



HONG KONG
DODGEBALL
ASSOCIATION

OFFICIAL RULE BOOK
2015

BOARD OF DIRECTORS



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The Official Rules of the Hong Kong Dodgeball Association and the Rules and Regulations of the Hong Kong Dodgeball League are created by the Board of Directors. Players, coaches and team supporters of all dodgeball teams that are a part of the HKDA should abide by the rules set forth in this rulebook.

The rules are intended to uphold the fun spirit and the integrity of the sport for all participants. After the end of each season, the Board will review the Rules, and may institute revisions or changes based on feedback from players, coaches and spectators.

Each team captain is responsible for ensuring that all their players read and fully understand the rules and regulations. In the event that there is any confusion or controversy concerning the rules, the Board has the right to make a final ruling concerning the matter.

We wish you all a great new season that will be even more fun and exciting than previous seasons! We look forward to the opportunity for all of us to make some new lifelong friends in our dodgeball fraternity.

Board of Directors

OFFICIAL RULES OF THE HONG KONG DODGEBALL ASSOCIATION

DEFINITIONS

Live Ball: A ball is considered a Live Ball after it has been thrown and remains a Live Ball until it (a) the ball touches a Dead Object; (b) collides with another live ball in mid-air; or (c) has been touched by an active player on the opposing team.

Dead Objects: Anything that is not an active part of the match; i.e., the ground, ceiling, permanent fixtures (e.g., the scoreboard), dead players walking off the court, referees, spectators or supporters. Unused balls (i.e. untouched by players) that are on or off the court are also considered to be Dead Objects and Dead Balls (see “Dead Ball” below).

Dead Ball: A ball that is no longer a Live Ball for any reason described in “Live Ball” above. Note: a ball that is blocked (see “Blocking” below) is not a Dead Ball until it touches a Dead Object.

Out: A player is Out if the player (a) is hit by a live ball which subsequently touches a Dead Object (b) throws a Live Ball which is caught by a player on the opposing team; or (c) steps/touches the ground outside the designated boundaries for the match (see “Boundaries” below).

Set: The duration it takes to get ALL 6 players of the opposing team Out. Each set is worth 1 point for the match.

Match: A contest between two teams to accumulate the most number of sets/points within two 20-minute blocks of time.

THE TEAM

Teams will consist of 6-18 players. A minimum of 2 and a maximum of 6 active players per team will compete during any given Set. Player substitutions are only allowed between Sets or during time-outs as described in “Time-outs & Substitutions” below. If a team makes a catch, it may only revive players who started in that particular set. Inactive players and supporters may assist in ball retrieval as active players cannot leave the court during the game without being eliminated. See “Ball Retrieval” below.

In each coed dodgeball Set, at least 1 of the starting 6 players must be female. A team without an eligible female player for a given set must compete with no greater than 5 players in such set.

THE COURT

In full court games, the court shall be a rectangle 60 feet long and 30 feet wide, divided into two equal sections by a centerline and attack-lines (10 feet from and parallel to the centerline). These are the same dimensions as on volleyball court. Court dimensions for half-court games may vary by venue.

THE EQUIPMENT

The official ball of the Hong Kong Dodgeball Association, used in tournament and league play is a 7” rubber-coated foam dodgeball 140 grams in weight. Any ball over 170 grams in weight is inappropriate for play, as it might inflict bodily harm to the participants of the sport.

There is no dress code and it is not mandatory for the players on the same team to dress alike. To prevent injuries, it is recommended that players wear tennis/cross-training shoes for the match. [Further, wearing numbered jerseys is also recommended for the purposes of keeping accurate stats.]

THE MATCH

A Match consists of 40 minutes of game play divided into halves with 5 minutes reserved for halftime and 5 minutes reserved for sudden break/buffer. The game clock will run continuously during each 20-minute half of game play—the clock does not stop between each set. As long as time remains on the game clock in either half of play, a new set may be started, however, any set in progress when time expires shall go into Sudden Death, whether it be at the end of either half or upon the expiry of extraordinary time allotted for a tie breaking match (see “Sudden Death” below). Teams switch sides of the court after halftime. The referees shall maintain the official match time and have discretion to stop the clock for any sudden break, injury, etc., or shorten/forego a halftime break in the event the match begins late or if the first half overruns. There will be no ties at the end of matches, so whichever team wins more sets when the game clock expires will be the winner of the match. In the event that the final set of the match extends beyond regulation time (i.e., it commences before and continues after the clock expires) and the outcome of that set ties the match, a special tie-breaking set will be played (see “Tie Breakers” below).

THE GAME

The object of the game is to score points by eliminating ALL 6 players on the opposing team by getting them Out. This may be done by:

1. Hitting an opposing player with a Live Ball anywhere on their person, including their clothing, with such Live Ball subsequently hitting the ground or a Dead Object. A player that has been hit by a Live Ball is not Out until that Live Ball touches the ground or hits a Dead Object.

Corollaries:

If a Live Ball hits an opposing player and ricochets to strike another opposing player before hitting the ground or a Dead Object, then both players are Out.

If a Live Ball is blocked by an opposing player (see “Blocking” below) and strikes another opposing player before hitting the ground or a Dead Object, then that player will be Out. However, if a ball blocked by an opposing player hits a player on the throwing team while still a Live Ball, the hit player on the throwing team is not out, but the ball is still a Live Ball which may yet be caught by the opposing team until it hits the ground or a Dead Object.

If a Live Ball ricochets off a dead player exiting the court and hits another player, the ball is deemed a Dead Ball and the hit does not count.

