams are stalling, a reset should occur.

5.19. Out-of-Bounds Rule

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

5.19.2. If a player uses a ball or dead object to prevent their fall or entry onto the out-of-bounds zone or court boundaries, that player shall be deemed "out".

5.20. Neutral Zone Rule

5.20.1. The neutral zone is a 1.2 metres by 9 metres area centred on the centreline.

5.20.2. A player may safely step into the neutral zone but not across.

5.20.3. 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.

5.20.4. However, any player crossing over the neutral zone after the rush is immediately deemed "out", unless otherwise permitted.

- 5.21. Sacrificial Fly
An airborne attack where an attacking player may legally cross the neutral zone to hit an opponent. However, 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 the attacking player are both out.
- 5.22. League Ties
- 5.22.1. Should there be a tie in league points between two teams, the winner of the game between the two teams concerned shall be awarded the higher placing.
- 5.22.1.1. If that game ended in a draw, the team with a higher goal difference, for and against, among all the teams in the same group, shall be awarded the higher placing.
- 5.22.1.2. If there is a tie in goal difference, the team with a higher goal average shall be awarded the higher placing.
- 5.22.1.3. If there is a tie in goal average, the team scoring more goals in total shall be awarded the higher placing.
- 5.22.2. Should there be a tie in league points between more than two teams, the team with a higher goal difference, for and against, among all the teams in the same group, shall be awarded the higher placing.
- 5.22.2.1. If there is a tie in goal difference, the team with a higher goal average shall be awarded the higher placing.
- 5.22.2.2. If there is a tie in goal average, the team scoring more goals in total shall be awarded the higher placing.
- 5.23. Equipment
- 5.23.1. 6 regulation sized balls according to SDF will be used in each game. Competition balls will be provided by the IFG Council.
- 5.23.2. Players may only wear medically necessary equipment on their hands, with the exception of medically preventative tape that does not improve grip.
- 5.23.3. Worn Chalk Bags are permitted, but are considered part of the "Live Player" regardless of its location on court.
- 5.23.4. Any item brought on court by the player is deemed part of the "Live Player".
- 5.24. Walkovers and Disqualification
- 5.24.1. If a team concedes a walkover or is disqualified, the non-offending team will be awarded a score of 20 for the entire game. The offending team will be awarded a score of 0.
- 5.24.2. In the event that a team has been found to partake in or committed, including but not limited to, dishonest behaviour such as cheating, fielding ineligible players or similar situations in which a breach of integrity has occurred, the IFG Organising Committee reserves the right to disqualify the team from the competition.
- 5.24.3. Refer to Rules 8 and 9 for no-show and walkover rules in the NUS IFG General Rules and Regulations.

6. **Attire**

Refer to Rule 11 for attire in the NUS IFG General Rules and Regulations.

7. Official Calls

7.1. In all games, all faculties shall abide by the decisions of the Match Officials.

7.2. The IFG Council will be the rightful and final adjudicators of all protests and disputes.

8. Alterations and Amendments

The IFG Council reserves the right to change or alter these Rules and Regulations given any unusual or extraordinary circumstances at its discretion and will inform all teams of any amendments accordingly.

END





Approved by:

Office of Student Affairs
27 July 2022

WDF R&R (2018): <https://worlddodgeballfederation.com/rules/foam-rules/>

Acknowledgement

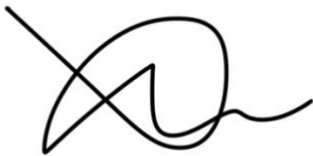
The above Rules & Regulations for IFG 22 has been read and checked by:

 	 
Dodgeball Captain and Vice-Captain for the School of Business in IFG 2022 Melanie, Daryl	Dodgeball Captain and Vice-Captain for the College of Design & Engineering in IFG 2022 Kunal, Bing Qi







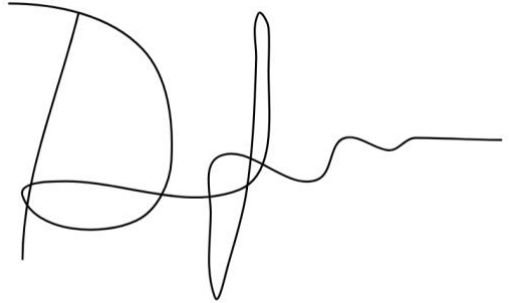

Dodgeball Captain and Vice-Captain for
School of Computing in IFG 2022
Gabby, Jordan

Dodgeball Captain for the Faculty of Dentistry in
IFG 2022
Aria



Dodgeball Captain for the Faculty of Arts and
Social Sciences in IFG 2022
Alden, Xu

Dodgeball Captain for the Faculty of Law in IFG
2022

 	 
<p>Dodgeball Captain for the School of Medicine in IFG 2022 Sean, Pamela</p>	<p>Dodgeball Captain for the Faculty of Science in IFG 2022 Wanyun, Christopher</p>
	
<p>Dodgeball Captain for Yale-NUS College in IFG 2022 Daniel</p>	<p>Hosting Faculty: Arts and Social Sciences Sports Director 2022 Ashley Looi</p>