



summer games



GREATER MANCHESTER SCHOOL GAMES 2018

YEAR 7/8 GIRLS & BOYS DODGEBALL COMPETITION

Friday 6th July 2018

TBC (Opening Ceremony at Outdoor Arena first)

SCHOOL GAMES BACKGROUND INFORMATION:

The Greater Manchester School Games aims to further revive the culture of competitive sport in schools. This exciting new concept will harness the power of the Olympics and Paralympics and is designed to motivate and enthuse more young people than ever before to participate in high quality, meaningful competition within and across schools, supporting them in achieving their own personal best in sport and in life.

The competition will run across three distinct, but integrated levels (see below) providing a simple and progressive pathway culminating in a multi sport festival (level 3) that will showcase the very best of competitive sport across the County.

Level 3 – Greater Manchester School Games

Level 2 – Inter-school competition

Level 1 – Intra-school competition



Teams from Primary, Secondary and Special Schools will win the right to compete in the Level 3 Games having qualified through their local level 2 inter-school competitions. The 'Summer Games' will feature thirteen sports; all of which will be delivered simultaneously utilizing a number of the City's world class sporting facilities.





COMPETITION PATHWAY:

In partnership with UK Dodgeball Association, the Greater Manchester Local Organising Committee proudly presents the Year 7/8 Dodgeball Competition.

Dodgeball has many advantages, but none more than its absolute accessibility. It is played right across the world by people of all ages, sexes and sporting abilities. It is very simple to learn, and 'everyone' has the ability get involved as part of a team.

Dodgeball has been played at a local level for many years, however the formal structure of the sport that the UKDBA continues to provide has given it the ability to grow at an unprecedented pace within the UK.

UKDBA hopes to raise participation of the sport through School Games and provide more children of school age with the opportunity to play the sport competitively.

The competition adopts a simple pathway as follows:

1. SGO Area/Borough Events

Primary Schools within an SGO Area/Borough will be encouraged to enter the first stages of the competition at a venue local to their school. The winning school from the Borough will then be invited to the School Games County Final.

2. Greater Manchester School Games County Final

This stage of the competition will be organised by the Mr Dodgeball and will comprise of 10 schools representing the 10 Boroughs of Greater Manchester.

NB An athlete can only represent their school in one sport at the GM School Games County Final.

STANDARD RULES:

Age Groups/Team Composition

- All players must be in school Years 7/8.
- A mixture of year groups can be used, or the team can be from all one year group.
- Girls and boys will compete Separately

Squad

- Each squad can include up to 8 players.
- There should be 6 players on court at any one time
- Girls and boys will compete in separate teams

Court/Equipment Requirements

- A badminton-sized court
- Size 4 Balls





Competition format

- Best of three games

Playing the Game

STARTING THE GAME

- 2 teams of 6 players each 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
- Under 16 = The balls must be passed back to a teammate within 2m of the back wall or line. Under 12 = 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'

PLAYING THE GAME

- A Game = 2 minutes
- A Match = Best of 1, 3 or 5 x 2 minute games
- Substitutions are allowed between the 2 minute games
- You can use a ball in your possession to block a thrown ball
- Headshots do not count and both players stay in

FIVE SECOND RULE AND VALID THROW

Under 16s

- The leading team (the team with the most players on court) has 5 seconds from the referees call to throw the majority of the balls in their possession
- The leading team can always hold on to 1 ball
- The losing team (the team with the least players on court) can hold on to the balls for as long as they like
- The leading team in a game must make a valid attempt when throwing the balls (Valid attempt = throw with intent to get someone out)

Under 12s

- 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

ELIMINATION 'GETTING OUT'

- Hit by a Dodgeball thrown by an opponent without a bounce
- An opposition player catches a Dodgeball that you have thrown
- Stepping over the centre zone lines or out of the court - In the Under 16 game a player can step on the line and still be IN. In the Under 12 game a player must step completely over a line before being called OUT.
- 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**





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
- 2. They use their head to block an opposing throw
- 3. 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
- 4. The thrower is out if they strike an opponent above the shoulders deliberately

THE SAVE RULE

- 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

WINNING A GAME

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

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:

- 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.
- Because players are wearing eyeshades and using bell balls the noise levels must be kept to a minimum so players can hear the ball.
- Long hair must be tied back
- No jewellery should be worn
- All loose clothing must be tucked in and shoelaces tied
- No chewing gum/sweets
- Please ensure your pupils bring some liquid refreshments with them.
- All team teachers must ensure their pupils are under adult supervision at all times, even when not playing. During this time teams can watch and encourage their fellow teams.
- First aiders will be on site, however please ensure your pupils bring with them any medical supplies they may need i.e. asthma inhalers.
- Please ensure that your pupils have been thoroughly briefed with regards to health and safety.