Since a player that has been hit by a Live Ball is not Out until that Live Ball touches the ground or hits a Dead Object, any action that the player performs following the hit, but before the first ball touches the ground or a Dead Object, shall be deemed as “in play.”

EXAMPLE 1: Two Live Balls are thrown at a player. The first ball hits and bounces in the air while the second ball is caught before the first ball hits the ground. The catch is deemed a good catch, however, the player is still Out the instant the first ball hits the ground

EXAMPLE 2: Player A throws a ball at Player B, but right before the ball hits Player B, Player B throws a ball at Player A. Both balls thrown are Live Balls and both players are Out if Player A got hit by Player B’s ball. Such is called a “double out”.

EXAMPLE 3: Player A is hit by a Live Ball which bounces high into the air. Player A throws a ball at Player B while the ball that hit him/her is still in the air (i.e. before it hit the ground or a Dead Object). The ball thrown by Player A is still a Live Ball capable of getting Player B Out.

A ball must be thrown to kill a player from the opposing team. In other words, the ball has to leave the hand and be airborne to be a Live Ball, so tagging a player with a ball in hand will not result in the opposing player being Out.

Exception:

If Players A and B are the last players remaining in a set (i.e., there is a one-on-one) and there is a “double out,” the set shall be awarded to the team whose ball struck his/her opponent first, regardless of whether that ball becomes a Dead Ball first. For example, if Player A’s ball hit Player B before Player B’s ball hit Player A, but Player B’s ball hits the ground before Player A’s ball, Player B still died first and Player A’s team is awarded the set. However, if Player B manages to catch the ball that hit him/her, there would be no “double out” and Player B’s team would still be awarded the set.

2. Catching a Live Ball thrown by your opponent before it touches the ground or a Dead Object. The instant a Live Ball is caught, the person who threw the ball is Out. To complete a catch, the catching player must have complete control of the ball and be touching the ground inbounds. Whether and when a player is in control of a caught ball is at the referees’ discretion.

In addition, catching a Live Ball will revive ANY player that was eliminated in that set prior to the catch. The player that comes back into the court must be one of the original six players that started the set. If a player comes back into the court that wasn’t part of the starting six, then that team will lose the bonus of having a player revived.

EXAMPLE 1: Player A throws a ball at Player B. Player B attempts to catch the ball, but is still bobbling the ball as she steps out of bounds, although she does eventually gain control of the catch. Result: This does not constitute a catch as Player B stepped out of bounds before she was in control of the ball. Player B is out, and Player A remains alive.

EXAMPLE 2: Player A throws a ball that strikes opposing Player B. The ball ricochets into the air off Player B before being caught by Player B’s teammate, Player C, who subsequently loses balance and steps out of bounds. Before Player C makes the catch, however, Player B had already walked off the court. Result: Player A is out if Player C had control of the ball before stepping out of bounds. Player B and C are both out for stepping out of bounds, notwithstanding the fact that Player A’s ball was eventually caught. Player B or another teammate of Player B may be revived on account of Player C’s catch, however, only ONE player may be revived for the catch.

NOTE: The revived player must re-enter the court from the baseline, and the first person to step back into the boundaries of the court is the one that comes back to life. In instances where the first player to re-enter the court does so from the sideline rather than the baseline, that player may still be deemed as revived at the referees' discretion, however, such revived player's initial throw may be invalidated where the player's inappropriate re-entry is deemed to have given the player an unfair advantage.

Corollaries:

If a Live Ball ricochets off an opposing player and is caught by another opposing player before hitting the ground or a Dead Object, then both opposing players are safe and the player that threw the ball is Out.

If a Live Ball that is blocked (see "Blocking" below) is caught before the Live Ball hits the ground or a Dead Object, then the player that threw the ball is Out.

If a player trying to catch a Live Ball loses balance and falls out of bounds, walks out of bounds or is hit by a Live Ball which hits the ground or a dead Object before that player has complete control of the Ball, then it is not deemed a catch and that player is Out.

If a player throws a ball and is hit and killed before his/her ball is caught by an opposing player, the catch still counts if the ball was still a Live Ball and the opposing team may revive a player. For the purpose of statistics, however, the kill would also count if the kill was completed prior to the catch.

If a revived player does not re-enter the court from the baseline and is hit, that player is still out. The referees, however, have discretion to invalidate throws by revived players who do not re-enter the court from the baseline when doing so created an unfair advantage.

If a player is hit by a ball and steps off the court prior to that ball being caught by a teammate, that player is Out. That player or any other previously eliminated player may be revived by the catch, but only ONE player may return.

If a Live Ball is thrown at an opposing player and is blocked or ricocheted back to the throwing team while it is still a Live Ball, catching that Live Ball does not constitute a catch.

Blocking

Players may use the ball(s) in their hands to block an incoming ball. A successful block is one where the player retains control over the ball that is used to deflect the oncoming ball. If the player drops the ball used to block, the player is deemed Out even if the Live Ball did not otherwise hit that player. In instances where a player is using more than one ball to block and in doing so drops one or more balls used to block a Live Ball, the blocking player may still be out even if he/she drops a ball that was not used to block if that ball was dislodged directly or indirectly by the impact of the Live Ball. The referees have the final say on whether a ball was dislodged on account of a block.

Example 1: Player A is holding three balls, one in each hand and a third trapped between the other two. Player A attempts to block an incoming Live Ball with the ball in his/her right hand, but in doing so drops the third ball that was trapped. Even though the third/middle ball was not apparently hit by the Live Ball, the ball was dropped concurrently with and due to the impact of the Live Ball and Player A is Out.

