

DeakinPLAY Dodgeball Competition

Terms and Conditions

DeakinACTIVE and the DeakinPLAY Social Sport Competitions are managed by Clublinks Management Pty Ltd (Clublinks) under a management agreement with Deakin University. As part of your Team Registration, you are agreeing you have read and accepted the below DeakinPLAY Dodgeball Competition Rules.

Payment

Registration payments and game fees must be made upfront via Spawtz. The 'Pay my Share' option can be used to split these payments amongst team members. Registrations and registration payments must be completed prior to a team participating in a DeakinPLAY Social Sport Competition.

Forfeits and Team Registration Form

Additional players can be added or removed throughout the season providing you do not exceed 10 registered players. If you wish to make changes to your registered player list, please email DeakinPLAY@deakinactive.com.au.

If DeakinACTIVE are notified before 12 pm on game day, the forfeiting team is required to pay a forfeit fee equal to 1.5 times the game fee to be paid before the next match. Failure to notify DeakinACTIVE regarding your forfeit or if notified after 12pm on game day, your team will incur a fee equal to 2 times the game fee to be paid before the next match. Failure to pay your forfeit fine prior to your next match will mean that your team will not be eligible to take the court until DeakinACTIVE has received payment. This could result in your team being removed from the competition with no refund.

If a team does not show, they will forfeit a 'Set' each 5 minutes until the 20-minute mark, at this time they will forfeit the match and will be fined a fee equal to 2 times the game fee for court fees and inconvenience to the other team. Until paid the team risk not playing any future matches.

If a team arrives with 4 or fewer players, then the opposition must decide BEFORE the game starts if they wish for the result to count towards the standings or whether to play the game as a friendly. This decision must be clear to both teams involved BEFORE the game starts.

You may also contact DeakinACTIVE via DeakinPLAY@deakinactive.com.au for assistance in finding extra players for you where possible. Please ensure you do this within the timeframe allowed as otherwise you may be required to forfeit the match.

Each team is allowed 10 players on their roster. There are 5 players on court per team at one time.

Risk Warning - Insurance dependent

Playing Dodgeball or stadia sports is subject to risks and players can incur injuries. There are also risks that access to medical assistance, and evacuation might be slow, and of damage to, or loss of, your personal property. DeakinACTIVE carry Public Liability Insurance and Personal Accident Insurance through Gallagher's Insurance. If during the Period of Insurance, you suffer Bodily Injury within the Scope of Cover as a result of an Accident then subject to the terms and conditions, you may receive benefits. More information, including how to make a claim, can be found on the DeakinACTIVE website.

Release and Waiver

If you suffer injury, loss, claims, liability or damage (Loss) while at DeakinACTIVE, to the fullest extent permitted by law, you release the DeakinACTIVE (Note: Parent company of- Trust and Clublinks Management Pty Ltd (Clublinks)), their employees, officers and contractors from any liability for any loss suffered by you and you release each of the Trust, Clublinks and their employees, officers and contractors from any responsibility or legal liability for death or personal injury associated with your presence at DeakinACTIVE and any activities you undertake at DeakinACTIVE facilities.

Withdrawal from the Competition

If a team withdraws from the competition after the completion of the first 3 rounds of the current season they will be required to pay a team withdrawal fee of \$150.

Dodgeball Competition Rules:

Tournament rules are subject to change at the discretion of the DeakinPLAY Coordinator at any time during the course of the season.

Games cannot be rescheduled or changed once the league schedule has been posted on the DeakinPLAY Teams portal, website or emailed to the captains.

Teams are awarded: 3 points for a win, 2 point for a tie, 1 points for a loss. The tournament standings are determined by the following: Total Team Points and then Score Differential (percentage).

Referees officiate the game in line with basic Dodgeball rules with slight variations, the rules are listed below.

Key Terms

- Live Ball: A ball thrown by any player which has not yet come into contact with the ground.
- Dead Ball: A thrown ball becomes dead if it touches the floor
- 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. A player is also 'out' if 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 and if it hits a teammate, they will be out.
- Set: the duration of eliminating all players or 5 minutes is elapsed.
- Match: the contest between two opposing teams to accumulate the most numbers of sets within 40 minutes of play.

