



## **Moving Matters Year 5/ 6 Dodgeball**

### **DETAILS**

**Who** - Year 5/ 6 Boys & Girls

**What** - Dodgeball Tournament

**Where** – London Nautical

**When** – Morning- 10:00- 12:00

Afternoon- 12:30- 14:30

**Squad** - Maximum 12 players

#### **Game Play**

- 8 players on court at all time (2 girls on court to start game)
- 3 x 3 minute sets per match
- On the starting whistle players retrieve the balls from the midline and return to the baseline before they throw .
- Players must not go outside playing areas so each team must have 2 ball people on collection duty for each set to collect and roll them back into the playing areas. Ball collectors will wear a bib and cannot be rotated until the set is over.
- Players who are out must sit on the elimination bench until a player on their team clean catches a ball.
- Substitutes can only be made in between sets.

#### **Winning a Set/Game:**

To win a set you must eliminate all the opposition players or have more players still in play when the time is up. To win a game you must win best of 3 sets.

#### **Getting Out:**

- Hit by a LIVE ball ( A ball that has not bounced or hit wall/fence)
- Opponent catches your ball before it bounces or hits a wall/fence
- Anyone caught cheating or arguing with the referee will receive a red card and will be suspended for a set.
- If a ball hits more than one person before it bounces all players are out.
- Punch or kick a dodgeball
- If a player goes outside the area

### **Other important rules :**

- A successful clean catch (without bounce) brings a teammate back into the game (in the order they went out).
- The catcher may fumble the ball and make a successful catch as long as the ball has not touched anything else. If they drop it off after the fumble, it will count as a normal hit
- Cannot aim for opponents head, players will be given a warning if they throw at an opponent's head.