Example 2: Player A is holding three balls when opposing Player B throws a Live Ball. Player A clearly drops one ball before using the other two balls to block Player B's Live Ball. Since Player A did not drop the ball due to the impact of the Live Ball.

Example 3: Player A is holding two balls and uses one ball to block an incoming Live Ball. The ball used to block the Live Ball was held out in front of Player A's face while Player A dropped the ball he/she was holding at his/her side at the time of impact. Since the dropped ball was not clearly a result of the impact of the Live Ball which was blocked, Player A is still alive.

A blocked or deflected ball is still a Live Ball until it either touches the ground or a Dead Object, so a deflected ball that hits another player may still result in an Out if it hits another player, or considered a catch if it is caught.

SPECIAL NOTE: Blocking is not available in Sudden Death. Balls that are blocked in Sudden Death will be deemed to have hit the person using a ball to block. It is not considered a block until the ball touches a dead object.

BOUNDARIES

Active players must remain within the boundaries, and should an active player step, fall or otherwise touch with any part of his/her body on or beyond the boundary lines, that player would be deemed as Out the instant s/he touches out of bounds.

The forward boundary in a full-court game is the center line for men and the opposing team's attack line for women. The forward boundary in half-court

games may vary by venue and should be confirmed in consultation with the game's referees in advance of any half-court match.

EXCEPTION: A player may legally step over the centerline only during the opening rush.

Corollaries:

A thrown ball released BEFORE a player steps on or beyond one of the boundary lines will be deemed as a Live Ball and all action from the ball counts even though the throwing player is Out regardless.

A thrown ball released AFTER a player steps on or beyond one of the boundary lines will be deemed as a Dead Ball as the player is Out the instant he/she stepped on the line.

If a player trying to catch a Live Ball loses balance and falls out of bounds, walks out of bounds or is hit by a Live Ball which hits the ground or a dead Object before that player has complete control of the Ball, then it is not deemed a catch and that player is Out.

THE OPENING RUSH

A game begins by placing 6 dodgeballs along the centerline - 3 on one side of the center hash and 3 on the other. Players then take a position behind the baseline, with at least 1 foot touching the baseline. Following the starting whistle by the referee, teams may approach the centerline to retrieve the balls.

Teams may only retrieve the 3 balls to the right of the center hash on the opening rush. Once a ball is retrieved it must be taken behind the attack-line (see "The Court" above) by a player with at least one foot behind the attack line before it can be legally thrown (i.e., both the ball and the player's foot must be taken behind the line contemporaneously before the ball can become live). Balls thrown on the opening rush before becoming live will not be considered a Live Ball except in the case that the ball is caught by the opposing team (i.e., if the ball kills someone before it was properly activated, the kill does not count, but if the ball is caught, the catch counts as it normally would).

NOTE: All players must have at least one foot touching the baseline when the referee blows the whistle at the start of each set. At the discretion of the referees, teams may be penalized for false starting or if they are deemed to have blatantly cheated by not having at least one foot on the baseline. Teams shall receive one warning for false starting per half and any subsequent violation in the same half of play will result in the opposition beginning with the opportunity to begin with 4 balls upon the opening rush rather than 3. Post-match, the Board may penalize players if there is video evidence of continual cheating on the opening rush.

TIMING & WINNING A GAME

The first team to legally eliminate ALL 6 players from the opposing team will gain 1 point for the set. The team with more points at the end of the full 40 minutes time frame will be deemed the winner of the match. Although there is neither a time limit per set nor a shot clock, the referee may prompt a team to throw to maintain a fair game pace. In a situation when neither team is apparently preparing to throw, which team is prompted to throw will be based on the following:

If both teams have an equal number of players and each team has three balls after the opening rush, the team that won the last set is obliged to throw first.

The team with more balls on their side of the court is obliged to throw first. Even if some balls are on the ground outside the boundary, the team is obliged to throw as long as more balls are on their half of the court.

If each team has 3 balls, then the side with more players on court is obliged to throw first.

If both teams have 3 balls, and the number of players on court is equal, then the team that threw last is excused from throwing and it is the opposing team's turn to throw.

Once the referees have indicated who must throw first, the team that is required to do so has 10 SECONDS to initiate a throw. Referees may penalize teams who are deemed to have taken an inordinate amount of time to make a throw. Penalties may include warnings, yellow cards, or the forfeiture of balls to the opposing team.

SUDDEN DEATH

In the likely event that time expires in either half while a set is still under way, that set will instantly go into "Sudden Death." All the same rules apply in Sudden Death EXCEPT that **BLOCKING IS NOT AVAILABLE**. Players using a ball to block a Live Ball will be deemed killed as soon as the blocked ball hits a Dead Object just as though the Live Ball had hit the player's body. Blocked/deflected Live Balls may still be caught with normal consequences, however. The procedure for sudden death is as follows.

At the buzzer denoting the end of regulation play in either half, the game shall stop. Any Live Balls released prior to the expiration of time in either half shall remain Live Balls (i.e., these balls may still kill players or be caught with the normal consequences until such Live Ball becomes dead), however, any ball

thrown after time expires shall be deemed dead.

After the game has been stopped, the referees shall redistribute the balls to the remaining players on each side so that each side has three balls.

Upon the referee's whistle, Sudden Death commences and runs until one team is completely eliminated (i.e., there is no prescribed time limit).

TIE BREAKERS

In the event that the match is tied at the end of regulation play, a special 2-minute tie breaking set shall be played. Tie breaker sets shall commence like a normal set upon the referee's whistle and the time for the tie breaking set shall be kept on the official game clock. If the set has not been completed as the allotted time expires, the tie breaking set shall go into Sudden Death as described above.

