

DBPEI'S REFEREE GUIDEBOOK



Modified WDBF Rules



BEGINNING OF PLAY

BEFORE THE WHISTLE:

- The 6 balls are placed on the centre line (this is the responsibility of the team not the ref)
- Visually check that players are lined up and ready
- Referees give a warning to “line up” if people are not prepared
- Referee will be clear on how they will start the game e.g. ready, ready, dodgeball
- Before play begins, players must stand with one foot in contact with the back line and the other foot within the boundaries

AFTER THE WHISTLE:

- All players become live players on the whistle blast
- All players must move completely within court boundaries on that whistle blast within a reasonable amount of time
- Live players may retrieve only the three balls placed on the right side of the centre line
- The ball may not become a live ball until it has crossed the attack line
- When can a player take balls from the opposing side?
 - If their team has cleared all their respective balls

WHAT TO WATCH:

- Each ref must stand at their respective attack line
- Make sure that the ball (not player) fully crosses the attack line
- Make sure to keep an eye on the outside rusher and ensure that they do not step out of bounds along the sideline.
- Priority is given to safety, so please do not run towards the opposing team’s balls on your left side immediately off the rush
- Do not cross your attack line on the left hand side until all your balls have been activated.

OTHER CONSIDERATIONS:

- If a ball does not cross the attack line, then that ball has not been activated and is therefore dead
 - If a player is hit with that ball the hit does not count
 - If the opposing team catches that ball the catch does not count
- If a ball is not cleared, the ball still must go past the other team's strike line for it to be "activated"
 - Example (Team A) rush and fumble the ball over to the other team's (Team B's) side and it goes 2 feet over the line on Team B's side. This ball must still be brought back to Team B's strike line for activation
- Players may cross the middle line on the rush, but if they cross the opposing team's strike line, they are out

FALSE STARTS:

- before play begins, players must stand with one foot in contact with the back line and the other foot within the boundaries.
 - If a player's foot leaves contact with the back line before the start of a set, a false start must be called.
 - A false start ONLY occurs if a player no longer meets the requirements of having one foot in bounds and one foot on the back line. If they move before the whistle but still have a foot on the line, no false start should be called
 - If a false start has been called, that team will accrue one warning.
 - If a team accrues two warnings, that team may only play 5 players on the court during the next set
 - The team may pick who sits
 - This does not mean that you will have 5 for the remainder of the game as the 6th person may be caught back in
 - A team's accrual of warnings for false starts will be set to zero at the end of the first half.



BALLS & THROWING

- A ball must be thrown by a live player within their team's half of the court at the opposing team to become a live ball
- A live ball becomes a dead object the instant it touches a dead object
- When opposing players throw balls, if the balls collide, both balls become dead balls

UNDERSTANDING ADVANTAGE

- The team with advantage must throw a ball within 10 seconds
- The 10 second countdown restarts when a ball is thrown by any team
- During the refs countdown, balls are forfeited as soon as the ref starts the word "zero"
- There is lenience in the 10 seconds
- If a ball goes onto another court, wait on the count until the ball is returned to the proper court and give the team a five count
- Remember being aware of play is more important than your count being 100% correct



WHO HAS ADVANTAGE?

- Advantage is given to the team that:
 - Has the most balls
 - If both teams have the same number of balls, then the team with the most players
 - If both the number of balls and players are the same for both teams then the team that has not thrown last must throw (ie Team A threw on the last count, now the advantage is on Team B)
 - If this is at the beginning of play during the first set then select a team to throw first
 - After the first set the advantage goes to the team who received the last point
 - If a ball has not been thrown within 5 seconds, a clearly audible countdown will begin



PLAYERS

- Only live players playing in a set may be inside the boundaries of their half
- If any part of a live player touches a boundary line they are rendered out (outside of the middle line exemption of the opening rush)
- If any part of a live player touches a surface, object, or person outside of the boundary line on their team's half of the court they are rendered out
- A live player who has been rendered out must exit the court in a timely manner from the nearest point on a boundary line



