

Version 4.0

# League Rules

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## About This Document

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# General Definitions

Unless the context requires otherwise, the following terms shall have the following meanings:

## **ADC**

Abbreviation for Australian Dodgeball Championship, the national level competition.

## **ADF**

Abbreviation for Australian Dodgeball Federation, the current national sporting organisation for dodgeball in Australia.

## **Advantage**

The team with the advantage is required to throw next in the instance that neither team appears set to throw. The rules for advantage will differ for each format of dodgeball.

## **ARC**

Abbreviation for Australian Representative Cap.

## **Australian Representative**

A Player who has represented the Australian National Team in the WDBF Championships in the last World Dodgeball Championships or qualifying tournaments for that form of the sport.

## **Ball**

The ball or dodgeball used to throw and eliminate opposition players.

Dead Ball: A ball that is no longer a live ball and therefore cannot cause elimination or be caught.

Inactive Ball: A ball that has not passed behind an activation line since the beginning of the current Set.

Live Ball: A ball that has been validly thrown which can cause elimination or be caught.

## **Ball Retriever**

Person assigned to collect balls that have left the court for their designated team.

## **Blocking**

The action of a player using the Ball in their control to deflect an incoming Live Ball from an opposing player.

## **Cap**

The maximum number of allowed players to any one team, or used as a substitution to any one team.

## **Catch**

Controlling a live ball that is thrown by the opposing player.

## **Club**

An entity of teams under the same registration that spans over several divisions within South Australia Dodgeball League

## **Cloth or Cloth Dodgeball**

The cloth format of dodgeball to which some of these rules apply.

## **Court**

The playing surface used to conduct a match.

## **Control**

A ball is in control of a team if it is held by a live player.

## **Dead Objects, Surfaces or Players**

Anything that is not an active part of the match with which contact by a ball will render it a dead ball immediately.

## **Disarmed**

A disarm occurs when an opposing live ball impacts a ball in control by an active player, resulting in the ball that was struck being dislodged uncontrollably from the player's possession and then makes contact with a dead object.

## **Division**

A group of teams that play at a similar competitive level. Can either be referred to as:

Gender Division: A match with mixed, men only or women only players;

Tier Division: A competitive standard, with Division 1 being the highest division;

Type Division: A division separated by rule type. i.e. cloth and foam;

## **Dodgeball**

A game played between two teams in accordance with these rules.

## **Elimination**

An active player may be eliminated and as such will no longer participate in the active set unless revived.

## **Extra Time**

Time outside the regular time used to complete sudden death or tie breaker sets.



## False Start

Stepping forward off the baseline prior to the starting signal when commencing play in a set.

## Game

A match played during a round in the SADL season

## Match

A contest between two teams to accumulate the greatest number of sets/points within the specified time and any additional time as prescribed in match provisions.

## Match Official

Any person/s appointed to assist in conducting a match, including but not limited to, a match Official, lines person or person performing any duties (paid or unpaid) for or on behalf of The SADI Board or SADL.

## MVP

Abbreviation for Most Valuable Player, who is the highest ranked player based on the seasonal statistics.

## Match time

The timed period beginning from the start of the first half period, until the specified time limit for the match has elapsed.

## Player

A person who is registered to play with a team and who is within the purview of these rules.

Active Player: A player who is ready to participate or participating in the set and has not been eliminated;

Eliminated Player: A player who is participating in the current set who has become eliminated as per these rules;

Inactive Player: A player who is participating in the current match but not participating in the current set.

Non-Active Player: A player who is present but not participating in any game throughout that round. This may be due to injury or another reasonable excuse. Non-active players are marked as present for attendance records.

Registered Player: A registered player is a player that has been registered by the club or team and counts towards any caps within that division.

Qualified Player: A player who has met the prerequisites in these rules to qualify for finals. Qualified players are also sometimes required for national competitions like ADC

## **Possession**

A ball is in possession of a team if it is within a team's half of the court. The ball does not have to be within the boundary lines to be in possession. A ball in possession of a player that is in control of that player.

## **Revival**

Enabling an eliminated player from one's team to return to active play by completing a catch.

## **Round**

A SADL day with matches played across all divisions

## **SADL**

Abbreviation for the League operated by South Australian Dodgeball Incorporated.

## **SADL Men's Foam 1**

The 1st men's foam division in SADL. Can be abbreviated to FM1.

## **SADL Men's Foam 2**

The 2nd men's foam division in SADL. Can be abbreviated to FM2.

## **SADL Men's Cloth**

Currently the only men's cloth division in SADL. Can be abbreviated to CM.

## **SADL Mixed Foam 1**

The 1st mixed foam division in SADL with a gender split of 3:3. Can be abbreviated to FX1.

## **SADL Mixed Foam 2**

The 2nd mixed foam division in SADL with a gender split of 4:2. Can be abbreviated to FX2.

## **SADL Mixed Cloth**

Currently the only mixed cloth division in SADL with a gender split of 4:2. Can be abbreviated to CX.

## **SADL Women's Foam**

Currently the only women's foam division in SADL. Can be abbreviated to FW.

## **SADL Women's Cloth**

Currently the only women's cloth division in SADL. Can be abbreviated to CW.

## **Set**

The duration it takes to eliminate all six (6) active players of the opposing team.

## **Sudden Death**

An extra time period with modified rules of game play to expedite completion of a set.

## **Team**

The group of players competing against another group of players in a match of dodgeball.

## **Team Official**

The person/s appointed to assist the players of the team/s during a match, including but not limited to, an officer, coach, assistant coach, trainer, runner, employee or any person performing any duties (paid or unpaid) on behalf of a club or team.

## **Throw**

Launching a ball with the intent of eliminating opposing players.

## **WDBF**

Abbreviation for World Dodgeball Federation, the International Sporting Organisation of Dodgeball

# League Regulations

## 1.1 Authority on the Rules

South Australian Dodgeball Incorporated (SADI), and its board are the final authorisers for these Rules. SADI may choose to appoint staff special roles around the rules, and all match officials represent the rules as written and the spirit of the rules. The SADI Board has the right to make exemptions to the rules where it is appropriate in the spirit of the rules.

## 1.2 Application of the Rules

These rules apply to competitions affiliated with SADI. The SADI Board may make appropriate modifications consistent with the spirit of the rules for specialised circumstances and competitions.

## 1.3 Spirit of the Sport

Dodgeball must have rules which keep the game fair – this is a crucial foundation of the sport and a vital feature of the ‘spirit’ of the game. The best matches are those where the match official is rarely needed because the players play with respect for each other, the match officials and the rules.

Dodgeball is a rather complex sport compared to most other team sports, and as many situations are subjective and match officials are human, some decisions will inevitably be wrong or cause debate and discussion. For some people, this discussion is part of the game’s enjoyment and attraction but, whether decisions are right or wrong, the ‘spirit’ of the game requires that match Officials’ decisions must always be respected. All those in authority, especially coaches and team captains, have a clear responsibility to the game to respect the match officials and their decisions.

The rules must also contribute to the safety and welfare of players and it is SADI’s responsibility to react quickly and appropriately to support the game’s participants, through the rules themselves, when the need arises. Accidents inevitably occur, but the rules aim to help make the game as safe as possible, balancing player welfare and sporting fairness. This requires match officials to use the rules to deal strongly with those players whose actions are too aggressive or dangerous or unsportsmanlike.