NOTE: In the event that the match is tied at the end of a set and less than one minute remains on the game clock before the end of the match, team captains may agree to forego the remaining time on the clock and enter directly into a 2-minute tie-breaker set. To avoid confusion and prevent delay, captains should confer and agree on the approach to be taken under these circumstances in advance and in any case no later than the commencement of the second half of play.

EXITING THE COURT WHEN OUT

Once a player is deemed to be Out, s/he must leave the court in a timely manner from the nearest point of exit. If the player is still HOLDING one or more balls when s/he is Out, the player IS ALLOWED to pass those balls onto his/her teammates. If a player is NOT in possession of a ball at the instant when s/he gets out, then that player is NOT ALLOWED to touch any balls that may be on the court. At the discretion of the referees, a team may have a ball stripped from them and given to the opposing side, if an infraction occurs.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed a single 30-second timeout per match. This time-out can only be used if there is some ruling confusion or if a player on the court is injured. At this time a team may substitute any player to take an injured player's place, however, the injured player is not allowed to come back into the game for the rest of the match.

RULE ENFORCEMENT

Rules will be enforced primarily by the "honor system". Players will be expected to act honestly and rule whether or not a hit was legal or whether they were legally eliminated. However, because of the fast-paced nature of the sport, sometimes a player would not feel a ball skim their clothing or hair. There will be up to 4 game-officials, whose responsibility will be to rule on any situation in which teams cannot agree. **THE GAME OFFICIALS' DECISION IS FINAL – NO EXCEPTIONS.** Blatant dishonesty or failing to adhere to the officials' decision may result in penalties either during or after the match upon review.

CONDUCT DURING MATCHES

Even though the nature of sport of dodgeball is fast-paced and competitive, it is expected that each and every player act with sportsmanship and conduct that upholds the integrity of the game. A blatant case of poor conduct or sportsmanship will result in disciplinary action as prescribed by applicable league rules on player conduct.

FINAL SET

If there is still time remaining on the game clock at the end of a Set in the second half, but time expires before a final Set can commence, the teams shall still play a final Set. This final set shall commence on the referee's whistle with full teams standing on the back line with 3 balls per team in hand. There will be no opening rush for this final set.

FINAL SCORE

Players should be mindful of the scoring throughout the game, and captains should ensure that the change in score is reflected on the scoreboard at the end of each set and prior to starting the next set. Players should also ensure that the final score displayed on the scoreboard at the end of the game reflects the accurate final score to ensure accurate reporting.

RULES AND REGULATIONS OF THE HONG KONG DODGEBALL LEAGUE

All matches played in The Hong Kong Dodgeball League will be played under the *Official Rules* of The Hong Kong Dodgeball Association. The Rules and Regulations of the Hong Kong Dodgeball League are to be adhered to in addition to the HKDA Official Rules during league matches.

LEAGUE MATCHES

The Commissioner will send out a dodgeball update e-mail every Friday to all the captains of dodgeball teams. Included in this weekly e-mail is the updated schedule, updated team standings, and also any news or announcements regarding the league. If you or your team is not receiving the weekly e-mail, please make sure your submitted contact information is correct, or make sure your team captain is doing their job correctly and forwarding all vital information to the teammates. Updated information can also be found at the following:

Website: www.hkdodgeball.com

Youtube Channel: [Youtube.com/user/HKDodgeball](https://www.youtube.com/user/HKDodgeball)

Twitter account: [@hkdodgeball](https://twitter.com/hkdodgeball)

Instagram account: [@HKDodgeball](https://www.instagram.com/HKDodgeball) & [#HKDodgeball](https://www.instagram.com/HKDodgeball)

Under most circumstances, the schedule for matches will be given to the team captain the week prior to each match's scheduled time. Should teams need to reschedule a match, captains of the requesting team must e-mail the captains of each other team involved to move the match to a different date, time or venue. If no agreement can be reached, the match will be played as originally scheduled. Even if there is an agreement from all teams concerned, not all schedule changes may be accommodated. It is advised that scheduling issues should be raised as soon as practicable upon release of the upcoming schedule to help facilitate rescheduling requests.

In the unlikely event that a match is cancelled due to weather, emergency site closures, civil unrest or other unforeseen and uncontrollable circumstances, the Commissioner will coordinate with the affected team captains to facilitate rescheduling matches as soon as reasonably practicable.

START OF THE MATCH

For a scheduled match, if one of the teams is not ready to play when the starting whistle blows 10 minutes after the hour, that team is treated as having forfeited the match. A win by means of forfeit is counted as 10-0 for score. If both teams have compelling circumstances for doing so and agree to try to reschedule a match that would otherwise be forfeit, the match may be replayed at a later date with the permission of the Commissioner and at the team's expense of \$550 (\$250 for court fee, \$300 for referees). Under such circumstances, the rescheduled match must be played within a time specified by the Commissioner, or else a match will be considered a forfeit. For the avoidance of doubt, the timeframe for rescheduling under these circumstances will be very limited. If played, the final score of this rematch will replace the original forfeit score of 10-0. Teams forfeiting a match should inform the league commissioner as well as the captains of the opposing team as soon as possible. Failure to do so may result in YELLOW CARDS being issued to the forfeiting team's captains. For the avoidance of doubt, opponents of a forfeiting team will be given credit for participation in a match for the purpose of determining playoff eligibility regardless of whether rematch is scheduled.

Should a team come to a match with 6 players or less (and no helpers), that team must start with one of their players outside the court to pick up the balls. That player who is picking up balls is **NOT ALLOWED** to play in the set, as s/he is not part of the starting six at the time when the whistle is blown. Therefore that player cannot participate in that set even when one of the starting players gets out, nor when one of the starting players makes a catch. Likewise, any teammate who arrives after the start of a set must wait until the next set to be eligible to play.