- Once out, a player is eligible to be revived. The player must exit the court and enter from the backline in order to be considered live once again.
 - ie: a player does not have to be off the court in order to be revived
 - E.g. Player A is hit out and Player B catches them back in before they leave the court
 - Player A is revived, however, they must step off the court and come back in through the backline to be a live player once again
- A player who is rendered out may pass any balls they are carrying to any live player on their team
 - That player may not intentionally touch any other balls
 - That player may not intentionally obstruct any live players or ball retrievers
- That player may not intentionally obstruct any live balls thrown by the opposing team.
 - If it appears unintentional you may stop play and give the ball(s) back to the throwing team
 - If this occurs and it is clearly intentional You may call the player behind them out and return the ball(s)



- A live player may pick up any balls that are within reach
- That player may reach over any boundary lines to pick up a ball
- A live player may carry one or more balls
- A live player may pass the ball to any live player or ball retriever on their team.
- A live player may not excessively pinch, squeeze, compress, or otherwise distort a ball before that player throws that ball or that live player will accrue one warning at the discretion of the referee.
- If that live player accrues more than one warning, they may be rendered out at the discretion of the referee.
- A dead player that has been revived must enter the court through the back line.

- That player becomes a live player once they are completely within the boundary lines
- That player must enter the court in a timely manner from the nearest unobstructed point on the back line.
- That player may not touch any balls until they become a live player
- While entering the court, that player may not obstruct any live players or ball retrievers.
- While entering the court, that player may not obstruct any live balls thrown by the opposing team.
 - If they do, then similar to the above, ref judgement based on whether it is intentional or not

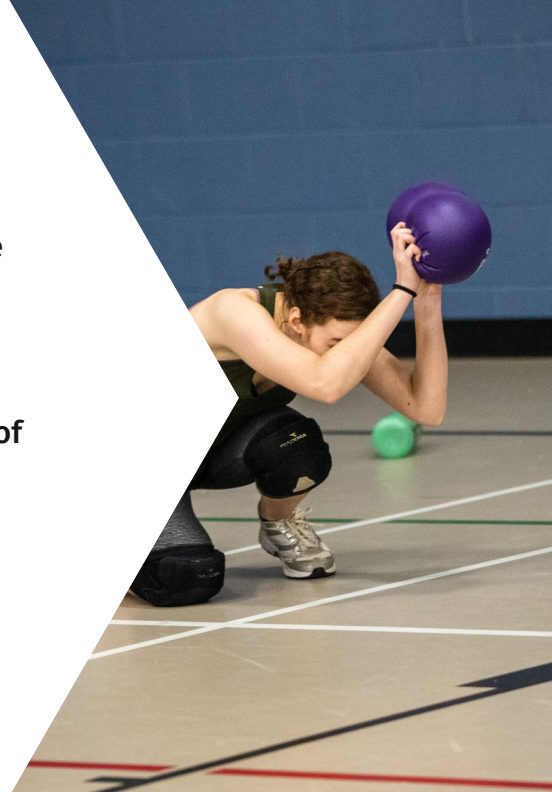
HITTING

- Any live player who is touched by a live ball thrown by the opposing team is rendered out once that live ball touches a dead object.
- A player is not rendered out if they have caught a live ball
- A player is not rendered out if a live ball is caught by a live player on the same team.
- We will not accept a lob to a teammate who then spikes or kicks it at opposing player as a valid throw



BLOCKING

- A live ball may be blocked using one or more balls carried by a live player
- The live ball may only come in contact with the ball(s) carried by the live player, and not any other part of the live player
- E.g. if you block into yourself you are out
- Dropping a ball to kill an incoming throw as a dead object is fine
- If any part of your hand is still touching the ball during the process of dropping the ball and that ball is hit then it is a disarm