Expectations of Participants

All participants will:

- Understand and follow the rules as provided below
- Respect the equipment, venue, Game Day Operators/Umpires, and other participants involved in the competition
- Be respectful to their opposition and congratulate them at the conclusion of every match
- Be responsible and well mannered before, during and post each match
- Avoid deliberately aiming a ball at an oppositions head
- Refrain from taunting or sledging their opponents
- Avoid using abusive or foul language

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- No intimidation tactics such as pointing, yelling, cursing or any other behaviour that may be deemed as intimidation
- Referees and Game Day Operators reserve the right to eject any player or team from the game without any prior warnings if they display any unsportsmanlike conduct
- This unsportsmanlike conduct will be forwarded onto DeakinPLAY Management which could result in being kicked out of the competition with no refund if the rules listed above are not followed.

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 may face expulsion from the competition with no refund. Some examples of self-regulation are:
 - o 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.
 - o 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.
 - o 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.
- Referee's will call as much as possible, and their decisions will be immediate and final, any arguments or back chat to the referee could lead to disqualification of your team.

Game Rules

- All players must have been registered via Spawtz for the team they will be participating in
- If there is a fill in, they must complete a registration form which can be given to them via the Game Day Operator upon request
- To win, all players on the other team must be eliminated by either:
 - o Being hit by a ball (does not count if you are hit in the head unless the player tries to purposely use their head to block)
 - o The opposition catches your throw - you are out and the player who caught the ball can have an additional player who was first out, added back into the game
 - o You step out of the field of play (stepping on the line counts as out), unless you are retrieving a ball that has gone out of bounds
- To start a game, each play must be on the baseline with one foot touching the line. When the Referee blows the whistle, you may run up and grab 1 of the 6 Dodgeballs that have been placed at the halfway line. Once you collect one of these balls, you must bring it back and place 2 feet over the 'Attack Line' before you can throw the ball at the opposition.
 - o Please note – players are permitted to crossing the midline during the opening rush only.
- If a player catches a live ball thrown by the opposition, the person who threw the ball is out. Additionally, an eliminated member on the catchers team may return to the field.
- Players returning to the game must do so in the order they were eliminated
- Players must line up in order of elimination on the sideline
- 1 player who is out may be used as a 'Ball Collector', instead of lining up they may run around behind the court collecting the balls for their teammates.
 - o Note – they can't cross the midline or interfere with the game in any way.
- When a player is 'Out' they must raise their hand and leave the court immediately
- Any player who throws the ball at a player who's hand is raised will be automatically given 'out'
- Players may pass balls to their teammates
- Players may put the balls on the ground
- Players are not permitted to kick the balls
- No Team is allowed to have all 6 balls on their side of the court for longer than 10 seconds. If a team makes no legitimate attempt to get at least 1 ball across to the opponents half a violation will be called, resulting in a stoppage and the other team being granted all 6 balls. Play will continue with the balls at the teams feet.

Field of Play

- The playing area will be a full-length Basketball Court, with each team's section split by the half court line
- The 'Attack Line' is the white line that separates the court into thirds (it is the lines from the Netball court) and will be pointed out prior to the commencement of each game.
- Inside the boundary line around the basketball court will be deemed as the playing area, if any person steps outside the line will be 'out' and must leave the playing area immediately.
- A player may be allowed to exit the playing area to collect a ball, unless they have players who are 'out' and can collect it for them.

Equipment

- The official ball used will be determined by the Game Day Operators on the night
- All players must wear enclosed shoes, no exceptions

Referees

- All games will be supervised by a DeakinPLAY Staff Member
- Rules are to be enforced primarily by the honour system and participants must make their own calls
- The Referee's decision is final.
- The Referee may warn players and call Technical fouls if a team or player is showing any unsportsmanlike conduct (Note – the referee does NOT need to issue a warning before a technical foul is given)
- Any form of abuse towards the referee by any player or spectator can warrant that person being removed from the venue and removed from the competition entirely with no refund.