A team that is short on players may enlist the help from players of other teams and/or spectators to help pick up balls at any time. Borrowing players that are on other teams' roster to play the match will be subject to the approval of the opponent team's captain, and should be established before the match begins. Once approval is given, it is valid for the entire duration of the match.

For matches where there are no video cameras recording the match, captains from each team are in charge of getting a team picture along with the opponent team (either at half time or end of the match) so that there is proof of all those that played in the match. At the end of the night, please e-mail to the Commissioner or one of the directors to keep as record.

DURING THE MATCH

Females playing in the women's league and/or coed league can cross over to the other side's attack line. (Added Spring 2009, and amended for Fall 2009 Season)

GAME CLOCK

Each match shall consist of two 20-minute halves. The official time will be kept on an official game clock visible to both teams. The last set of each half, including the last set of the match, should start before the game clock expires. Sets commenced prior to the expiry of time in either half shall be played to completion, however, once the game clock expires in either half, the game in progress shall go into Sudden Death (see “Sudden Death” below). In the event that a clock malfunctions, the referees shall keep the official time and announce when a half has ended.

TIME WASTING

There is no “shot clock” in the league matches, but it is a general rule that teams should play at a fair pace. If neither team throws, the referees at their own discretion will indicate which team/player is required to throw first (see “TIMING & WINNING A GAME” above). Once the referees have indicated who has to throw first, the team that is required to do so has 10 SECONDS to initiate a throw.

Referees may also penalize teams who are deemed to have taken an extra long time to make a throw. Penalties may include warnings, yellow cards, or the opposing team being given some of the balls in the possession of the team or player who is considered to be wasting time.

Example: Team A only has one player left on court and s/he is in possession of 5 balls, while Team B has 5 players left but have only 1 ball. Team A's player is required to throw first, but is stalling because the time remaining in the match is running out with Team A leading 8-7. Team B has the right to complain to the referees that Team A's player is stalling. If, after a verbal warning, Team A's player still refuses to throw or if there's apparent stalling, the referees may issue a penalty.

ENDING THE MATCH

SUDDEN DEATH

In the likely event that time expires in either half while a set is still under way, that set will instantly go into “Sudden Death.” All the same rules apply in Sudden Death EXCEPT that **BLOCKING IS NOT AVAILABLE**. Players using a ball to block a Live Ball will be deemed killed as soon as the blocked ball hits a Dead Object just as though the Live Ball had hit the player's body. Blocked/deflected

Live Balls may still be caught with normal consequences, however. The procedure for sudden death is as follows.

At the buzzer denoting the end of regulation play in either half, the game shall stop. Any Live Balls released prior to the expiration of time in either half shall remain Live Balls (i.e., these balls may still kill players or be caught with the normal consequences until the Live Ball becomes dead), however, any ball thrown after time expires shall be deemed dead.

After the game has been stopped, the referees shall redistribute the balls to the remaining players on each side so that each side has three balls.

Upon the referee's whistle, Sudden Death commences and runs until one team is completely eliminated (i.e., there is no prescribed time limit).

TIE BREAKERS

In the event that the match is tied at the end of regulation play, a special 2-minute tie breaking set shall be played. Tie breaker sets shall commence like a normal set upon the referee's whistle and the time for the tie breaking set shall be kept on the official game clock. If the set has not been completed as the allotted time expires, the tie breaking set shall go into Sudden Death as described above.

NOTE: In the event that the match is tied at the end of a set and less than one minute remains on the game clock before the end of the match, team captains may agree to forego the remaining time on the clock and enter directly into a 2-minute tie-breaker set. To avoid confusion and prevent delay, captains should confer and agree on the approach to be taken under these circumstances in advance and in any case no later than the commencement of the second half of play.

FINAL SET

If there is still time remaining on the game clock at the end of a Set in the second half, but time expires before a final Set can commence, the teams shall still play a final Set. This final set shall commence on the referee's whistle with full teams standing on the back line with 3 balls per team in hand. There will be no opening rush for this final set.

FINAL SCORE

Players should be mindful of the scoring throughout the game, and captains should ensure that the change in score is reflected on the scoreboard at the end of each set and prior to starting the next set. Players should also ensure that the final score displayed on the scoreboard at the end of the game reflects the accurate final score to ensure accurate reporting.

PREMATURE END TO THE MATCH

There may be rare occasions that the referees need to end the match before the official time has ended. Such reasons for premature end may include and not limited to the following: safety issues, fire alarm, injuries, electrical and lighting problems, arguments and irreconcilable disputes between players. The Board reserves the right to make a decision about the final outcome of the match, as there are no draws in dodgeball. After a review of the case, the Board may do one of the following:

Award the win to the team that was leading in score before the match came to the premature end.

Award the win to the team that was losing before the match prematurely ended, based on wrongdoing or cheating from the other team. The score will be adjusted according to each and every set infraction that is found.

If the set score is tied at the time the match prematurely ended, the win may be awarded to the team with the most number of players who are still alive in the set. Under this ruling, if both teams have the same number of players who are still alive in the set, then the win will be awarded to the team that won the previous set.

Depending on the amount of time left in the match when it is prematurely ended, it may be decided that the entire match be replayed at a later time, or just the remaining time in the match. (Would only apply to matches that ended due to unusual circumstances and with more than 20 minutes remaining in the match)

CONDUCT DURING MATCHES & DISCIPLINE

Even though the nature of sport of dodgeball is fast-paced and competitive, it is expected that each and every player act with sportsmanship and conduct that upholds the integrity of the game. A blatant case of poor conduct or sportsmanship will result in a player's expulsion from a match after which his/her team must carry out the rest of the sets in the match one player down. Serious infractions may also result in a player's expulsion from the league, and teams with poor records of misconduct or discipline may also not be invited to return in subsequent seasons.