DISARMING

- If a ball carried by a live player is dislodged as a result of a block, the instant that dislodged ball touches a dead object that player is rendered out.
- If control of that dislodged ball is regained by a live player before it touches a dead object, that live player is not rendered out.
 - E.g. a live ball hits the ball you are using to block. You then catch the ball that was disarmed before it hits the ground



CATCHING

- A live ball may be caught by a live player, rendering the opposing live player that threw that live ball out
- A catch is made the instant that the live player has control of the ball and has two points of contact within bounds, with no points of contact on the boundary line or out of bounds
- There are no traps, a ball is either a hit or a catch
- Please do not abuse this rule, ie stands on one foot until a player is hit out and then puts their foot down to complete their points of contact for a valid catch to bring a teammate back in
- If it seems as though this is something that is occurring then the ref can tell the player to put down their second point of contact or they will receive a yellow card



- That opposing live player is rendered out the instant a catch is made
- A dead player on the same team is revived when a catch is made
- That dead player is revived in the same order that they were rendered out
- For the purpose of our league, if the wrong player goes on please stop play and the correct player may be swapped in

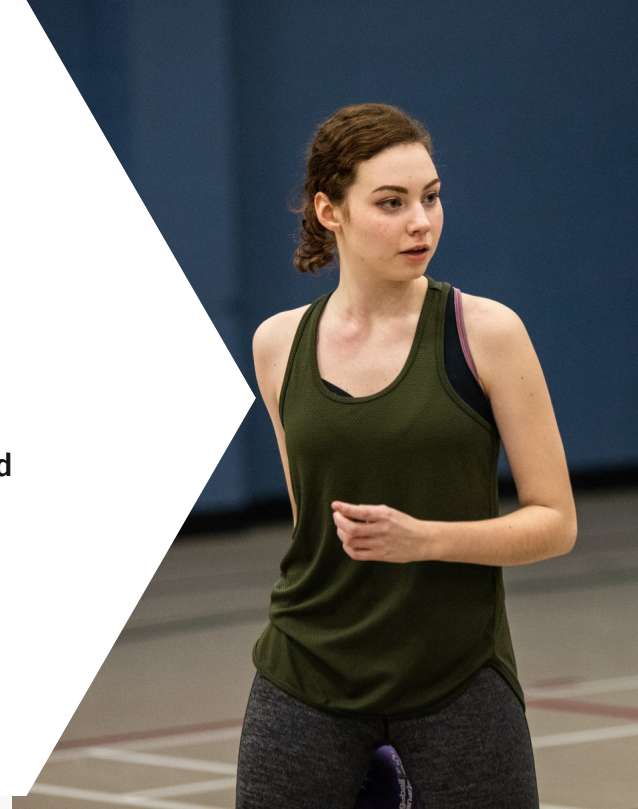
DOUBLE CATCHING

- Player A throws ball 1 at player B, and it pops up. While ball 1 is live and in the air, Player A throws ball 2 to try to prevent ball 1 from being caught. Balls 1 and 2 are subsequently caught. The same player has been caught twice.
- What happens?
 - Both catches are valid, but Player A is only out once



BALL RETRIEVERS

- Ball retrievers may not touch any boundary line.
- Ball retrievers may not touch any surface, ball, or live player within the court boundaries.
- Should either of the above happen that ball will be rolled to the other team
- Ball retrievers may retrieve any ball that is outside the boundary lines.
- Must see space between the line and the ball to be considered fully over the line
- Ball retrievers may not retrieve any ball that has crossed the centre line away from their team's half of the court.
- If not marked, that centre line extends the full width of any area a ball may roll during play.



- Ball retrievers may pass balls to live players or other ball retrievers.
- They may not hit balls that are on the court
- Ball retrievers may place balls within court boundaries.
- Ball retrievers may not pass balls to the opposing ball retrievers or opposing team.