Match Format

- Game times: Games run every 45 mins, commencing from 6:30 pm on Select nights of the week (will vary depending on season and location)
- Duration: 40 minutes. 2 x 20min Halves.
- A Game consists of as many 'Sets' that can be completed within the 40-minute match.
- No single 'Set' can exceed 5 minutes.
- When there is 1 minute left before Half or Full time the referee will blow their whistle and stop the game. The Ref will then alert the players that it is the final minute and there is no blocking permitted and if someone blocks, they will be deemed out. This is ONLY the last minute of each half.
- No set will start with less than 3 minutes remaining in the half.
- A set ends when all players from one team have been eliminated, or the 5 minutes have elapsed in which case the team with the most players wins the set.
- If at the end of the 5 minutes there are equal amounts of players, the set counts for zero.
- During Finals, if the score is tied a set of no blocking is played to determine the final winner.
- All games are to commence at the time allocated, there will be 5 minutes between games for one team to exit and the other to step onto court.
- Time kept on the court by the game day operator, the match referees, and the scorers
- A set is worth 1 point, during regular season games ties will count.
- Teams will switch sides at halftime.
- If the Referee blows the whistle to stop play, all balls will be considered dead immediately.

Forfeits

- If a team arrives with 4 or fewer players, then the opposition must decide BEFORE the game starts if they wish for the result to count towards the standings or whether to play the game as a friendly. This decision must be clear to both teams involved BEFORE the game starts.
- If a team does not show, they will forfeit a 'Set' each 5 minutes until the 20-minute mark, at this time they will forfeit the match and will be fined a fee equal to 2 times the game fee for court fees and inconvenience to the other team. Until paid the team risk not playing any future matches.
- A forfeit is recorded as a 1 – 0 loss to the forfeiting team

Actions that may be taken by Referees

To manage a match the referees may, in addition to the personal foul, use any of the following:

- Unsportsmanlike Foul: a player commits contact not in the spirit of the game or commits contact that is excessive or unnecessary.
- Technical Foul: Any deliberate or repeated non-cooperation or non-compliance with the spirit and intent of this rule shall be considered as a technical foul.
- Disqualifying Foul: A disqualifying foul is any flagrant unsportsmanlike action by players, substitutes, head coaches, assistant coaches, excluded players and accompanying delegation members.

A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls or 2 technical fouls, or with 1 technical foul and 1 unsportsmanlike foul.

A player will be asked to leave immediately if charged with a disqualifying foul.

Referees

The referees will have sole jurisdiction over the conduct of the game. NO PROTESTS against referees or game day operators will be considered or allowed. If the League Rules appear to be violated, the matter may be brought to the attention of the DeakinPLAY coordinator or Sports Team Leader for the final resolution. All decisions made by the DeakinPLAY coordinator or Sports Team Leader will be final.

Photography Consent and Release

Participants grant permission to DeakinACTIVE, Deakin University and any associated representatives to take and use photographs, digital images and/or videos of them, for use in, but not limited to:

1. Media releases, media articles, printed publications and/or educational materials
2. Electronic publications and communications, including websites and social media
3. Promotional material and/or advertisements, both printed and digital
4. Other uses as allowed by law and associated regulations

Participants agree that their name and identity may be revealed in descriptive text or commentary in connection with image(s). All negatives, prints, digital copies and files shall remain the property of DeakinACTIVE.

Participants waive any rights, claims or interest they may have to control the use of their identity or likeness in the photographs and agree that any uses described herein may be made without compensation or additional consideration of them.

Code of Conduct

Player Rules

Wear suitable uniform and footwear. Always show good sportsmanship. Please respect all referees, staff, and players. Any disrespect, violence or verbal abuse will not be tolerated. If there is any failure to adhere to these rules, the player or spectator will be asked to leave stadium. Players are responsible to clean up any garbage from their team bench. Alcohol and smoking are not permitted on the premises. No slam dunking or swinging off rings. Please notify staff of any hazards or incidents immediately and always follow staff instructions. Management reserve the right to remove or ban individuals or teams from competition/access for behavioural or financial misconduct.

Spectator Rules

Coaches and spectators are always expected to act in good sportsmanship. There will be zero tolerance for abuse (verbal or other) towards referees, staff, or players. Any indication of such behaviour by a spectator, parent, player or coach may result in immediate removal from the competition or DeakinACTIVE facility. Please notify staff of any hazards or incidents immediately and always follow staff instructions. Management reserve the right to remove or ban individuals or teams from competition/access for behavioural misconduct. We are here to play Basketball and have fun!