Behavior constituting misconduct includes, but is not limited to, the following:

- Fighting or attempting to assault another player
- Racist, sexist, or homophobic comments directed at the other team
- Rude verbal taunting
- Throwing a ball at an opposing player despite having been clearly called Out

- Intentionally inflicting pain or throwing a ball excessively hard at close distance at another player's face
- Excessive use of foul language
- Cheating
- Causing constant distraction to the game by a player that is not on court
- Purposely or excessively squeezing and crumpling the ball before throwing it
- Kicking or spiking the ball

Misconduct during matches will lead to a **YELLOW CARD** or a **RED CARD** for the player.

Yellow cards act as a warning for the player for his/her conduct on court, and the team should be warned that 2 yellow cards for the **team** and the team will play one player short for the remainder of the match (see example below).

Red cards are for serious misconducts during the match, and may be given without prior warning to the offense. **Should a player get a red card during a match, he/she is ejected from the match and the team will continue playing one player short for the rest of the match. The player receiving the red card shall further be suspended for his/her next match.**

2 yellow cards to the **same player** in the **same match**, equate to a red card, and that player will be ejected from the match. A player receiving a yellow card in two consecutive matches will be suspended for his/her subsequent match. **Should a player attain 2 red cards, 2 black cards (see below) or a 1 black and 1 red card for the season, that player would be banned from further play during the season.**

CHEATING AND BLACK CARDS

Post-Game Review for Cheating: With the introduction of the high-definition cameras that record most the matches, players that suspect cheating and dishonesty on the dodgeball court may review the video after the match is posted on YouTube. Should there be clear evidence of wrongdoings and blatant cheating, the player in question may be subjected to a post-game BLACK CARD.

The captain of a team suspecting another player of cheating should promptly contact the Commissioner upon posting of the match footage on YouTube with a brief account of the alleged instance of cheating and a link to the moment(s) in the match where cheating is being alleged to have occurred. Specific complaints regarding cheating should be lodged as soon as practicable after videos are posted, ideally prior to the following week of matches commences. While special circumstances will be considered (e.g., unusual delays in posting videos), the Board may reject requests for review which it believes to be untimely.

Penalties: If the Board finds the video evidence to clearly demonstrate a player has cheated, the following penalties shall apply:

Black Card: the player(s) found to have cheated will be issued a black card. Black cards shall be counted with red cards as described above.

The player receiving the black card shall be suspended for one match on each team he or she plays for commencing immediately upon being issued the black card. The one match suspension is not waived for bye weeks.

The team the cheating player was playing for at the time the black card was issued must play with one less player per black card in its next match. For the avoidance of doubt, the team being penalized must still start each match with at least one female player unless the player who received the black card was also a female player.

NOTE: Public stats for misconduct (i.e., yellow, red and black cards) may be kept and further noted in league-wide correspondence. Players are also reminded that games are posted on YouTube on an unrestricted basis and that any misconduct during such games may be viewed by the general public. Players should keep this in mind at all times and conduct themselves accordingly.

For additional information on other post-match issues and challenges, please see Post Match and Challenges below.

CONDUCT FOR TEAM SUPPORTERS

A team is accountable for the actions of their team supporters, ball retrievers, and spectators.

Off-court Interference

Off-court players, coaches, ball retrievers / helpers, and supporters should not interfere with the match. Interference includes, but is not limited to:

Unnecessarily loud or abrupt sounds and actions aimed to distract

Rude gestures

Verbal insults to players

Physical contact with the other team's players, supporters

Inactive players entering the court

Providing unfair or undue assistance to active players by supporting active players' balance inordinately or pushing players off during the opening rush

If a team believes that their opponent or their helpers or supporters are unfairly interfering with the game, such team's captain may request that the referees issue a warning to the opposing team to discontinue the interfering behavior. If the behavior continues, the interfering team may be subject to penalty, including a **YELLOW CARD** or **RED CARD**. The referees shall have discretion as to whether the behavior does amount to interference and as to the appropriate penalty in the event a warning is issued but not heeded.

BALL RETRIEVERS / HELPERS

Ball line. Ball retrievers entering the active playing area will be considered off-court interference and shall be penalized accordingly. Further, if an inactive player reaches on to the court to prevent a ball from rolling across the center line to the opposing team, that ball must be forfeited to the other team.

Once a dodgeball leaves the court's boundary lines, a team's ball retriever can collect the ball and pass it to an on-court player. If a ball passes over the half court line, a ball retriever CANNOT crossover to the other team's side of the court to retrieve the ball. If a ball retriever retrieves a ball from the other team's side, that ball must be forfeited to the opposing team.

Note: if unmarked on the court, the half-court line is an imaginary line that splits the court into equal halves - this line extends from the actual on-court half-court line to the out of bounds area. The referees will determine whether a ball helper has crossed this imaginary line if there are no markings that extend out of the court.

If a ball comes to rest ON the half-court line, then either team's ball retrievers can take the ball. Ball retrievers are advised to act fairly and reasonably to avoid any unnecessary altercations. If there are any disputes, the referees have the final say on which team gets the ball.

POST MATCH AND CHALLENGES

In the event that a team is suspected of cheating and/or in hopes of overturning bad calls that could change the score and outcome of the match, video evidence must be submitted to the Commissioner or directors of the League within 1 (ONE) week of the video being uploaded.