# 1.4 The Court

Diagram 1: The Foam Court

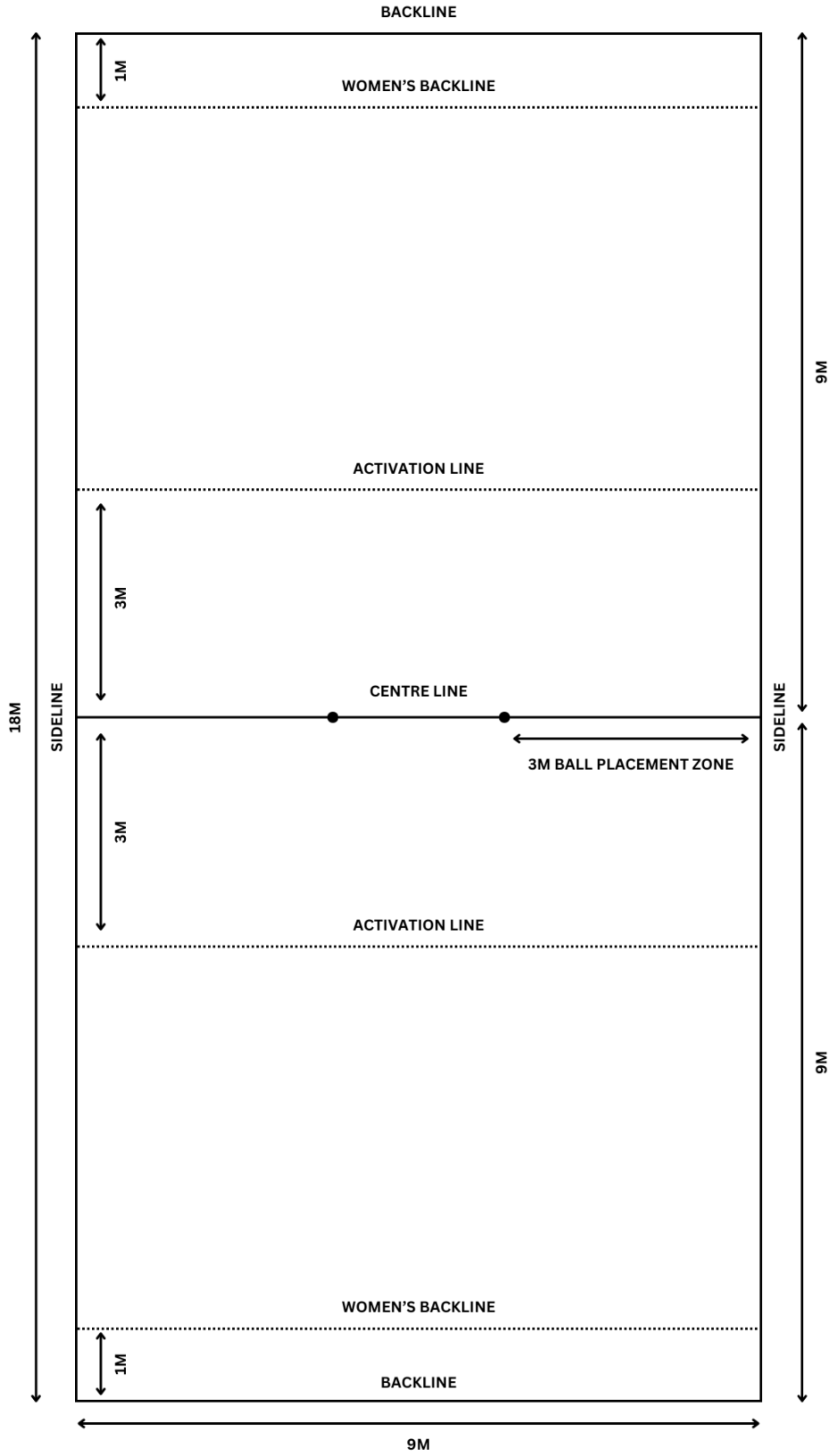
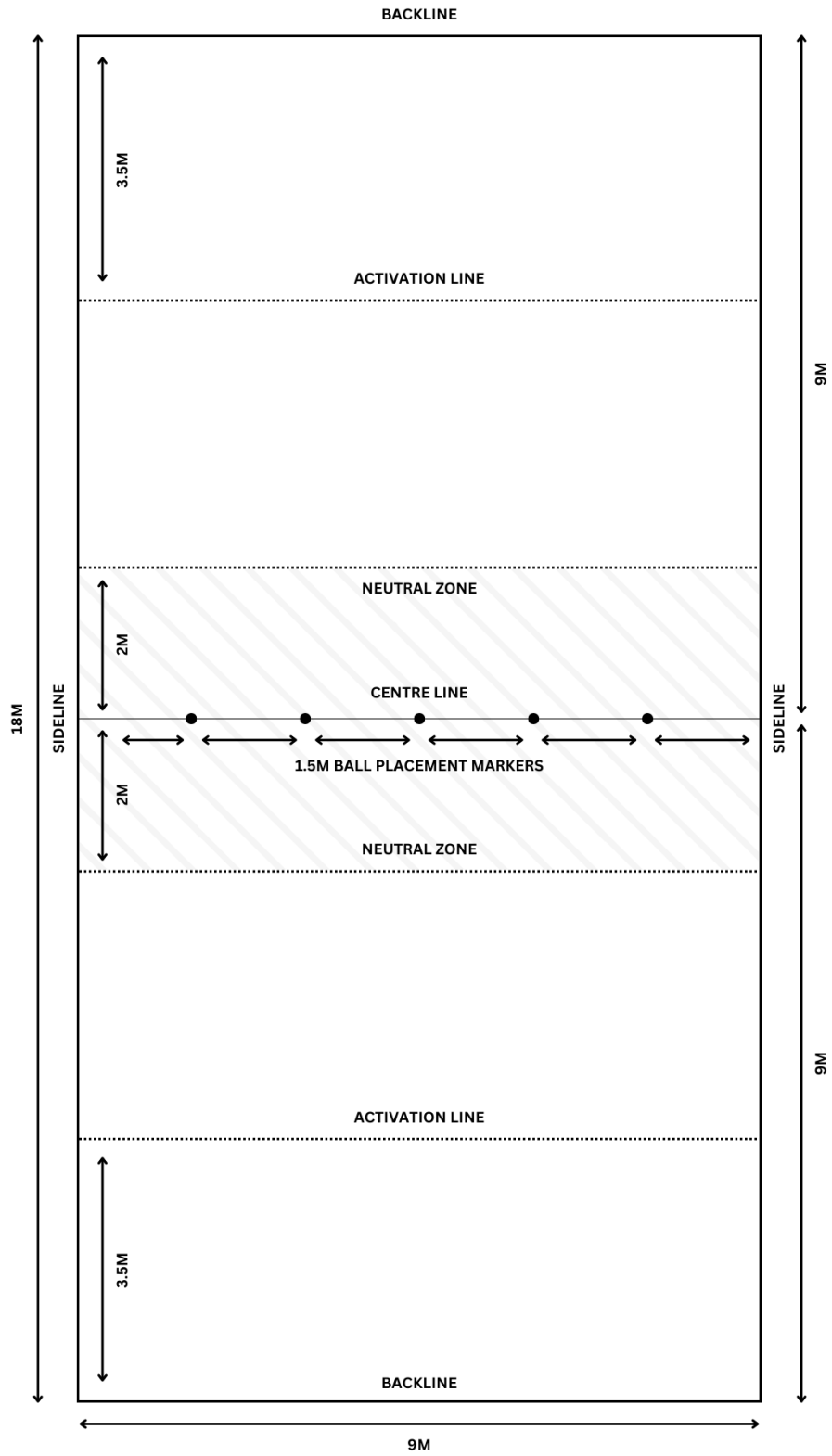


Diagram 2: The Cloth Court



Competitions may be on various surfaces that are suitable and safe for players. This can vary between timber hardcourt to astroturf. Indoor venues are preferred to minimize the impact of wind on gameplay. In general the court shall be:

1. A rectangle measured at 18 metres long and 9 metres wide.
2. Divided into two equal half sections by a centreline, each side is 9 by 9 metres.
3. Where possible at least 2 metres either side of the court and at least 4 metres behind the baselines should be allocated for sufficient space for all areas of play and areas of non-play.

Altered dimensions for the court, areas of play and line markings are allowed where a complying venue is not readily available.

## 1.5 Line Markings

All court lines must contrast with the floor and any other existing lines. In competitions where both formats share the same courts, it is recommended to make the line markings for each format clearly distinguishable.

### Boundary Lines

The boundary lines consist of two side lines and two baselines that mark the playing area. Both side lines and baselines are drawn to the dimensions of the playing area.

### Center Line

The center line divides the playing court into two equal halves.

### Activation Line

The activation line is primarily used in the opening rush, and is the line that is drawn that balls must be activated behind.

## 1.6 Playing Area

*(See: Diagram 1: The Foam Court, and Diagram 2: The Cloth Court)*

The playing area is the area enclosed by the boundary lines and includes each teams fair territory and the neutral zone.

The Foam Court	The Cloth Court
<ol style="list-style-type: none"><li>1. The activation line will be 3m each side of the centreline.</li><li>2. Ball placement zone markings will be 3m from each side line located on the centreline.</li></ol>	<ol style="list-style-type: none"><li>1. The activation line is 5.5m from the centreline and 3.5m forward from the baseline.</li><li>2. The neutral zone line is 2 metres back from the centreline.</li></ol>

- 
3. The fair territory includes the area from the baseline of the court to centreline, enclosed by the sidelines for each team.
  4. The playing area is the area enclosed by the boundary lines and includes each team's half.
  5. For women's foam competitions, the baseline will now be 8 metres from the centre line.

3. 5 ball placement markings will be 1.5m between each other and the sidelines.
4. The fair territory includes the area from the baseline of the court, to the closest neutral zone line (but not including the neutral zone), enclosed by the side lines.
5. The neutral zone is the area between, but not including, the two neutral zone lines on the playing court, enclosed by the side lines.
6. The playing area is the area enclosed by the boundary lines and includes each team's fair territory and the neutral zone.

## Fair Territory

The fair territory is the area from the baseline to, but not including, the neutral zone line on each court, enclosed by the side lines.

## Neutral Zone

The neutral zone is the area between, but not including, the two neutral zone lines on the playing court, enclosed by the side lines. This area is only used when using the cloth playing format.

## Eliminated Player Zone

The eliminated player zone is an area marked by lines that is approximately 5m in length and 1m in width, located in the non-playing area where appropriate for the venue. There is an eliminated player zone on each side of the playing area for each team to use.

## Penalty Zone

The space in the non-playing area next to the match official is the penalty zone.

