

Mixed dodgeball comp

Competition Registration Pack

Wednesday Nights

HOW TO REGISTER

- Team Delegate jump on to <https://sportfix.net/PCYCWaggaWagga> and register your team. When you register the team you will receive a team code via email. Once you have the team code, share the link and the team code to the rest of your team to jump on and register as players. **TEAM DELEGATES MUST ALSO JUMP ON WITH THE TEAM CODE AND REGISTER AS A PLAYER.**
- PLEASE NOTE THAT NO FIXTURES WILL BE ALLOCATED UNTIL ALL PLAYERS ARE REGISTERED IN THEIR TEAMS
- All players must be PCYC members. Annual membership is \$30.00 and must be completed before taking part in any games.

TEAM REGISTRATION

Team registration including ALL player details must be completed upon registration. PCYC WAGGA will not roll over registration forms from previous seasons. Only players who appear on the team sheet will be eligible to play. Team captains are responsible for chasing up players that have not registered. A player must play at least 5 games to be eligible for finals.

SEASON DATES/TIMES

PCYC Wagga will operate a 10-week Autumn season competition, which will commence in March. Games will run between 6:00pm – 10:00pm, with time slots subject to demand. While every effort will be made to accommodate time preferences, no guarantees can be made. All teams will be given an even spread of game times (early and late games) throughout the season.

Competition	Mixed division	Team Fees
Start	8 th March 2023 (10 weeks + 1 week of finals) (public & school holidays will be general byes)	\$100 per player
Conclude	31st May 2023	
Please see the draw for exact dates. Draw will be released prior to competition commencement.		

PLAYER REGISTRATION FEES

Competition Fees: \$100 per player is a fee of \$10 per game and finals are included as a bonus. These payments go towards court hire fees, referee payments, administration fees and equipment costs. All fees are due before your first game of competition. If fees are an issue, please email zmaloney@pcycnsw.org.au to work out a payment plan.

**All players must be PCYC members. Annual membership Adult - \$30.00, Family - \$49
(memberships can be purchased on our website)**

TEAMS AND PLAYERS

We recommend registering seven to eight players per team for a season of this length, with a maximum of ten (10) players registered. Players must be at least 15 years of age to play in the competitions.

TEAM DELEGATE

A team delegate must be nominated on the team nomination form with complete contact details. In the event of a forfeit or any correspondence, the team delegate will be contacted by the PCYC. It will be the responsibility of the delegate to pass all correspondence onto their team.

GAME DURATION

- Games are 2 x 15 minute halves.

SIGN ON

- All players must 'sign on' on the score sheet before the start of a game. Late players must sign on before entering the court.
- The score sheet is located at the reception desk before each game, games will not commence without all participating players signed on.
- Borrowed players must sign on and indicate which team they are registered in. Borrowed players must be identified to match officials.

COMPETITION POINTS

Win = 3 points Draw = 1 points Loss = 0 points Forfeit = 0 points

UNIFORMS

All players in each team must wear matching colours

FORFEITS

- 6 players must take the court for the game to start, with at least 3 registered members of the team, plus 1 borrowed player Permitted. Teams have 10 minutes from the scheduled start of the game to take the court.
- A team must inform the PCYC WAGGA of their intent to forfeit as soon as possible.
- Teams forfeiting 3 or more times in a season will not be allowed to register for the next season's competition unless a vacancy still exists after all other expressions of interest are placed.

TEAMS BEING FORFEITED TO:

- The team delegate will be notified by phone in the event that the team's opposition intend to forfeit.
- A 20-0 win will be scored.
- Teams may be contacted in relation to moving timeslots in the case of forfeits. PCYC Wagga reserves the right to waive forfeit penalties in extenuating circumstances

BORROWING PLAYERS

A team may only borrow a maximum of 1 registered player under the following circumstances:

1. If a team has 3 originally rostered players on the court, then a maximum of 1 registered player can be borrowed making a total of 4 players on the court.
2. Teams cannot borrow other registered players if there are already 4 players on the court.
3. You may NOT borrow any players from divisions above your own e.g. CANNOT borrow Division 1 player for Division 2 game.
5. Goal keeper may be borrowed for normal round games, but not for finals.