Prerequisite conditions to do video challenges are the following:

*There is a one-point difference in the final score of the match;
The challenge will overturn the score and hence the victor of the match; and
The call in question dealt with a set-ending play, i.e., had the correct call
been made, it is evident that the opposite team would have won the game
and the match.*

Example: In a sudden-death game, a player on Team A believes he hit Player X on Team B just after the opening rush, but Player X is not whistled out by the referee and he remains in the game. Team B goes on to win the match with Player X being the last live player on the court. Team A wishes to dispute the call and submits clear video evidence in a timely manner that Player X in fact blatantly cheated. The outcome of the match is still not overturned because even though Player X was the last active player on the court, the disputed call/non-call was not on a set-ending play. Player X may, however, still be penalized for cheating.

When there is a call for total overturn of the score where there was an infraction for more than half the total number of sets in the match, the final score will be changed to 0 – 0 to be fair to the other teams in the divisions. However, the win for the record goes to the other team.

Example: Team A beats Team B 15 – 5. However, it was proven that Team A had more higher division players in their starting six than allowed (see “Teams: Eligible Players” below) for all 20 sets played. Instead of the score being changed to 20 – 0 in favor of Team B (which is unfair to the rest of the teams in the same division), the score will be changed to 0 – 0 with the win in favor of Team B.

In the rare event that there is a camera malfunction (i.e., when there is partial or no match footage to review), players on each team will be given the benefit of the doubt with respect to adherence to the rules, including eligibility rules, for sets affected by the malfunction.

TEAMS

The team roster is defined as what the captain submits AND what can be seen on the video. So if a player is seen in the video playing for a particular team, s/he will be put on the team roster even if “just helping out” unless such player has followed the prescribed procedures for playing as a “relief player” as described below.

THE ROSTER

Before the start of the season, Team Captains must provide a preliminary roster of their players to the Commissioner of the League. Team Captains may add players to their roster by notifying the Commissioner BEFORE the mid-point of the season (i.e. BEFORE a team has played half of their regular season matches). Team Captains must get a confirmation from the Commissioner (usually via email) to prove that the addition to the roster has been successful. Failure to ensure players are added to the roster may affect a player's playoff eligibility.

After the 5th match of the season, players who are not on the team roster at the time of the match (verifiable via rosters posted on the www.hkdodgeball.com website updated every week) may only play in a match if the opposing team agrees (**Exception** – during the playoffs, only players on the roster that have played in at least 5 matches for the team are eligible).

After a match, if a team discovers that an opponent has used a player that was not on their official roster, they have a right to make a complaint to the Board, and the Board may or may not choose to penalize the team that fielded the non-roster player.

ELIGIBLE PLAYERS

In addition to adhering to the rules with respect to rosters, the starting six players must be in compliance with the following interdivisional rules in order to be eligible:

A player may play for only ONE team per division

EXCEPTION: Hong Kong National Team players may play for TWO teams in Division 2 provided that (i) one such team is the Hong Kong National Team and (ii) such players may play for only ONE team in the post-season playoffs

No more than 2 male Division 1 or "D1" players may play at the same time in any Division 2 or "D2" set and no more than 1 male D1 player may play at a time in any Division 3 or "D3" or Division 4/5 "D4/5" set.

No more than 1 male D1 player or 2 male D2 players may play at a time in any D3. If 1 male D1 player is starting in a D3, NO D2 players may play.

No more than 1 D1 male, 1 D2 male OR 2 male D3 players may play at the same time in any D4/5 set. If 1 D1 or D2 male is starting a D4/5 set, NO D3 players may start in that set.

Playoff Eligibility: In addition to the interdivisional and roster rules, players must play at least 5 matches for a team in order to be eligible to play for that team during playoffs.

Penalties: Sneaking ineligible players into games will be deemed as cheating and will be penalized by forfeiture of any sets so played which may result in a match may being overturned should cheating be clearly evidenced in videos after the match.

Note: Female players are eligible to play without any limitations based on being a D1, D2 or D3 player.

DEFINING D1, D2, D3, D4 AND FREE PLAYERS

Players are allowed to play for multiple divisions, but will be designated a player rank (e.g., D1, D2 or D3) and be subject to the eligibility requirements noted under "Eligible Players" above. A Player's divisional rank will be based on the highest division a player has played in either (a) the immediately preceding season, if applicable, or (b) the current division the player is rostered in. New D4 and D5 players' default designation shall be "free". **Note:** Players on teams that were moving up a division at the end of the immediately preceding season shall be designated as players of their team's new higher division. Players on teams that have been demoted a division will be considered to have the status of the division their team has been demoted to.

Example 1: a player on a D3 team that is advancing to D2 in the subsequent season shall be considered a D2 player in that subsequent season regardless of whether that player continues to play for the advancing team and provided that such player does not already hold a higher D1 designation.

Example 2: a player on a D1 team in the previous season whose team is disbanding shall still be considered a D1 player in the subsequent season unless the disbanding team had also been demoted after the last season of play, in which case such players will carry a D2 designation.

EXCEPTION FOR RELIEF AND GUEST PLAYERS

There may be instances where a D2 or D3 player is invited to play in a higher division game to help out a shorthanded team. This is permissible, however, any lower division player who plays more than TWO matches for a higher division team will be designated as a higher division player for the remainder of the season – regardless if their name is on the higher division's team's official roster. Further, relief players must obtain the permission of the opposing team prior to playing and any such relief player must email the Commissioner upon completion of the match to confirm that he/she has played a match in a relief role. Players should keep track of their own relief records to ensure their own eligibility status does not change inadvertently.