## Substitution Zone

The substitution area is located behind the eliminated player zone in the non-playing area for all non-active players during the current set.

## Non-playing Area

These are the areas that surround the playing area where match officials, ball retrievers

1. Centre Line Continuation  
The centre line, whether marked or not, shall continue beyond the sidelines separating each half section's non-play area.
2. Restricted Area



To promote safety, there may be areas immediately adjacent to the court for the purpose of restricting non-active participants from that area.

## 1.7 Playing Equipment

A ball is considered suitable for play if it meets the specified requirements, retains a reasonable level of its original firmness, and is free from significant deformations, such as skin tears or a warped shape. Players should note that balls may experience general wear and tear during gameplay, and minor adjustments may be necessary to maintain their usability.

Foam Balls	Cloth Balls
<p>The official foam ball of SADL, used in tournament and league play, is a 7-inch (178 millimetre) diameter, rubber-coated, foam dodgeball between 120-160 grams in weight. Any ball over 170 grams in weight is inappropriate for play, as it might inflict bodily harm to the players.</p>	<p>The official cloth ball of SADL, used in tournament and league play is a 7-inch (178 millimetre) diameter textured no-sting cloth ball with a 2-4 mm layer of foam directly underneath and a butyl bladder covered by webbing inside. Its inside pressure shall be between 1.6 to 1.8psi.</p>

The following procedure shall apply to the supply of balls for a Match:

1. Six (6) foam balls per foam court;
2. Five (5) cloth balls per cloth court;
3. A suitable stock of interchangeable balls shall be made available each round for exchange and addition for warm up;
4. Balls shall be inspected for suitable use prior to the scheduled matches; and
5. Team captains will have the right to request exchange of any ball that they deem unsuitable for play, but the final decision will be made by the match officials.

# Registration Regulations

## 2.1 Club Structure

Clubs and teams are responsible for making upfront match payments by the designated date each season. Allowances may be negotiated with the SADI board early in the year, otherwise a club or team that fails to pay for their games will forfeit each game in the season until the payment is received. Clubs will be classified as one of the following:

To be considered part of the same club, teams registered to the club will need to adhere to the following:

1. Foam teams must comprise of a minimum of 5 qualified players from other teams from within the same club.
2. Cloth teams must comprise of a minimum of 4 qualified players from other teams from within the same club.

## 2.2 Club and Team Leadership

Clubs and teams will register their club and team leadership at registration. The leadership team will have approval to communicate important matters on behalf of their club. The club and team leadership includes:

1. Club Director (full and small clubs only)
2. Club Administrator (optional for full and small clubs)
3. Team Captain (per team)

## 2.3 Club Championship

The club championship acknowledges clubs that not only strive for success but also build a strong, supportive, and competitive dodgeball community. This award celebrates clubs that prioritise the growth and improvement of all their players, regardless of skill level, while strengthening the overall competition of the league.

Club championship points are awarded to clubs based on where their teams place after round robin and extra points for medals games. The final calculation is issued after finals and announced at the official awards ceremony.

### How the Club Championship is calculated

The club championship is based on the final round robin ranking and the bonuses to divisional medal winners.

1. Each division has a classification of either:
  - a. Elite: The highest tier within its type (e.g. FM1, FX1), or;
  - b. Development: Any tier below Elite (e.g. FM2, FX2), or if it's the only tier within its type (e.g. CX, FW), or if it's a new division (e.g. CM, CW).

2. Each classification has a:
  - a. Baseline Calculation: The points awarded to the team that ranks first within this classification.
  - b. Ranking Increment: The points that are subtracted at each following rank within that division. Once the increment reaches 0 then all following teams will also be awarded 0 points.
  - c. Medal Bonus: The medal bonus points awarded to the final medal winners for the season.
3. The league also has a unique bonus: Points are awarded to clubs for each division they have a team registered to. This bonus has a baseline of 5 points for the first team and then increases exponentially for each additional division.

The calculations for each division are as follows:

Elite Divisions	Development Divisions
Baseline: 100 pts Increment: -10pts Medal Bonus: 40pts (Gold), 30pts (Silver), 20pts (Bronze)	Baseline: 80 pts Increment: -10pts Medal Bonus: 30pts (Gold), 20pts (Silver), 10pts (Bronze)

## 2.4 Team Structure

A maximum of six (6) Active Players (including the required number of each gender within a division) may be on court. The following team and player caps, on-court gender splits, and ARC are allowed for each in division for the 2025 season:

Division	Team Cap	Player Cap	Gender Split	ARC
Foam Mixed 1	1	9	3:3	-
Foam Mixed 2	-	-	4:2	1
Cloth Mixed	-	-	4:2	-
Cloth Men's	-	-	-	-
Cloth Women's	-	-	-	-

Foam Men's 1	1	9	-	-
Foam Men's 2	-	-	-	1
Foam Women's	-	-	-	-

## 2.5 Minimum Attendance Qualification

The minimum attendance players must abide by in order to qualify for finals is at least 50% of the season's rounds or games.

If a player misses enough games throughout the season that they are no longer able to meet the minimum attendance qualification for the season they will no longer be able to attend the remainder of the season. This is to encourage long-term commitment to the team, club and league, and prevent key games being affected by one-off attendance.

Exceptions to these requirements may apply in cases such as players returning from injury or rehabilitation, significant personal events, or other circumstances deemed appropriate by the SADI Board. When applying for an exemption by submitting a written request to the SADI board, the club and team leadership must provide detailed information and may be required to supply evidence supporting their circumstances.

## 2.6 Substitutions

A substituting player must not be registered with another club within the same division (e.g., a player registered with separate cloth and foam clubs cannot substitute in a foam game for their cloth club). Substitutions are not permitted for interstate registered players. Player substitutions are allowed only between sets or for medical substitutions.

Teams with fewer than four (4) registered players in finals must either play with their available players or forfeit the match. During finals matches, no substitutions are permitted for any team unless an exception has been approved by the SADI board.

The following substitution regulations shall apply to the following divisions:

### Mixed Foam 1

1. Substitutions are only allowed for teams that have less than six (6) registered players but four (4) or more registered players able to be active in any given game.
2. Substitutions should fill to a maximum of six (6) active players, however, if a team needs a substitute in order to maintain the gender requirements, the team may sub past six (6) players.

3. The minimum number of players must be maintained, i.e., having four (4) males and two (2) females on court is not allowed because the number of three (3) females on court is not maintained.
4. Substitutions may be a player that is not registered to any team or club in Mixed Foam 1.
5. Substitutions are allowed from Mixed Foam 2 teams of the same club. Substitutions from Mixed Foam 2 of the same club are permitted to still play in their own team in a round where they have been a substitution in Mixed Foam 1.

## Mixed Foam 2

1. Substitutions are only allowed for teams that have less than six (6) registered players but four (4) or more registered players in their team (not including non-active players) for the round.
2. Substitutions should fill to a maximum of six (6) active players. The minimum number of players must be maintained, i.e., having five (5) males and one (1) female on court is not allowed because the minimum number of two (2) females on court is not maintained. If a team needs a substitute in order to maintain the gender requirements, the team may sub past six (6) players.
3. Substitutions may be a player that is not registered to any team or club in any mixed foam division.

## Gendered Foam

1. Substitutions are only allowed for teams that have less than six (6) registered players but four (4) or more registered players in their team (not including non-active players) for the round.
2. Substitutions should fill to a maximum of six (6) active players.
3. Substitutions may be a player that is not registered to any team or club in that division.

## Mixed Cloth

1. Substitutions are only allowed for teams that have less than six (6) registered players but more than four (4) registered players in their team (not including non-active players) for the round.
2. Substitutions should fill to a maximum of six (6) active players. The minimum number of players must be maintained, i.e., having five (5) males and one (1) female on court is not allowed because the minimum number of two (2) females on court is not maintained.
3. Substitutions may be players who are not registered to any team or club within the mixed cloth division.

## 2.7 Additional Supporting Members

A team is able to have the following additional supporting members in the non-play/court adjacent area:

1. Up to three (3) identifiable ball retrievers (see: ball retrievers). Bibs will be supplied by the league to assist in identifying ball retrievers.

2. If bibs aren't available, ball retrievers will be requested to identify themselves with other clothing.
3. Up to one (1) media officer per team, as long they do not assist in ball retrieval.

All other additional supporting members such as coaches, spectators, non-active players, etc must leave the non-play / court-adjacent area as soon as possible. If an additional supporting member beyond the above limit refuses to leave in a reasonable manner, the team may be penalised.

## 2.8 Forfeits

A team is required to have a minimum of four (4) active and registered players to be deemed not a forfeit. If the team for any reason does not have the minimum required players, a forfeit will occur with the team not maintaining the minimum required player, the team will be responsible of notifying the SADI Board via email of any upcoming forfeits with a minimum 48 hours' notice otherwise may incur an additional 2 points forfeiture.

Foam Forfeits	Cloth Forfeits
When a team forfeits a match, the non-offending team wins the match with a 10 - 0 score.	When a team forfeits a match, the non-offending team wins the match with a 20 - 0 score.

