

Year 5/6 Dodgeball

Wednesday 26th June 2019 Venue TBC

Competition Pathway



SGO Area Events

Open to all schools in the area/borough with the winning school from each borough being invited to the School Games County Final

NB. An athlete can only represent their school in one event at the **Greater Manchester School Games County Finals**



Greater Manchester School Games County Final

This stage is organised in partnership with British Dodgeball and comprises of 10 schools representing each of the boroughs in Greater Manchester

Teams

All players must be in year 5 and/or year 6.

Squads can have up to 8 players.

6 players on the pitch at a time.

There must be at least 2 girls and 2 boys on the pitch at all times

Substitutions allowed between games

Equipment

A badminton sized court

Competition Format

Best of 3 games 1 game = 2 minutes

Playing the Game - Starting

Teams begin the game with one foot or hand touching the end line or wall.

3 balls begin in the centre zone.

On the referees whistle a maximum of 3 players from each team race to collect a ball from the centre zone. The balls must be passed all the way back to the wall or end line.

On collecting a ball, the players are free to throw the ball at the opponent, in order to get them 'OUT'.

<u> Playing the Game - Save Rule</u>

You can SAVE a teammate from getting OUT if you catch a ball deflected off him/her without the ball having touched another player or surface.

Playing the Game - Valid Throws

All players have 5 seconds to throw the ball. Players are not allowed to roll the ball or deliberately

throw the ball out of play.

Playing the Game - Getting Out

Hit by a ball thrown by an opponent without a bounce. An opposition player catches a ball that you have

Stepping completely over the centre zone lines or out of the court.

The ball you are holding is knocked from your hands by an opponent's throw.

Punching or kicking the ball.

If 'Out' you may return to the game if a member of your team catches the ball successfully.

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Playing the Game - Head Shots

Head shots do not count and both players will remain IN, unless:

They have their back turned to the opposition and are struck on the back of the head They use their head to block an opposing throw

They are ducking down whilst the ball strikes them on the head and the head is therefore preventing the ball from hitting another part of the body

The thrower is out if they strike an opponent above the shoulders deliberately

Playing the Game - Winning

Eliminating all opposition players within 2 minutes. The team with the most players left on court at the end of 2 minutes.

Entry deadline Friday 14th June

If you enter past this deadline your school will not appear in pre-press material



Fair Play

The ideals of good sportsmanship and respect should permeate throughout all competitive and recreational sport. They are displayed by someone who abides by the rules of a contest, respects their opponents and accepts victory or defeat graciously.

Health & Safety

Before all matches this must be read and adhered to: Players can't play if they are barefoot or in unsuitable footwear.

Encourage players to protect their face with their top arm when blocking.

Ensure the ball is kept at a safe height by reinforcing the rule that the ball must land before the end of the team zone when thrown.

No jewellery to be worn.

All loose clothing must be tucked in and shoelaces tied.

No chewing gum or sweets.

Players should bring plenty of drinks.

All players are advised to warm up appropriately before each match.

When not competing, players must remain off the court and not get in the way or distract officials

Medical supplies that players may need should be brought with them on the day i.e. asthma inhalers. All team teachers must ensure their pupils are under

adult supervision at all times, even when playing. Please ensure students have been briefed on health and safety.