STARTING GAMES:

The game clock will start on time when referees are ready. If one team is not ready, they will be penalized 1 set for every 5 minutes they are late. Maximum 6 sets.

FINALS:

Teams will play 1 weeks of finals for all competitions. A player must have played 5 games their registered team to be eligible to play finals. Players cannot be borrowed for finals; only registered players who appear on the team sheet are eligible to play. Finals will follow a top 2 format. This will be 1 v 2

PENALTIES:

Straight Send off (violent or aggressive conduct) = Minimum 2xweek suspension. Referees have the ability to eject any player and or spectators acting outside the code of conduct.

Send off (non-violent conduct) (e.g Continually breaking rules) = 0-1xweeks suspension (Pending referee report on how deliberate offence occurred).

2 x Send offs (violent or aggressive conduct) over one season = Season or indefinite suspension from PCYC run competitions (pending severity of referee's report on two offenses)

Suspensions can apply for off the court incidents at the centre; you are responsible for your action and behaviour at all times.

CHALLENGES

Any challenges made by a team towards another team i.e. suspected unregistered players playing or other match disputes must be done through competition staff as soon as possible preferably at the start of the game.

COMPLAINTS PROCEDURE:

Teams that wish to lodge a complaint must do so in writing by completing a match report form. Forms are available from reception upon request. Please be aware that this is the correct process for lodging complaints or concerns. Teams and players that confront staff, other players or match officials will face suspension or even expulsion from the competition.

RESULTS & FIXTURES

PCYC Wagga competitions use SportFix to log all competition game times, results and ladder. Free download:
<https://sportfix.net/mobile.aspx?1270>.

See below for further rules

KEY TERMS

- Live ball: A ball thrown by any player which has not come into contact with the ground or wall netting. **A thrown ball is still live if it touches another player or ball.**
- Dead ball: A thrown ball becomes dead if it touches the floor or netting.
- Catch: A successful catch is made when a **live** ball that has been thrown by the opposition is caught.
- Out: A player is 'out' if they are hit by a live ball thrown by the opposition and do not catch it. A player is 'out' if they are hit by a rebounding ball that comes off a fellow teammate, or off another live ball. A player is also 'out' if any member of the opposition catches a live ball thrown by that player.
- Block: A player may hold a ball and use it to 'block' balls thrown by the opposition and will not be called out if another ball hits the ball that they are holding. **Note:** a blocked ball is still live – until it hits the ground or netting.
- Set: The duration of eliminating 6 players of the opposing team Out. Each set is worth 1 point for the match.
- Match: The contest between two opposing teams to accumulate the most number of sets/points within 40 minutes of play.

Referees reserve the right to eject any player or team from the game without warning for any displays of unsportsmanlike conduct

HONOUR SYSTEM

The game of dodgeball relies heavily on the honour system, i.e. self-regulation of the rules. Teams which repeatedly breach the honour system face expulsion from the league. For example (the following list is not exhaustive):

- When a player is hit by a ball without the referee's knowledge they will call themselves out and leave the field of play immediately.
- When a player is caught out by the opposition without the referee's knowledge they will call themselves out and leave the field of play immediately.
- Eliminated players will themselves ensure that the first player eliminated is the first to return to the game in the event of a successful catch.
- All games will be supervised by a trained referee; however rules are to be enforced primarily by the honour system (detailed above).
- The referee's decision is final.
- The referee may change possession of any number of balls at any time they decide is necessary.
- The referee may warn players and call a technical foul on any player or team displaying unsportsmanlike conduct. **N.B.** The referee is not required to give a warning before calling a technical foul.
- Any form of abuse towards the referee by any player or spectator can warrant that person being removed from the venue.

