



Merseyside School Games

Year 3&4 Mixed Dodgeball Information Pack

“Through the power of competition, the Merseyside School Games will inspire children and young people to unlock their potential.”



Competition Information

Event Date	22nd March 2023
Event Time	Arrival:10.30 Competition: 11.00 - 3.00
Event Venue	Greenbank Sports Academy, Green Lane, L17 1AG
Event Type	Inspire This event will be focused on the School Games Value - Honesty. Schools will be able to gain extra points by demonstrating Honesty.
Year Group	Year 3 & 4
Gender	Mixed
Squad/team size	Squad size 8 Team size 6
Event Organiser	Please contact MSP for any queries via a.fisher@merseysidesport.com
Registration Link	Merseyside School Games - Primary Dodgeball Tickets, Wed 22 Mar 2023 at 10:00 Eventbrite

Information Points

- A Team Manager's Declaration Form must be completed via Event Brite in advance of the event. Details of the web address where you can access the form and deadlines will be provided to you by your local School Games Organiser. No declarations forms will be available on the day of the event and teams who have not been registered by the deadline will not be able to compete.
- Players should bring a packed lunch and plenty of water to keep them hydrated throughout the day. There are no on-site facilities for purchasing food or drinks throughout the day.

Competition Rules

- This event is an Inspire event so there will be opportunities for schools to gain additional points based on the school games values Honesty and Teamwork. This will be explained in further detail on the day of the event.
- A “centre line” will be marked across the court at exactly halfway between the back lines (or walls if playing wall to wall).
- A “neutral zone” will be marked with 1.5m total width, by lines that are 0.75m either side of the centre line. These two lines will be called the “neutral zone lines”. Players from both teams are allowed in the neutral zone, but are not allowed on or over the furthest neutral zone line.
- A “player return area” will be marked for each team between 1 and 2 metres away from the court (both teams’ areas will be on the left side of their half of the court). This area will be 1m by 4m and is reserved for one team coach where applicable, plus any players who are “out”.
- A “return line” will be marked on each side of the court, 5.5m away from the centre line. This signifies the point behind which a ball must return beyond once live at the beginning of play and behind which players must enter the court when returning to play.
- Three balls will be placed equally spaced apart in the neutral zone, on the “centre line”, before the start of each period.
- The section at the beginning of each period or reset is referred to as the “rush”. Upon the official’s signal, both teams rush to the centre of the court and attempt to retrieve their left-most ball (the one ball designated for their team), and also to compete for the one ball in the middle (which is open to either team).
- A maximum of 2 players per team are allowed to rush for the balls. There is no limit to the number of balls any individual player may rush for. Any players who are not rushing must step onto the court at the start of the period before the first rusher from either team reaches the centre line.
- Players may not slide or dive head first towards the centre line of the court when rushing to gain possession of a ball on the centre line. Any offending players will be called “out”.
- If two players both have hold of the central ball they may choose to both keep hold of it and try to gain possession, as long as they do not initiate intentional physical contact. If either player is pulled over the centre line, this player will

be called “out” so long as the pulling player has not initiated intentional and avoidable physical contact.

- A ball thrown by an opposing player only becomes “dead” when it makes contact with the floor (or other external surface), or is caught. The thrown ball is still live on contact with another ball or player, including any ball not in a player’s possession. Multiple hits can therefore be made as a result of one throw.
- A player is hit out the moment that any part of their body, hair or clothing is hit by a live ball. This includes any ball rebounding off another player or ball (both blocked balls and balls lying on the ground on court), not just being hit by a ball directly thrown by the opposition.
- A player is out if a live ball that they have thrown is caught by an opposition player. When this happens, the throwing player is out and the catching player also brings back into play one of their team’s out players. If there are not out players, no one is brought back into play.