## 2.9 Team Sheets

A representative of the club and team leadership shall complete the attendance of its players on the team sheet each round. A team sheet shall include:

1. The names of the players in the team;
2. Date and time;
3. Court number;
4. Home/away team;
5. Officials;
6. Sportsmanship rating;
7. Score/final score; and
8. Comments/penalties.

## 2.10 Uniform

It is mandatory for all players on a Team to dress alike. The SADI Board may specify additional uniform requirements suitable for competitions conducted by The SADI Board.

1. Dodgeball jerseys may take any format suitable for vigorous sporting activity and should include the following elements:
  1. Team colour/s;

2. Team logo;
  3. Player last name – located on back;
  4. Player number – located as a minimum on back; and
  5. The SADI logo.
2. The uniform jersey must match.
  3. Any further clothing must also match in colour where reasonably possible.
    1. Socks
    2. Shorts
    3. Compression gear
    4. Knee pads
  4. The team uniform may also include:
    1. Sponsorship logo(s);
    2. ADC logo; and
    3. ADF logo.

## 2.11 Player Numbers

Player numbers are required to identify and track a player’s activity in the match. Player numbers are limited to no more than 2 digits. They must be readable from a distance in order to record stats correctly.

Numbers should not be duplicated on the same team, with the exception of:

1. The cloth division;
2. Any lower tier substitutes in a higher tier.

## 2.12 Footwear

Players should wear suitable sporting shoes that provide adequate support to avoid injury. For competitions played on the preferred hard-court surfaces, Players should wear non-marking shoes. Players must adhere to venue rules regarding footwear (and other items). Players without appropriate footwear will be refused entry to the court and subsequently will not be allowed to participate in the match as a player.

## 2.13 Accessories

Accessories designed to prevent injury are permitted to be worn by players. Accessories should not significantly detract from, or alter the appearance of the players uniform. Permitted accessories may include, but are not limited to:

1. Knee pads;
2. Compression sleeves;
3. Joint and limb support; and
4. Sweat bands.

Accessories such as hats and gloves are not to be worn on court during game play. Jewellery such as rings, bracelets and necklaces are advised not to be worn, however, may be worn at a

player's own risk. Match officials can ask a player to remove any accessory they deem unfit for game play.

## 2.14 Removal and Alterations to Uniforms

All uniform items must be worn and are not to be removed during game play. Alterations that mismatch a player from their team will not be accepted on court, unless pre-approved by the SADI Board.

## 2.15 Uniform Penalties

All Teams are to have their respective uniforms ordered and worn by round 1 of the competition, or in such time as advised by The SADI Board. A penalty system will be in place for teams that fail to wear their uniforms by the appointed round. The penalties include, but are not limited to:

1. One (1) set point loss per item of uniform per person not worn, enforced at the start of the match.
2. If teams do not have their uniform by the specified round, but have proof of purchase sent to the SADI Board no later than five (5) minutes before their first match, there will be no penalty.
3. Substitutes are not required to match the rest of the team, and no point penalty applied for substitutes being out of uniform.

The SADI Board may determine a varied penalty to uniforms as they see fit.



# Conduct Regulations

## 3.1 Respect for the Spirit of the Sport

Respect for the rules and the spirit of the sport is key to promoting a healthy sport and sporting community. The sport of dodgeball is fast-paced and competitive, however, players and teams participating are expected to conduct themselves in a manner that upholds the integrity of the sport and fosters the spirit of the sporting community.

## 3.2 Match Officials Decisions

Match officials are charged with interpreting these rules and ensuring the match runs accordingly. During game play, a match official's decision is final. Disputing a call may be considered misconduct.

## 3.3 Ruling Reviews

Where practical, players or teams may seek further explanation or review of a ruling during a set break or timeout, subject to timing restrictions, or after a match.

## 3.4 Honest Conduct

While match officials are in place, the fast-paced and multi-faceted nature of dodgeball will often present difficulty for match officials in deliberating on every event during game play. While it is the role of match officials to deliberate on the events occurring during game play, in accordance with these rules, players and teams participating are expected to act honestly and in cases where match officials have not yet ruled, to the best of their ability:

1. Rule themselves or teammates eliminated when struck;
2. Confirm a non-catch when a ball has not carried the full distance;
3. Rule themselves or teammates eliminated when having travelled out of bounds; and
4. Otherwise uphold these rules.

The SADI Board will rule on any occurrence where there is dispute over an outcome.

## 3.5 Misconduct

Any action that brings the game in disrepute may be considered misconduct. Repeated reports of dishonesty or misconduct by a player or team will be monitored. Misconduct is not tolerated, and any player or team found to be acting dishonestly may be subject to live penalties (warnings, a yellow card, and/or a red card) and a misconduct review.

Misconduct will include, but not be limited to:

1. A player not honouring an elimination (i.e. not taking an out);
2. A player re-entering the field of play without a catch occurring;
3. An incorrect player intentionally re-entering the field of play upon a catch;

4. A player stepping on or over a boundary line, and with full knowledge (i.e. looks at own feet) continues to play on.
5. The surrounding playing and supporting team witnesses the misconduct and does not call the player out themselves or bring it to the attention of the official.
6. Poor sportsmanship, such as:
  1. Disrespectful actions or aspersions towards players, official or supporters; or
  2. Refusal to follow protocol; or
  3. Calling opponents out; or
  4. Causing unreasonable delay to the match; or
  5. Performing actions to gain unfair advantage; or
7. Fighting, assault or unnecessary roughness such as:
  1. Intentional hard striking at close range; or
  2. Intentional striking after elimination; or
  3. Impeding an opposition player's space in an aggressive manner
8. Vilification of any kind;
9. Generally offensive behaviour such as:
  1. Excessive use of foul language; or
  2. Discriminatory comments.
10. Mistreatment of equipment, such as:
  1. Kicking or spiking balls; or
  2. Excessive squeezing or crumpling of balls;
11. Dishonesty in the case of elimination not identified by match officials;
12. Interference in game play proceedings by any non-active person, some interference examples include but are not limited to;
  1. An eliminated player must not pick up or handle dead balls for the purpose of distributing them to active team members.
  2. An eliminated player must promptly exit the court without delay. Failure to do so, especially when it disrupts the opposition's gameplay, is considered misconduct.
13. Causing unreasonable delay to the match by any action;
14. Any action aimed at distracting players or officials, such as loud or abrupt noises;
15. Offensive comments or gestures;
16. Unnecessary physical contact with players, officials or supporters;
17. Inactive or non-active players, team officials or supporters entering the court;
18. Providing unfair or undue assistance to active players, such as supporting a player's balance or providing leverage during the opening rush; and
19. Bringing the sport into disrepute.

The SADI Board reserves the right to initiate a misconduct review if they witnessed dishonesty by a player or team.

### 3.6 Misconduct Review Policy

The misconduct review policy aims to discourage cheating in the sport of dodgeball while ensuring fairness in matches through the consideration of proven evidence when addressing

incidents of misconduct. If a person commences a misconduct review, that person agrees that the review panel will convene as an independent arbiter and determine the review as a dispute pursuant to clause 17 of the SADI Constitution.

You can report a case of misconduct if you are;

1. A representative of the club and team leadership of a team in the match;
2. The match official of that game; or
3. A SADI board member

You should only report a case of misconduct if you are confident of the video evidence and believe the other team has conducted misconduct according to the definitions above.

As we require evidence of misconduct, you can only submit a review from games that have been recorded and uploaded publicly from the South Australian Dodgeball League. These can be found on the Australian Dodgeball Youtube channel. Only video footage provided by SADL is accepted.

To submit a misconduct report you must email to [southaustraliandodgeballleague@gmail.com](mailto:southaustraliandodgeballleague@gmail.com) the following information within fourteen (14) days of the video being publicly available, and at least seven (7) prior to the next round commencing;

1. Reporter's full name
2. Reporters email
3. Person(s) involved in misconduct incident's name (If known, otherwise a description is acceptable);
4. Video timestamp(s); and
5. Description of the misconduct that has occurred

## Misconduct Review Panel

The Review Panel will generally consist of the three (3) members:

1. A board member;
2. The league manager; and
3. The match official(s) involved in the match.

In a case that any panel members are the subject to a misconduct review or has conflict of interest, to the best of their ability the SADI Board will source a replacement of a person of equivalent experience and/or authority.

## How cases of misconduct will be investigated

The review panel must have unanimous agreement that there is sound evidence of misconduct for penalties to apply. If there is not a unanimous agreement then the case will not proceed. If a reported case of misconduct is found to not have sufficient evidence and will not proceed, the team that reported may lose the right to report any other cases for the remainder of that season.

If unanimous agreement of misconduct by the panel has occurred, then both parties of the match will be notified, and representatives will be invited to state their case to the panel prior to any penalties being applied.

The panel will scale the penalty based on the player's experience (i.e. as newer players will still be learning the rules, they will not be penalised to the same degree of severity as players of greater experience) and will only look to rebalance the fairness of the match where possible.

Both parties will then be notified of the outcome of the panel.