Guest players who are not active elsewhere in the league are also permissible in D1 games without prior approvals from the Commissioner or opposing teams, however, such guest players should reside in Hong Kong and must be identified to the Commissioner. Guest players in lower divisions still require approvals as indicated above.

DIVISION 5 SPECIAL EXCEPTIONS

In an effort to encourage higher levels of participation, Division 5 teams may elect to expand the number of players allowed to play in their matches subject to the following conditions:

Captains of both teams must agree prior to the commencement of a match the number of players the teams will allow (up to 12 vs. 12). This mutual agreement must apply to the entire match and may not be withdrawn after the match has commenced;

The number of players per team should be equal;

At least half of the additional players allowed on court should be female. If an odd number of additional players is allowed to play, the proportion of additional female players should be greater than additional male players; and

All other rules and regulations apply (e.g., teams may not also elect to play with more balls or otherwise alter the rules)

TEAM STANDINGS

Weekly rankings are based on teams' win/loss records. If any teams' win/loss record are the same, then ranking will continue based on win percentages based on sets won. If win percentages also happen to be exactly the same, then the higher ranking goes to the team that has played a greater number of sets in total.

Team standings at the end of the season will be used to determine the playoff eligibility and seeding.

POST SEASON

Post season arrangements will vary by season and division. Scheduling post-season matches can present difficulties for a variety of reasons. While the Board aims to provide teams with flexibility in assigning venues and times for playoff matches, it is often difficult to find arrangements that are optimal for everyone. To prevent delay in scheduling playoff matches, the following procedure should be followed:

The Commissioner will provide the captains of playoff teams options for times and venues. The captain of the higher seeded team should provide up to three choices for time/venue from the slots available to the opposing team's captain. If an agreement cannot be reached after these three options have been provided, the higher seeded team may elect its preferred time and venue. Special situations raised in a timely manner may be considered at the Commissioner's discretion.

AWARDS

ROOKIE OF THE SEASON AWARD

Awarded to the player that, in the opinion of the directors of the Hong Kong Dodgeball Association, is the best new player of the season in the entire league. This award can only be won once.

MOST VALUABLE PLAYER AWARD

Awarded to a player on each divisional champion/gold medal winning team. At the end of the championship match, each divisional champion team may nominate its MVP candidate(s) to be confirmed by the directors of the Hong Kong Dodgeball Association based on objective criteria and/or any additional factors indicated by the nominating team.

MOST IMPROVED TEAM AWARD

Awarded to the team that, in the opinion of the directors of the Hong Kong Dodgeball Association, shows the most improvement in the entire league from start of the season to the end of the season.

BEST SPORTSMANSHIP AWARD

Awarded to the team that, in the opinion of the directors of the Hong Kong Dodgeball Association, has the best sportsmanship during the matches, and is the most fun and fair to play against in the entire league. A team must not have any yellow or red cards for the season to be eligible for this award.

BEST TEAM SPIRIT AWARD

Awarded to the team that, in the opinion of the directors of the Hong Kong Dodgeball Association, has the best team spirit in the entire league and appears to of have the most fun playing the sport, win or lose.

TOP KILLER AWARD

Awarded to the player in each division that, according to the cumulative stats of the season, has the most kills accumulated at the end of regular season play. A player needs to have played at least 5 matches and/or played 50 sets with stats to be eligible for this award.

TOP CATCHER AWARD

Awarded to the player in each division that, according to the cumulative stats of the season, has the most catches accumulated at the end of regular season play. A player needs to have played at least 5 matches and/or played 50 sets with stats to be eligible for this award.

BEST PICTURE

Awarded to the team who produces and posts the best “team video” to the HKDA Facebook page. The video should be in good taste and positively promote the team, the sport and the league and will be judged on creativity, popularity (online vote) and contribution to the league’s overall image and spirit. While dodgeball should be featured in some way in the video submissions, the video should NOT be just a highlight reel. Teams posting their own highlights is encouraged, however, and will be taken into consideration in the Team Spirit Award listed above.

BEST PHOTO

Awarded to a player and/or team that produces and posts the best dodgeball photograph to the HKDA Facebook page. The photograph should be an actual on-court picture from league play (including photos from both before and after a match). The photo should be in good taste and positively promote the team, the sport and the league and will be judged on creativity, popularity (online vote) and contribution to the league’s overall image and spirit. While teams are encouraged to share their photos and other media reflecting positively on the sport, official entries for Best Photo should be sent individually to the Board by the end of the season (or other deadline indicated by the Board) to be considered and voted on. The photo does not need to be of someone on your team, but photographs featuring other teams should only be entered with the consent of the players prominently featured in the entered photograph, with credit to be shared with the subjects as well as the photographer.

BEST DODGEBALL MEME

Entries for this category should consist of an original dodgeball picture (i.e., don’t plagiarize or use copyrighted material) along with a funny/creative meme that promotes the sport of dodgeball and the league. Meme entries should feature players from your own team who have consented to the meme being posted publicly. Memes should be in good taste and will be judged on creativity, popularity (online vote) and contribution to the league’s overall image and spirit.

BEST TEAM DESIGN

Awarded to the team with the best and most creative combination of team name, logo and uniform designs as voted on by the Board. Teams will be considered for this on a season-by-season basis, although teams winning this award will not be considered in subsequent seasons without new logos, jerseys, etc.

FASTEST SET

Awarded to the team winning the fastest timed set (i.e., not a sudden death set) recorded during the season. Consideration for this award requires a full six players to be killed by the winning team along with corroborating video footage.

BEST TIE BREAKER

Awarded to the team winning the most exciting recorded tie breaker of the season, as decided by the Board.