REFEREES

- One or more referees monitor the game and enforce the rules of the game.
- A referee is the final authority and arbiter of the rules during a match, and may interpret and enforce the rules to their absolute discretion
- A referee may issue warnings to any player that does not follow the rules as described.
- A referee may, at their discretion and most appropriately for the infraction, after a player intentionally and deliberately disregards the rules or referee instruction, call for the forfeiture of any balls or render that player out after clear warnings have been given.
- A referee may, at their discretion, stop and resume the game clock (only in finals when there is only one game going)
- *If the refs cannot determine what transpired, or in the event that a ref error changed the state of the game, the refs have the ability to reset the game to the last appropriate game state.*



PLAYER VS. REFEREE ERROR

- There is a section that says the calls are ultimately up to the ref's discretion, but there are examples of situations where players are at fault, and there are situations where the refs are at fault.
- An example of a player being at fault would be when they get hit, and the ball pops up, since they aren't paying attention, they step out after a pop up catch has been made.
- In this situation, they are aware a live ball has hit them, and because they do not track it, they incorrectly assume they are out.
- An example of ref error would be when a ref takes too long to make a call, or misses a call for a moment, which results in a player leaving the court when they shouldn't have.

Example: A player jumps in the air while dodging, and gets hit with two balls. One goes to ground, and then they secure the second ball, gaining control of it and then landing with two points of contact (after the first ball has hit the ground) Since the refs don't immediately call "No catch", the player who got caught believes they have been caught successfully, and they exit the court. The refs then discuss and determine there was no catch. The refs should then call that player back in.

- In the current setup, when there is a pause in gameplay or a timeout, players often have a chance to reach a ball which they could not have safely acquired previously. In many situations, a ball which was being pressured is simply picked up once play stops. If we are going to restart from the back line in any instance where the game is paused or a timeout takes place, then there should be a penalty for interacting with balls not in your possession when the game stopped (intentional interference).
 - The penalty given would be that they would have to give that ball(s) to the opposing team



SUDDEN DEATH

- A referee signals the transition to sudden death with a loud whistle blast
 - All live players must stop play, if any, at the earliest possible moment
 - Balls are redistributed so that each team has possession of 3 balls
 - Players may hold those balls
 - Ball shaggers may not hold any or all ball(s) for their teammate
 - Blocks count as hits
- Sudden death ends when the set is won



REFEREE CODE OF CONDUCT

- EVERY PLAYER, COACH, REFEREE, BALL RETRIEVER, AND ANY OTHER PARTICIPANT IS EXPECTED TO ACT WITH SPORTSPERSONSHIP AND CONDUCT THAT UPHOLDS THE INTEGRITY OF THE GAME.
- RED CARDS ARE FOR SERIOUS MISCONDUCTS DURING THE MATCH, AND MAY BE GIVEN WITHOUT PRIOR WARNING TO THE OFFENSE. SHOULD A PLAYER GET A RED CARD DURING A MATCH, THEY ARE EJECTED FROM THE MATCH AND THE TEAM WILL CONTINUE PLAYING ONE PLAYER SHORT FOR THE REST OF THE MATCH. THE PLAYER RECEIVING THE RED CARD SHALL FURTHER BE SUSPENDED FOR HIS/HER NEXT MATCH.
- PLAYERS ARE PROHIBITED FROM THE FOLLOWING (THESE WILL RESULT IN AN IMMEDIATE RED CARD):
- FIGHTING, ATTEMPTING TO ASSAULT ANOTHER PARTICIPANT, OR ANY UNINVITED PHYSICAL CONTACT
- DISCRIMINATORY COMMENTS ON A PERSON'S SEX, GENDER, SEXUAL ORIENTATION, RACE, RELIGION, CREED, ETHNICITY, AGE, OR ANY FORM OF DISCRIMINATION
- TWO YELLOW CARDS TO THE SAME PLAYER IN THE SAME MATCH, EQUATE TO A RED CARD, AND THAT PLAYER WILL BE EJECTED FROM THE MATCH.
- YELLOW CARDS ACT AS A WARNING FOR THE PLAYER FOR HIS/HER CONDUCT ON COURT, AND THE TEAM SHOULD BE WARNED THAT 2 YELLOW CARDS FOR THE TEAM AND THE TEAM WILL PLAY ONE PLAYER SHORT FOR THE REMAINDER OF THE MATCH.