## How penalties will be applied and notified

If there isn't sufficient evidence and the review fails;

1. The reporter/captain will be notified by email that their case will not proceed and if the panel have decided to forfeit them from any further reports for the remainder of the season.
2. The accused teams or players will not be informed.

If there is sufficient evidence and a successful unanimous vote;

1. The reporter/captain will be notified by email that their case has proceeded;
2. Any penalties to the accused will apply immediately;
3. The club leadership team will be informed of the report and the penalties by email.

(If not already involved in the panel) The SADI Board will be informed of the report and the penalties so that they can monitor any penalties that may apply to their league.

## Cases that have been posted publicly

The SADI Board and/or the reviewing panel may choose to either not review a case or retract any previously appointed penalties, if there has been evidence of the incident also being posted to personal or 3rd party social media and/or other channels.

## Penalties from a Misconduct Review

Any players found to have a proven case of misconduct will have their team's game result reduced by at least 1 point. Further penalties may apply depending on severity. Some other penalties might be, but not limited to;

1. A red card on the player or team;
2. A yellow card on the player or team;
3. Further point reductions to the game result;
4. Points awarded to the non-offending team;
5. Player or team disqualification from a match/es;
6. Player or team disqualification from a competition or tournament;
7. Playing bans; and
8. In extreme cases, legal prosecution.

# Gameplay Regulations

## 4.1 Objective

The objective of a game of dodgeball is for each team is to win the match by winning more sets than the opposing team.

## 4.2 Winning

The winner of the match is the team which has scored, in accordance with these rules, the greater number of sets at the conclusion of the match. A match is drawn when both teams have the same number of points at the conclusion of the match. If the match requires a winning team (i.e. finals or eliminations), a tie-breaking set is played.

## 4.3 Scoring

Match officials will be responsible for keeping the match score, which will determine the outcome.

Foam Scoring	Cloth Scoring
In the foam format, teams are awarded one (1) point for each set they win. A set is won when a team eliminates all players from the opposing team.	In the cloth format, teams are awarded two (2) points for winning a set or one (1) point each in the event of a draw. A set is won when a team eliminates all players from the opposing team or has more players remaining when the designated set time expires. If the set timer ends and both teams have an equal number of players, the set is declared a draw.

## 4.4 Timing

Match officials shall keep the official match time.

### Match Duration

A match shall consist of forty (40) minutes of game play, divided into two (2) half periods of twenty (20) minutes duration, this time is considered match time. The 20-minute duration of each half period will run continuously from commencement of play to completion of time, with no time stoppages between sets.

## Set Duration

Foam Set Duration	Cloth Set Duration
There is no prescribed limit for the length of a set. A set will continue until all active players from one team have been eliminated.	The maximum duration of each set is 3 minutes.

## End of Half

Any balls thrown prior to the signal for expiration of time shall remain live and may still eliminate players or be caught with the normal consequences until it becomes dead. Players should make all efforts to avoid throwing any balls after the expiration of time has ended. Should a player deliberately throw a ball after the expiration of time has ended, it may be considered misconduct.

Foam End Of Half	Cloth End of Half
A set is to be started if there is any time remaining on the match Time. This may mean only 1 second in a set before proceeding to a sudden death. Any set still in progress when time expires will be reset for sudden death.	A set is to be started if there is any time remaining on the match time. A final set shall be played if a set ends with 120 seconds or less to play of match time in a half. The duration of the final set is 90 seconds. If there is more than 120 seconds and less than a regular set's duration of 3 minutes, then the new set will be played to the match time.

## Sudden Death (Foam Format Only)

Sudden death is a game play mode that is devised to hasten the completion of a set if match time of the half has expired. Regardless of the location of balls at the expiration of time, three (3) balls will be distributed to each team to commence sudden death. Players may hold the balls in their hands for the commencement of sudden death.

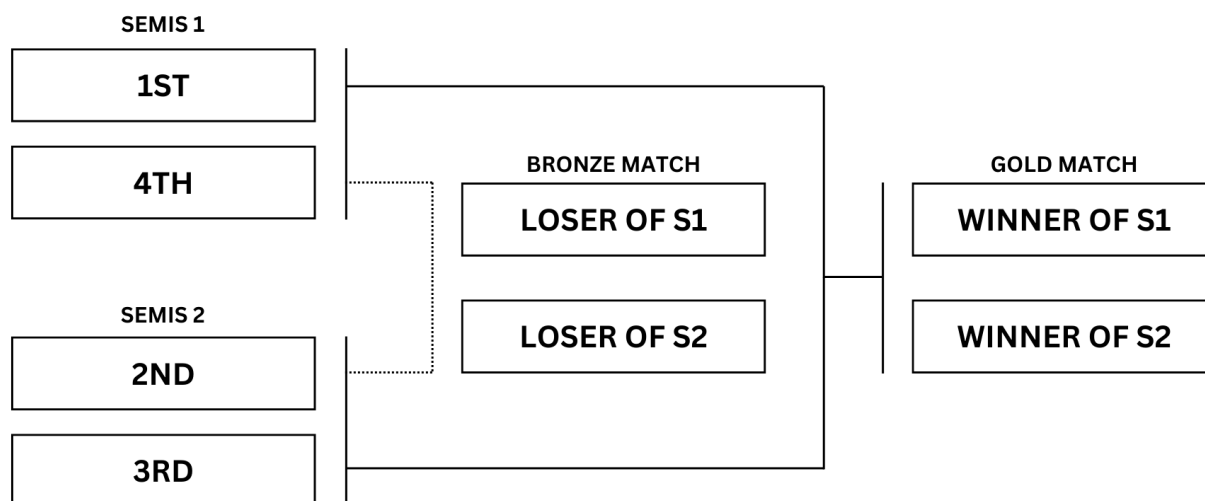
During sudden death, any ball in a player's possession will be deemed as part of their person. Any ball blocked will be deemed to have contacted the player and will cause strike elimination if not caught prior to becoming dead.

## End of Set

Play will stop upon completion of a set. A set is complete upon the instant of elimination of the final active player of a team as indicated by the match officials. Match time will continue at the end of each set. Match officials will allow up to thirty (30) seconds from the end of a set for teams to make any on court substitutions to the active and non-active players and to take their starting positions, at which time the new set will be started. Teams will be given a warning before the start of the set.

## Final Matches

For finals matches line refs may be utilised, and the matches cannot end in a draw. Finals matches will be structured as the top four (4) teams in the divisional ladder versing each in a semi finals, with the winners versing each other in the gold medal match, the losers versing each other in a bronze medal match.



## 4.5 Match Substitutions

From the end of a set prior to the start of the next set teams can make substitutions of any active players and from the non-active players on the team roster.

### Medical Substitutions

Teams may substitute an injured active player with:

1. An inactive player; or
2. The next revivable eliminated player where no inactive player is available.

A player substituted due to injury cannot return for the rest of the match or play any remaining matches within the same round.

## 4.6 Timeouts

Match officials should make all efforts to ensure players are aware of a stoppage of play immediately by blowing the whistle and stepping onto court. Timeouts are not in play until the match official has acknowledged it and initiated the stoppage of play process.

### Team Timeout

Each team will be allowed one (1) timeout per half, which is a total of two (2) per match. Match officials will pause match timing for sixty (60) seconds when a timeout is called. A timeout may only be called by a representative of the club or team leadership.

## Match Official Timeout

During a match official timeout, players are required to stay on court in the approximate area the stoppage of play was called. Match officials have discretion to stop match time in the event of:

1. To discuss a ruling between officials; or
2. If a player on the court is injured; or
3. A major disruption to game play; or
4. For another reason at the discretion of the match official.

## Play Stoppage

Play will cease immediately upon signal from the match official/s that a timeout is in effect. Any live ball thrown prior to the signal shall remain Live and may still eliminate players or be caught with the normal consequences until such it becomes dead.

## Timeout Refusal

Match officials will have discretion to shorten or refuse a timeout where it is deemed unnecessary to meet reasonable requirements of resolving matters.

## 4.7 The Opening Rush

Upon the starting signal, active players may retrieve their designated ball to begin play, this is called the opening rush. To allow teams to take their starting positions, teams should be given as a minimum a thirty (30) second warning for the start of the first set in a half period. Should match officials determine that both teams are ready sooner, a set may be started.

## Ball Placement

Prior to set beginning all balls must be placed on the court in accordance with the following rules:

Foam Ball Placement	Cloth Ball Placement
Balls will be placed at the teams discretion in the ball placement zone which is 3m from each side line located on the centreline.	A ball will be placed on each of the 5 ball placement markings that are 1.5m between each other and the sidelines.

## Starting Positions

Active players must take correct starting positions for the start of each set. A player is in the correct starting position when they:

1. Are inside the court; and
2. Have at least one (1) foot touching the baseline.



Any active player not inside the court for the commencement of the set as signalled by the match officials will be eliminated.

Any active player who steps forward off the baseline after the match officials have indicated for teams to be ready but before the starting signal is given will be deemed to have false started.

## Starting Signals

Following any required warnings, match officials will determine that both teams are ready to begin and invite teams to prepare for commencement.