DEADLINE FOR ENTRY – FRIDAY 22nd JUNE 2018

***please note if you enter past this deadline your school will not feature in pre- press material or the lanyard.**



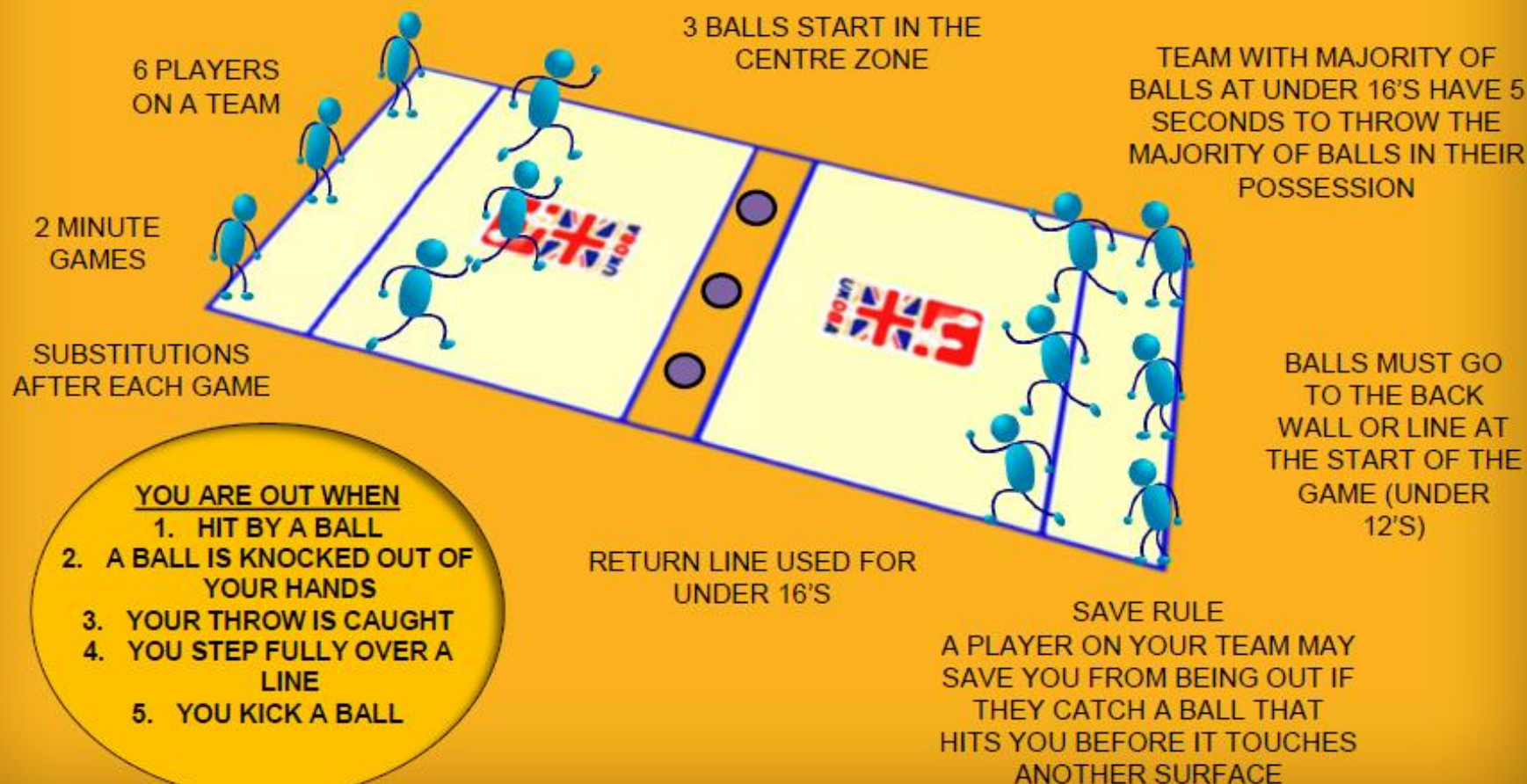
Rules of the Game

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This is the official UKDBA Junior Dodgeball where the main objective is to eliminate your opposing players

ALL PLAYERS AT UNDER 12'S HAVE 5 SECONDS TO THROW THE BALL





Appendix 2

Scoring is as follows

2 Points awarded to winner of each game

0 Points awarded to loser of each game

1 Point awarded to each team for each game drawn

Match Score	Winning Team Points Total	Losing Team Points Total
3-0	6	0
2-0	5	1
2-1 / 1-0	4	2
1-1 / 1-0	3	3