REFEREE CODE OF CONDUCT CONT'D

- **EXAMPLES OF BEHAVIORS THAT MAY RECEIVE A YELLOW CARD:**

- **TAUNTING**
- **THROWING A BALL AT AN OPPOSING PLAYER DESPITE HAVING BEEN CLEARLY RENDERED OUT**
- **INTENTIONALLY INFLECTING PAIN OR THROWING A BALL EXCESSIVELY HARD AT CLOSE DISTANCE AT ANOTHER PLAYER'S FACE**
- **EXCESSIVE USE OF FOUL LANGUAGE**
- **CHEATING**
- **CAUSING DISTRACTION TO PLAYERS ON THE COURT**
- **KICKING OR SPIKING THE BALL**
- **TALKING BACK TO A REFEREE**
- **IF A PLAYER FEELS A CALL WAS MISSED OR THE WRONG CALL WAS MADE THEY MAY POLITELY BRING IT UP WITH THE REFEREE AND ASK FOR CLARIFICATION**
- **A PLAYER MAY NOT SPEAK TO THE REFEREE IN AN AGGRESSIVE OR DISRESPECTFUL MANNER**
- **IF THE REFEREE STANDS BY THEIR CALL AND ASKS THE PLAYER TO DROP THE CONVERSATION OR MOVE ON FROM THE CALL AND THE PLAYER DOES NOT THEY MAY RECEIVE WARNING OR A YELLOW CARD**
- **SHOULD YOU HAVE AN ISSUE WITH THE REF AND FEEL THEY MADE THE WRONG CALL PLEASE ACCEPT THE DECISION AND DISCUSS IT WITH THE REF AFTER THE GAME IS OVER**
- **SHOULD YOU NOT FEEL COMFORTABLE SPEAKING WITH THE REF PLEASE FILE A COMPLAINT TO DODGEBALLPEI@GMAIL.COM AND IT WILL BE ADDRESSED BY A BOARD MEMBER**
- **PLEASE DO NOT DISCUSS THIS IN PERSON WITH THE BOARD MEMBERS**
- **REFEREES ARE HUMAN AND CAN NOT SEE EVERYTHING. PLEASE SHOW THEM RESPECT AND UNDERSTANDING. REMEMBER THAT WRONG CALLS SHOULD BE USED AS TEACHABLE MOMENTS AFTER THE GAME AND NOT AS AN EXCUSE TO PUBLICLY UNDERMINE OR HUMILIATE REFEREES.**
- **THE ONLY DIFFERENCE BETWEEN PRIMARY AND SECONDARY REFS IS THAT ONE IS COUNTING, AND ONE IS NOT. BOTH REFS ARE RESPONSIBLE FOR MAKING CALLS AND PAYING CLOSE ATTENTION TO EACH GAME.**
- **A TEAM IS ACCOUNTABLE FOR THE ACTIONS OF THEIR TEAM SUPPORTERS AND SPECTATORS. IF A TEAM BELIEVES THAT THEIR OPPONENT OR THEIR SUPPORTERS ARE UNFAIRLY INTERFERING WITH THE GAME, SUCH TEAM'S CAPTAIN MAY REQUEST THAT THE REFEREES ISSUE A WARNING TO THE OPPOSING TEAM TO DISCONTINUE THE INTERFERING BEHAVIOR.**
- **IF THE BEHAVIOR CONTINUES, THE INTERFERING TEAM MAY BE SUBJECT TO PENALTY, INCLUDING A YELLOW CARD OR RED CARD.**
- **THE REFEREES SHALL HAVE DISCRETION AS TO WHETHER THE BEHAVIOR DOES AMOUNT TO INTERFERENCE AND AS TO THE APPROPRIATE PENALTY IN THE EVENT A WARNING IS ISSUED BUT NOT HEEDED.**