Players should move from their Starting Position into the Court immediately upon the whistle. Should Players have their foot/feet on the baseline for too long, upon Match Officials discretion, that Player may be called Eliminated, as touching any boundary line while in game play results in Elimination.

## Retrieving and Activating Balls during the Opening Rush

Balls must be Activated prior to throwing by having them pass behind the Activation Line. Only the Ball will need to pass behind. Until such time as the Ball passes the Activation Line it remains Inactive. If an Inactive Ball is thrown, it immediately becomes a Dead Ball.

Foam Opening Rush	Cloth Opening Rush
<ol style="list-style-type: none"> <li>1. Teams may initially only retrieve the three (3) Balls on the right hand side of the ball placement zone. This side is considered designated to the team and can only be retrieved by that team.</li> <li>2. Players may cross the centre line when retrieving their balls during the opening rush, this is the only time this is allowed.</li> <li>3. There are no requirements to retain contact within the teams' half of the court.</li> <li>4. Upon retrieval of the balls, players are expected to immediately retreat to their own court half, delay may be cause for elimination at the match officials discretion.</li> <li>5. Once a player has retrieved their balls and returned to their fair territory they may no longer make contact with the boundary line or into the opposition's fair territory, if they do they will be</li> </ol>	<ol style="list-style-type: none"> <li>1. The two leftmost balls on each side are considered designated to the team and can only be retrieved by that team.</li> <li>2. The centre ball is available for retrieval by both teams and is contested.</li> <li>3. When retrieving the balls (other than the centre ball), a player (other than a player contesting the centre ball) may step onto or over the centre line with one foot.</li> <li>4. Players contesting the centre ball must not deliberately make physical contact. Where physical contact is deliberately made between the contesting players, the offending player will be deemed out. The Match Official has absolute discretion as to what they deem "deliberate" or "accidental" contact.</li> <li>5. Players are only permitted to cross the centre line when             <ol style="list-style-type: none"> <li>a. All their designated balls have been activated, or</li> </ol> </li> </ol>

<p>eliminated.</p> <p>6. Players who touch opposing players during the opening rush or look to disrupt the opposition's opening rush will be issued at least a yellow card, this will also count as a false start and the rush will be reset.</p>	<p>b. They are carrying a live ball, or</p> <p>c. A live ball has been thrown.</p>
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## Retrieving Opposition Balls

Balls placed for the Opposition to retrieve may be retrieved after their team's designated balls have been Activated. After that, the team may retrieve the opposition Balls, which will require Activation.

## False Starts

Once Match Officials have indicated for teams to ready themselves for commencement of the Set, Active Players must remain in the correct Starting Position until the whistle has been blown to initiate the Set. Any Player who moves forward from their Starting Position into the Court prior to the whistle is deemed to have False Started. A False Start will stop play and the Set and match time will be restarted to the time from the start of that set.

1. For the foam format:
  1. Each team may be issued one (1) warning for a False Start per Half Period. Subsequently, any Player who False Starts within the Half Period may be Eliminated and the team will restart the Set with one (1) less Player.
2. For the cloth format:
  1. The offending team will forfeit all the balls to the opposing team.
  2. Forfeited balls are live at the start of play once the player in possession has fully stepped on the court.

## 4.8 Throwing

A Ball must be thrown by an Active Player to become Live. As soon as the validly thrown Ball leaves an Active Players hand, it becomes Live and can cause Eliminations or be Caught.

### Valid Throws

A ball is considered to have been thrown if it is initially controlled in the player's hand(s), leaves the player's hand(s) through a launching action, and becomes airborne.

A valid throw is also required to land or pass within 1m of an opposing player or their position at the moment the ball was released.

## Invalid Throws

If a live player throws a ball that is not intended to contribute to that player's team hitting an opposing live player and is not thrown in the general direction of an opposing live player, that player may at the discretion of the Match Official:

1. If playing Foam, they may accrue one verbal warning, and if that live player accrues more than one warning, they will be Eliminated; or
2. Instantly eliminated at the discretion of the Match Official; or
3. If playing Cloth, they may be instantly eliminated; and
4. A live player's accrual of warnings is reset to zero at the end of each set.

Actions that will constitute an invalid throw include, but are not limited to:

Foam Invalid Throws	Cloth Invalid Throws
<ol style="list-style-type: none"><li>1. Did not land or pass within 1m of an opposing player or their position at the moment the ball was released.</li><li>2. Rolling;</li><li>3. Kicking;</li><li>4. Slapping; or</li><li>5. Scooping the ball.</li><li>6. Away from opposing Players and Ball Retrievers;</li><li>7. Off Court; or</li><li>8. In any other way to waste time.</li></ol>	<ol style="list-style-type: none"><li>1. Did not land or pass within 1m of an opposing player or their position at the moment the ball was released.</li><li>2. Rolling;</li><li>3. Kicking;</li><li>4. Slapping;</li><li>5. Scooping the ball, or;</li><li>6. Away from opposing Players and Ball Retrievers;</li><li>7. Off Court; or</li><li>8. In any other way to waste time,</li><li>9. Carrying a ball into the neutral zone and leaving it there.</li></ol>

Intentionally delaying the game through intentional invalid throws may constitute Misconduct and can have further penalties at the discretion of the Match Official.

## Striking a Teammate

As the objective of throwing is to strike an opponent, a Ball that has been thrown and subsequently contacts a Player from the throwers team prior to crossing the Centre Line is deemed a Dead Ball.

## Deformation of the Ball

A live player may not excessively pinch, squeeze, compress, or otherwise distort a ball before that player throws that ball or that live player may accrue one warning at the discretion of the Match Official.

1. If that live player accrues more than one warning during the Match they may be eliminated; or

2. Instantly eliminated with no warning at the discretion of the Match Official; and
3. A live player's accrual of warnings is reset to zero at the end of each Match.

## 4.9 Dead Ball

A Live Ball remains Live until it becomes Dead when it:

1. Contacts a Dead Players, Objects and Surfaces or other persons;
2. A Live Player in Cloth; or
3. Is Caught; or
4. Is deemed Invalidly Thrown

## 4.10 Dead Players, Objects and Surfaces

Dead Players, Objects and Surfaces are those items that cause the end to a Live Ball's travel, including, but not limited to:

1. Non-Active person;
2. Eliminated, Inactive and Non-Active Players;
3. Team Officials, Ball Retrievers and Supporters
4. The Court Surface, including Line Markings;
5. Any surface or structure outside of the Court; and
6. Any Ball not in an Active Players physical possession, including those in flight.

## 4.11 Catching

Catching is defined as a ball validly thrown by a Player which has then been caught by an opposing Player who has maintained control of the Ball, which can be described as holding the Ball with any part of the catcher's body. Control can be established in the air, a catching player does not have to touch the ground to be considered in control of a ball.

Catching a Live Ball validly thrown by an opposing Player before it becomes Dead will:

Foam Catches	Cloth Catches
<ol style="list-style-type: none"> <li>1. Eliminate the thrower; and</li> <li>2. Revive one (1) Eliminated Player from the catcher's team.</li> <li>3. When a live ball is caught after being deflected by one or more players of the catching team, those players will not be rendered out.</li> </ol>	<ol style="list-style-type: none"> <li>1. Eliminate the thrower; and</li> <li>2. Revive one (1) Eliminated Player from the catcher's team.</li> <li>3. When a live ball is caught after being deflected by one or more players of the catching team, those players will be rendered out.</li> </ol>

## 4.12 Blocking

Players may use the Balls to block an incoming Live Ball. To successfully block the Player must:

Foam Blocking	Cloth Blocking
<ol style="list-style-type: none"> <li>1. Retain control over the Ball that is used to block the oncoming Live Ball;</li> <li>2. Retain control over any other Ball the Player may be holding at the time of impact of the Live Ball, regardless of whether it makes contact with the oncoming Live Ball; and</li> <li>3. Avoid any contact by the Live Ball with their person or clothing.</li> </ol>	<ol style="list-style-type: none"> <li>1. Retain control over the Ball that is used to block the oncoming Live Ball;</li> <li>2. Retain control over any other Ball the Player may be holding at the time of impact of the Live Ball, regardless of whether it makes contact with the oncoming Live Ball; and</li> <li>3. The hand/s of a player touching a ball are to be considered part of the ball and as such, contact from a live ball on such hand/s will not be considered a hit on the player. For the purposes of this clause, the hand includes any part of the hand up to and including the wrist.</li> </ol>

A blocked or deflected Ball remains a Live Ball until it becomes Dead and can cause Elimination or be Caught.

### Block Attacks (Cloth Only)

A player may make a block attack by blocking a live ball into the opponent's territory when using the Cloth Format. Performing an intentional or unintentional block attack shall:

1. Always considered a valid throw when using the Cloth Playing Format;
2. Not be considered a live ball if the ball crosses the center line when using the Foam Playing Format.

### Blocking in Sudden Death (Foam Only)

Blocking is not available in Sudden Death.

