

2019
SCHOOL
GAMES

Year 5/6 and 7/8

Dodgeball

Wednesday 26th June 2019

Venue - Sugden Centre

Competition Pathway

1 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

2 Greater Manchester School Games County Final

This stage is organised by Manchester Bees and British Dodgeball and comprises of 10 schools representing each of the boroughs in Greater Manchester.

Teams

Year 5/6

All players must be in year 5 and/or year 6.
Squads can have up to 8 players.
6 players on the court at a time.
Teams must have a minimum of 2 boys and 2 girls on court at a time

Year 7/8

All players must be in year 7 and/or year 8.
6 players on the court at a time.
Girls and boys will compete separately.

Equipment

Year 5/6 = 3 size 1 foam balls and a badminton court
Year 7/8 = 3 size 2 cloth balls and a 17m x 8m court

Competition Format

Each match is made up of 3 2 minute games in the first half, and 3 2 minutes games in the second half.
There is a one minute break between halves.

Playing the Game - Valid Throws

If a team has 2 or more balls, then they have 5 seconds to throw at least one ball. Once that 5 seconds is up, the referee will say 'play 1' and the team will have a further 5 seconds to throw. If they do not throw then both players holding the balls are out for stalling. Balls are not allowed to be rolled or deliberately thrown somewhere away from the other team and players doing so and will be called out.

Playing the Game - Starting

Teams begin the game with one foot or hand touching the back line.
3 balls begin in the centre zone.
On the referees whistle players race for the ball on their the left, and both teams race for the middle ball. Balls must be passed back of the court before they become live.

Playing the Game - Live Rule

Balls are live until they touch the floor or a wall. Double hits count. a hit followed by a catch means your hit player goes out, then the catch brings a player back in and the thrower of the ball goes out.

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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 - Getting Out

Hit by a ball thrown by an opponent without a bounce.

An opposition player catches a ball that you have thrown.

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.

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.

2 points for each game won and 1 for a draw up to a maximum of 12 game points (6 games won). The match winner is the team with the most game point and they get 2 match points. Drawn matches at 6-6 earn teams 1 match point each.

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.



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