GAME RULES

- The aim of dodgeball is to eliminate the opposing players from the game by hitting them with a live ball, or by catching live balls that have been thrown by the opposition.
- To start a game, each player must be touching their respective back net/line with at least one foot.
- The referee will place 6 dodgeballs along the centreline – three on each side of the court. The referee will start the match by blowing a whistle, at which time players may rush to grab the three balls on their right hand side.
- Players are permitted to cross the midline during the opening rush only.
- Players must retreat and cross the attack line before making their first throw, or can pass balls back to teammates positioned behind the attack line. Two feet must be behind the attack line for a throw to be valid.
- At no point during the game may any player intentionally use the back or side netting as a playing field. Intentional use of the back or side netting will result in penalty. This includes jumping, diving into or climbing up the netting.
- If a player catches a live ball thrown by the opposition, then the player who threw the ball is out. Additionally, an eliminated member of the catcher's team may return to the field of play.
- Players returning to the game must do so in the same order in which they were eliminated.
- When returning to the field of play, eliminated players must enter the court from the beginning of the 'bench' area, closest to the midline.
- Eliminated players must line up in order of elimination, starting at the beginning of the bench area for ease of return to the game.
- **When a player is 'out' they must raise their hand and leave the field of play immediately, without interfering with play in any way.**
- **Any player intentionally throwing a ball at an opposition player whose hand is raised will be 'out'.**
- Any player who crosses the midline during match play will be 'out'.
- Players may pass the ball to team-mates.
- Players may put the ball on the ground.
- **Players are not permitted to kick or step on the ball.**
- Players must not lift or support their team-mates in catching, throwing, etc.
- Eliminated players must not interfere with or touch any balls while 'out'.
- No team is allowed to have all 6 balls on their half of the court for more than 10 seconds. If a team has all the balls they must make a legitimate effort to get at least 1 of the balls across to the opponent's half. The first violation of this rule will result in a stoppage of play and distribution of all 6 balls to the opposing team. Play will continue with balls at feet.

ADVANTAGES

- Ball Advantage: If a team has 4 or more balls, they are at an advantage and must throw.
- Player Advantage: If teams have 3 balls each, the team with more players 'in' must throw.
- Last Received: If teams have 3 balls each and the same number of players each, the team who last received must throw.

MATCH FORMAT

- Each match will be 30 minutes long, played in two 15 minute halves
- When there is one minute remaining before half time or full time (at 14 minutes or at 29 minutes) and players are still engaged in a set, the referee will blow the whistle to stop the game. The referee will alert all players that the final minute of the half is no blocking. This means any player who blocks is 'out'. **This is only at the last minute of the half.**
- A match consists of as many 'sets' that can be completed within the 30 minute match.
- No single set can exceed 5 minutes.
- No set will start with less than 1 minute remaining in the half.
- A set ends when all the players on a team have been eliminated, or when 5 minutes have elapsed, in which case the team with the most players remaining wins the set.
- If at the end of 5 minutes there are equal players remaining on each team, the set counts for zero.
- **During knockout rounds (quarter, semi and grand finals) if the final score is tied, a set of no blocking will be played to determine a winner.**
- Each set won is worth 1 point. At the end of the match, the team with the most points wins the match. If both teams have won an equal number of sets in the match then it is a tie (except in finals where another set is played).
- After every odd set, teams will switch sides (as in tennis).
- **If the referee blows the whistle to stop play, all balls will be considered dead immediately.**

SUBSTITUTES

- In the event that a team does not have 6 registered players for a match, substitutes may be recruited. Substitutes **MUST** be from a lower division than the match being played. If there are no substitutes available from a lower division, a substitute from within the same division may be used if this substitution is okayed by the opposing captain.
- At no time may a player from a higher division fill in for a team in a lower division, except in the case of friendly matches or special circumstances.