## 4.13 Disarming a Ball

A blocking Ball that has become dislodged by a Live Ball is neither a Live Ball nor a Dead Ball. The Player or teammate which has lost control over the blocked Ball must regain control before the Ball becomes Dead to avoid being deemed disarmed and being rendered out.

## 4.14 Eliminations

Active Players who are Eliminated must immediately leave the Court and take a position in the designated area for their team's Eliminated Players being sure to retain the order in which they were Eliminated. Players are Eliminated by the following:

1. Being struck on any part of their person or clothing with a Live Ball, validly thrown by an opposing Active Player, at the instant it becomes Dead without being Caught;
2. Validly throwing a Ball which is then Caught by an opposing Player before it becomes Dead;
3. An invalid throw;
4. Being Disarmed;
5. Being Out of Bounds;
6. When directed by Match Officials due to a penalty;
7. (Cloth Only) a Ball from a block attack is then Caught by an opposing Player before it becomes Dead;
8. (Foam Only) A ball that has been blocked in Sudden Death and then become dead.

### Strike Elimination

An Active Player struck on their person or clothing by a Live Ball, validly thrown by an opposing Player will be Eliminated the instant the Ball becomes Dead. A completed Catch does not constitute a Strike.

### Catch Elimination

An Active Player who validly throws a Ball which is subsequently Caught by an opposing Player will be Eliminated the instant the Catch is completed.

### Out of Bounds Elimination

Active Players must remain within their team's playable area. Should an Active Player:

1. Step, fall or otherwise touch with any part of their body or clothing; or
2. Support themselves with a ball in hand.

On or beyond the Court Boundary for their area, they will be Eliminated the instant they make contact.

### Actions Prior to Elimination

Any action undertaken in game play prior to the instant of Elimination remains valid.

### Exiting the Court

An Eliminated Player must leave the Court in a timely manner from the nearest point of exit. An eliminated player must not intentionally impact play. If a match official determines that an eliminated player has impacted play, they will receive a yellow card.

Foam Court Exits	Cloth Court Exits
An eliminated player may pass any ball(s) they are holding to active players on their team. However, any ball(s) not in their	An exiting player must immediately drop all balls in their possession unless they are behind the activation line, in which case

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possession that are moved or interfered with by an eliminated player must be surrendered to the opposing team.

they may pass the ball to a teammate. If a match official determines that an exiting player intentionally passes balls to a teammate in front of the activation line, the ball will be surrendered to the opposing team. Any ball(s) not in their possession that are moved or interfered with by an eliminated player must be surrendered to the opposing team.

## 4.15 Revivals

When a Catch is taken, an eliminated player from the catching team is revived and may return to active play. If a revived player is exiting the court at the time of revival, they must touch the eliminated player zone before returning to court. If no player is currently eliminated at the time of the catch, then no revival will occur.

### Returning to the Court

1. Before a revived player can re-enter the Court, they must touch the eliminated player zone with part of their person, then re-enter the Court from the baseline.
2. Entry from any other area will cause immediate Elimination. Revived players must re-enter the Court within 10 seconds after touching the eliminated player zone of the Revival, however, they are not required to do so into immediate threat, such as into the path of a Live Ball in flight; this does not include the threat of a throw.
3. Delaying return unnecessarily may result in the player being eliminated.
4. In the cloth format: An entering player must not touch any balls on the return to the playing area. If they do, they must surrender that ball.

## 4.16 Advantage

Advantage is determined to keep the pace of the game fast. Each format utilised advantage in a different way, but its purpose remains the same.

If any involved person in a game intentionally performs an act for the purpose of removing their team's advantage without having to make a valid attempt, that person will be deemed to be acting outside of the spirit of the sport, and therefore, engaging in misconduct.

For a player this may include but is not limited to:

1. A verbal warning from the referee
2. An elimination
3. A yellow card

For a non playing participant this may include but is not limited to:

1. A verbal warning from the referee

2. A yellow card

## Foam Advantage

The team will be given ten (10) seconds to make at least one (1) Valid Throw. Match Officials will count the final five (5) seconds aloud. Match Officials will announce the team that has the Advantage and indicate by holding out an arm in the direction of the team's half. Match Officials will determine which team has the Advantage by the following:

1. The team with the most Balls will have the Advantage; or
2. If both have three (3) Balls, the team with the most Active Players will have the advantage; or
3. If both teams have three (3) Balls and the same number of Active Players, then the following will determine which has the Advantage:
  1. At the start of the Match, the Home team or team listed first on the fixture will have the Advantage;
  2. At the start of a Set during the Match, the team that won the preceding Set will have the Advantage; or
  3. During the Set, the team that received the last Valid Throw (did not throw last) will have the Advantage.

Teams are considered to be in possession of Balls when they are on their side of the Centre Line, even when they are off Court.

Any Valid Throw by the team with the Advantage or any disposal of a Ball by the opposing team that crosses the Centre Line, subject to any exception and with consideration of deliberate Invalid Throws will release the Advantage until it is established again. If a Valid Throw is not made or release from the Advantage is not achieved prior to the end of the Advantage Period, the team with the Advantage will be required to immediately surrender all Balls to the opposition. Until the Balls are handed over, no Elimination can occur.

Players may not purposely place or cause the placement of a Ball/s in the opposing teams half with such proximity to the Centre Line to cause the Advantage to shift and force opposing Players to approach the Centre Line to retrieve the Balls. Balls that, in the natural course of game play, settle in such a location are accepted. Baiting an Advantage may be seen as an invalid throw and the player may be eliminated according to the Match Officials discretion.

## Cloth Advantage

A team with majority of the ball is deemed to have advantage and is given 5 seconds to no longer be in possession of the majority of the balls. Match Officials will determine which team is in advantage by determining the team that is still in possession of the majority of the balls. They will then initiate the 'Play Ball' process as follows:

1. Balls that are stationary in the neutral zone are considered in possession of the team that is closer to the balls, as determined by the match officials.



2. If after 5 seconds of having advantage, the team is still in possession of the majority of the balls, the match officials will call “play x balls”, with x being one less than the number of balls still in possession and no more than the number of live players on that team.
3. After “play x balls” is called, the team with advantage must make x attempts within 5 seconds.
4. If a team has to make enough attempts with 5 seconds of “play x balls”, any players that failed to make an attempt will be called out, but the number of players being called out is limited x amount of balls minus the amount of attempts made by the team.
5. In cases where it is not clear who failed to make an attempt, then it is up to the team’s discretion to choose the players that are to be deemed out. Should a team fail to nominate enough players in a timely manner, player’s shall be chosen by the match officials.
6. If a player in control of a ball has been hit out before they could make an attempt, their ball will be considered thrown for the purpose of “play x balls”.
7. If, after a team has made the original x attempts, it still has the majority of the balls, the match officials will immediately call “play x balls” again.

## 4.17 Neutral Zone (Cloth Only)

The Neutral Zone is the central area shared by both teams in Cloth. No intentional physical contact can be made between opposing players. Any intentional physical contact results in the player initiating the contact to be deemed out.

## 4.18 Leap of Faith (Cloth Only)

Known as the Leap of Faith, a player may attempt to attack while fully airborne. They are permitted to cross the opponent team’s neutral zone line to make an attempt to hit a player out. A leap of faith must:

1. Only 1 player may attempt a Leap of Faith at a time;
2. No physical contact can be made between players;
3. The player attempting the airborne attack must ensure that there is enough space between them and opposing team members;
4. Any physical contact is considered a failed attempt;
5. If a match official determines that physical contact was made deliberately, the offending player will receive a yellow card and any player not penalised can return into their own fair territory;
6. If a player deliberately runs at or closes the distance between the person attempting a Leap of Faith and themselves, and results in physical contact, the player being attacked is deemed out.

### Failed Leap of Faith

If a player attempting an airborne attack does not hit a separate player with all balls they were in control of when becoming airborne, they are deemed out. If the player does not release all balls before they touch the opponent’s fair territory, they are deemed out and the throw is not eligible to get a player out.

## Successful Leap of Faith

If a player attempting an airborne attack successfully hits an opposing live player, they must return to the neutral zone as soon as possible and continue regular play. When returning to the neutral zone they must:

1. The player may not pick up any balls or make any throw attempts until they reach the neutral zone
2. Any catches made by the player whilst returning to the neutral zone will be voided, but strikes on the player will count.
3. If they commit an Out of Bounds Elimination on their opposition's side of the court, they are eliminated.

A player is deemed to have "re-entered the neutral zone" once they have made contact on or within the boundary lines of the neutral zone.

## 4.19 Ball Retrieval

Teams may employ Non-Active persons as Ball Retrievers; whose role is to retrieve Balls that have left the Court in order to return them to Active Players. Eliminated Players are not permitted to retrieve Balls for their team, but are able to place or hand to a ball retriever any balls in the eliminated player zone.

### Areas of Ball Retrieval

Balls can be collected once they are fully beyond the marked boundary lines. Balls on or over the Centre Line, including its extension on the retriever's side, may also be retrieved, and if a ball rests on the Centre Line, it can be retrieved by either team. Additionally, Ball Retrievers may access areas adjacent to the court as needed but are limited to retrieving balls only. Additional Ball retrievers must:

Foam Ball Retrieval	Cloth Ball Retrieval
<ol style="list-style-type: none"><li>1. Ball Retrievers may retain possession of Balls until a suitable opportunity to return the Ball to an Active Player arises, so long as no unreasonable delay to the Match occurs.</li></ol>	<ol style="list-style-type: none"><li>1. Ball Retrievers may retain possession of Balls until a suitable opportunity to return the Ball to an Active Player arises, so long as no unreasonable delay to the Match occurs.</li><li>2. A retriever must pass a ball to any active player behind the team's activation line or place the ball on court behind the team's activation line.</li></ol>

## Incorrect Retrieval

If a retrieval does not meet the requirements then the team responsible will forfeit the Ball and be required to pass the Ball as a Dead Ball to the opposing team. Ball Retrievers shall have reasonable right of way from other Non-Active persons in performance of their duties, however, Ball Retrievers:

1. Must not impede Match Officials in their duty;
2. Must not impede any Active Player when retrieving a Ball;
3. Must not impede any Ball Retriever from an opposing team who has a reasonable chance of retrieving a Ball as it approaches the Centre Line;
4. Must take all reasonable precautions to move safely around the Court.
5. Must not Impede active game play in any way;
6. Must not affect the path of travel of any Ball inside the Court;
7. Must not create an Advantage by moving a Dead Ball to benefit any Player/s on Court;  
and
8. Must not cause unreasonable delay to the Match.

# Penalties

## 5.1 Verbal Warnings

When appropriate, Players should be given the opportunity to reconsider any part of action that tends towards Misconduct. Verbal Warnings will be given by Match Officials when a single instance of an infraction does not seem to warrant a penalty. Repeated behaviour following a Verbal Warning will incur further penalties such as Elimination or Penalty Cards. Match Officials will determine the appropriate follow up penalty.

## 5.2 Elimination

Players may be Eliminated by Match Officials when Misconduct unfairly influences game play outcomes. This penalty should be used in low level competition only with preference for use of Penalty Cards at higher level competitions.

## 5.3 Yellow Cards

Yellow Cards may be issued by Match Officials to:

1. Active Players – when on Court Misconduct occurs. Yellow Cards issued to individual Players will be recorded against that player's team; and
2. Teams – when off Court Misconduct by any person connected with that team occurs.

A Yellow Card is the next disciplinary level after a Verbal Warning to penalties for Players and teams. A single Yellow Card infraction will have the following consequences:

1. An individual Player that receives a Yellow Card is immediately disqualified from participating in the remainder of that Set, and the next Set;
2. The team is required to compete with only five (5) Active Players;

A second Yellow Card infraction to either a Player or team will have the same consequences as a Red Card.

## 5.4 Red Cards

Red Cards may be issued by Match Officials to a Player or team:

1. As a second offence to a Yellow Card infraction; or
2. In a case of serious Misconduct without warning.

A Red Card is the disciplinary level after Yellow Cards to penalties for Players and teams. A single Red Card infraction will have the following consequences:

1. An individual Player that receives a Red Card is immediately disqualified from participating in the remainder of that Match, and the next Match;
2. The team is required to compete with only five (5) Active Players;

## **5.5 Penalty Card Record**

A record of Penalty Cards issued should be kept by Match Officials and reported to The SADI Board conducting the competition at the end of the Match. This record should be made available for Players and teams.

## **5.6 Penalty Card Review**

Cards issued by Match Officials during a Match will stand until the completion of that Match. Teams and Players may request a review from The SADI Board conducting the competition following completion of the Match. Any review will not affect the recorded outcome of a Match and can only alter the record of Penalty Cards issued.

## **5.7 Conduct of Team Personnel and Supporters**

Teams are accountable for the actions of Club and team Leadership, Support Staff, other Non-Active participants and to a reasonable degree; Spectators supporting the team. Poor conduct from these groups may constitute Misconduct and result in the issuing of a penalty to either the related team or the perpetrating individual.

## **5.8 Penalties for Off Court Misconduct**

Teams for whom supporting Support Personnel or Spectators have been found to be in breach of conduct requirements may be subject to any penalty at the discretion of Match Officials.

# Gameplay Examples

## 6.1 General Examples

### Blocking Example 1

Player A is holding three (3) Balls, one in each hand and a third trapped between the other two (2). Player A attempts to block an incoming Live Ball with the Ball in their right hand, but in doing so drops the third Ball that was trapped. Even though the third 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 Eliminated.

### Blocking Example 2

Player A is holding three (3) Balls when opposing Player B throws a Live Ball. Player A clearly drops one (1) Ball before using the remaining two (2) to block Player B's Live Ball. Since Player A did not drop the Ball due to the impact of the Live Ball, Player A is not Eliminated.

### Blocking Example 3

Player A is holding two (2) Balls and uses one (1) 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 they were holding at their 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 not Eliminated.

### Complex Example 1

Two (2) Live Balls are thrown at Player A. The first Ball strikes and bounces in the air while the second Ball is caught before the first Ball hits the ground. The Catch is deemed Valid; however, Player A is still Eliminated the instant the first Ball becomes Dead.

### Complex 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 Eliminated if Player A got hit by Player B's Ball. This is often called a 'Trade'.

### Complex Example 3

If Player A and B are the last Players remaining (i.e., there is a one-on-one) and there is a 'Trade', the set shall be awarded to the team whose last Player was Eliminated second, keeping in mind that a Player is not Eliminated until the Ball that struck them becomes Dead. 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 A is Eliminated first and Player B's team is awarded the Set.

## Complex Example 4

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 Player A is still in the air (i.e., before becoming Dead). The Ball thrown by Player A is still a Live Ball capable of Eliminating Player B or being Caught.

## Ricochet Example 1

If Player A throws a Live Ball which strikes opposing Player B and ricochets to also strike opposing Player C before becoming Dead, then both opposing Players B and C are Eliminated.

## Ricochet Example 2

If Player A throws a Live Ball which is blocked by opposing Player B and then strikes opposing Player C before becoming Dead, then Player C will be Eliminated.

## Ricochet Example 3

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 cause another Elimination.

## Out of Bounds Example 1

Player A releases Live Ball 1 in a Valid Throw before stepping on or beyond one of the Boundary Lines. Live Ball 1 strikes opposing Player B and becomes Dead. Player A is Eliminated the instant they make contact Out of Bounds but the throw released prior is Valid. Player B is Eliminated.

## Out of Bounds Example 2

Player A releases Live Ball 1 in a valid throw immediately after stepping on or beyond one of the Boundary Lines. Live Ball 1 strikes opposing Player B and becomes Dead. Player A is Eliminated the instant they make contact Out of Bounds so the throw released after is Invalid. Player B is not Eliminated.

## Catching Example 1

If Player A attempts to Catch a Live Ball and loses balance and falls/lands Out of Bounds before Player A has complete control of the Ball, such as still juggling the Ball, then it is not deemed a Catch and Player A is Eliminated.

## Catching Example 2

If Player A attempts to catch a Live Ball and is hit by a Live Ball thrown by opposing Player B which becomes Dead before Player A has complete control of the Ball, such as still juggling the Ball, then it is not deemed a Catch and Player A is Eliminated.

## Catching Example 3

Player A throws a Ball which is blocked by opposing Player B and then ricochets and is Caught by another opposing Player C before becoming Dead. The Catch is Valid. Player A is Eliminated as their throw was Caught.

## Catching Example 4

Player A throws Live Ball 1. Opposing Player B then throws Live Ball 2 which strikes Player A and becomes Dead. After Live Ball 2 becomes Dead, opposing Player C (Player B's team) catches Live Ball 1. As Live Ball 1 was Live, the Catch is Valid despite Player A being Eliminated before the Catch was completed.

## Elimination Example

If Player A is struck and leaves the Court while the striking Ball is still Live, Player A is Eliminated for being Out of Bounds. If the striking Ball is Caught before it becomes dead, Player A remains Eliminated but is eligible for Revival subject to the order of Elimination, i.e., if Player A is the only Eliminated Player, they are Revived by the Catch.

## 6.2 Foam Examples

### Catching Example 1

Player A throws a Ball which strikes opposing Player B and then ricochets and is Caught by another opposing Player C before becoming Dead. The Catch is Valid. Player A is Eliminated as their throw was Caught. Player B is not Eliminated. This is often known as a 'team Catch'.

### Catching Example 2

If Player A throws a Ball at opposing Player B which is blocked or ricochets and is Caught by Player A's team while it is still a Live Ball, this does not constitute a Catch.

## 6.3 Cloth Examples

### Catching Example 1

Player A throws a Ball which strikes opposing Player B and then ricochets and is Caught by another opposing Player C before becoming Dead. The Catch is Valid, but Player B is still out from the strike elimination. Player A is Eliminated as their throw was Caught. This is often known as a 'team Catch'.

### Catching Example 2

If Player A throws a Ball at opposing Player B which is blocked or ricochets and is Caught by Player A's team while it is still a Live Ball, this is a Valid catch and Player B is eliminated from their block attack being caught.