NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172   FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

Surf N Sweat 2017

Beach Dodgeball: Rules and Regulations

1   TEAM FORMATION

1.1   Number of Players

Two teams consisting of **eight (8) players** each are playing the game. Each team will be able to field in **six (6) players (Minimum 2 Females on court at the start of each set)** for each game with **two (2) players as substitute**. During the match, substitute players must remain outside the sand court until the moment of substitution. If minimum number of players is not met, the match will not proceed and a walkover will be ruled for the opposing team.

1.2   Substitutions

Substitution is only allowed between sets or when serious injury occurs. If injury occurs, referee is informed and decision will be made by the referee.

2   PLAYERS' EQUIPMENT AND ATTIRE

2.1   Safety

 A player shall not use equipment or wear anything sharp that is dangerous to him/her or to any other players, including any kind of jewelry, as determined by the referees. No watches are allowed. If players are found to have any of these items during game play, they will be asked to remove all dangerous objects prior to the game.

2.2   Footwear

Players shall play bare-footed. It is strictly forbidden to wear any kind of hard footwear or equipment that may cause injury to another player. Socks and/or elastic ankle guards and/or foot wraps are optional.

2.3   Uniforms

The players' uniforms consist of shorts and event singlet. Use of plastic goggles for eye protection is allowed. Bare-bodied players are not allowed. Each team will be required to send one representative up to do a coin toss. The winner of the game will decide whom to wear the bibs.

NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172   FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

3   REGISTRATION & REPORTING

3.1   Registration for all teams will **start at the stipulated time in the confirmation email** at the Beach Event Registration Counter.

3.2   Teams are advised to report to the respective Court IC, **15 minutes prior to the start of their subsequent matches**. If teams are not present at the court during their stated time slot, it would be considered a walkover. The team on the field ready to play will be considered winner with a walkover, with a score of 3-0.

3.3   In case of bad weather or any circumstances on the day of the matches, the respective teams are still required to report on time (unless otherwise instructed). **The organisation reserves the right to delay the matches according to contingency plan.** In a situation of heavy rain with thunderstorm, the organisation reserves the right to cancel the event with no refunds given. Thank you for your kind understanding.

4   REFEREEING

The game shall be directed and officiated by a referee and a timekeeper. The referee shall determine, before or during the game, if the conditions of the area of play and surrounding the area of play are satisfactory for **safe play**. He/She shall use a whistle to officiate the game, positioning himself /herself along the sidelines. The referee shall have full authority to enforce the Laws of the Game in connection with the match to which he has been appointed for. **The decisions of the referee, regarding facts connected with play, are final.** The referee who has whistled an infraction shall enter the playing area to position the ball where the infraction was committed, and to position the players accordingly to the Laws of the Game.

5   GAMEPLAY

5.1   **Start of Game / Time-out**

The game is played in 3 sets of 3 minutes. A coin toss will be done to decide which team can choose their half and at the same time choose which team attack first during the match. Players must be behind the baseline at the start of the game. The referee will countdown **"1, 2 Dodgeball"** and upon this command, the players can rush to the centerline to retrieve **their Respective Dodgeballs**. The ball is only "activated" when **it passes their respective activation lines.**

NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172   FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

No time-out for any reason will be allowed throughout the game. The time will only stop with the approval of the referee when any unforeseen circumstances occur, e.g. injuries to any players on court, equipment failure etc.

The team who loses the coin toss game will have to throw their dodgeball first at the end of the 5 second rule. For subsequent games, the team that won the last set is obliged to throw the balls first.

5.2   Playing Area

5.2.1   Players are not allowed to make contact with any boundary or out of bounds area during gameplay

5.2.2   During the opening rush, players may cross the centerline. Females are allowed to cross the centerline during game play, up to an area demarcated by cones / (opponent's activation line).

5.2.3   All parts of a player's body. Including his clothing or ball in possession are to be considered when determining if contact has been made.

5.2.4   Players are not allowed to deliberately cross the centerline to make a play or disrupt opponent's play. They will be automatically called out.

5.2.5   All active players in the court are NOT allowed to exit and retrieve the balls. Once the active player steps out of the court, He / She will be deemed OUT by the officials. All balls are to be retrieved by the Substitutes / Ball Pickers only.

5.2.6   Balls retrieved by teammates outside of boundaries can only be placed at the base line, and not anywhere along the side lines or a direct pass/throw to the players in the court. (1 Warning will be issued and thereafter, possession of balls will be switched to opposition team)

5.3   Definition

5.3.1   Live Ball: A ball is considered a Live Ball after it has been thrown and remains a Live Ball until it
        (a) Touches a Dead Object;
        (b) Collides with another live ball in mid-air;
        (c) Is caught by an active player on the opposing team.

5.3.2   Dead Objects: Anything that is not an active part of the match; I.E.: the ground, ceiling, permanent fixtures (e.g., the scoreboard), and eliminated players walking off the court, referees, spectators or supporters.

NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE

20 NANYANG GREEN SINGAPORE 637715

TEL: 67905172   FAX: 63165315

WEBSITE: WWW.NTUSPORTSCLUB.SG

5.3.3   Dead Ball: A ball is considered a Dead Ball upon contact as described in "Dead Objects" above. Note: A ball that is blocked (see "Blocking" below) is not a Dead Ball until it touches a Dead Object.

5.3.4   Out: A player is deemed 'Out':
(a) Upon being hit by a live ball which subsequently touches a Dead Object (b) Upon a Live Ball being caught by an opposing player
(c) Upon stepping / touching outside the designated boundaries for the match (see "Boundaries" below).

5.3.5   Game Set: The duration it takes to eliminate ALL 6 players of the opposing team.

5.3.6   Opening Rush: The Referee will use the command of "Both sides Ready! 1! 2! DODGEBALL! " to commence the start of the game.

5.3.7   Activation Line: Teams will have to bring the balls across the activation line before it can be legally thrown to the opposing team.

5.3.8   Five Seconds Rules: The Referee will give a hand signal and start to count down from "5, 4, 3, 2, 1".

5.3.9   Trapped Ball: A Live Ball that is trapped between a player and the ground. This does not constitute to a catch or a hit. The player will be deem OUT.

5.4   **Block**

Players may use the ball(s) in their hands to block an incoming ball. A successful block is one where the player retains control over the ball that is used to deflect the oncoming ball. If the player drops the ball used to block, the player is deemed OUT even if the Live Ball did not otherwise hit that player.

In instances where a player is using more than one ball to block and in doing so drops one or more balls used to block a Live Ball, the blocking player may still be out even if he/she drops a ball that was not used to block if that ball was dislodged directly or indirectly by the impact of the Live Ball. The referees have the final say on whether a ball was dislodged on account of a block.

4

OUR 21 SUB-CLUBS

AIKIDO CLUB, FENCING CLUB, SHITORYU KARATE CLUB, JUDO CLUB, TAEKWONDO CLUB, SILAT CLUB, SNOOKER & POOL CLUB, RUNNERS' CLUB, BOWLING CLUB, INLINE SKATING CLUB, CONTRACT BRIDGE CLUB, GOLF CLUB, INTERNATIONAL CHESS CLUB, ACES CHEERLEADING CLUB, TENNIS CLUB, FLOORBALL CLUB, SCUBA DIVING CLUB, WAKEBOARDING CLUB, YACHTING CLUB, NTU LIFEGUARD CORPS, WINDSURFING CLUB

NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE

20 NANYANG GREEN SINGAPORE 637715

TEL: 67905172   FAX: 63165315

WEBSITE: WWW.NTUSPORTSCLUB.SG

5.4.1   Failed Block:
- An opponent's ball hits a player's blocking ball and then hits the blocker's body or clothing thereafter.
- A player drops his blocking ball as a result of trying to block an opponent's ball.
- A ball hits the blocker's fingers or hand first, or after, while trying to block.

A blocked or deflected ball is still a Live Ball until it either touches the ground or a Dead Object, so a deflected ball that hits another player may still result in an OUT if it hits another player, or considered a catch if it is caught.

5.5   **Deadball**

A ball that hits a dead object and surface.

5.6   **Faults**

A ball must be picked up from the ground in order to be considered live. Smacking, spiking, kicking or scooping a ball is not allowed and the hit won't count.

5.7   **Rules**

The objective of the game is to win sets by eliminating ALL 6 players on the opposing team. This may be done by:

1. Hitting an opposing player with a Live Ball anywhere on the person, including their clothing, with the Live Ball subsequently hitting the ground or a Dead Object. A player that has been hit by a Live Ball is not eliminated until the Live Ball touches the ground or hits a Dead Object.

   Corollaries:
   (a) If a Live Ball hits an opposing player and ricochets to strike another opposing player before hitting the ground or a Dead Object, then both players are OUT - Multiple Kills.
   (b) If a Live Ball is blocked by an opposing player (see "Blocking") and strikes another opposing player before hitting the ground or a Dead Object, then that player will be OUT. However, if a ball blocked by an opposing player hits a player on the throwing team while still a Live Ball, the thrower on the throwing team is not out.

NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE

20 NANYANG GREEN SINGAPORE 637715

TEL: 67905172   FAX: 63165315

WEBSITE: WWW.NTUSPORTSCLUB.SG

(c) 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 count.

(d) Since a player that has been hit by a Live Ball is not out until that Live Ball touches the ground or hits a Dead Object, any action that the player performs following the hit before the Live ball touches the ground or a Dead Object, shall be deemed as "in play."

(e) A ball must be thrown to kill a player from the opposing team. In other words, the ball has to leave the hand and be airborne to be a Live Ball.

2. Catching a Live Ball thrown by your opponent before it touches the ground or a Dead Object. The instant a Live Ball is caught, the person who threw the ball is OUT. To complete a catch, the catching player must have complete control of the ball and be touching the ground inbounds.

In addition, catching a Live Ball will revive players who were eliminated in a First In / First Out order in the particular set. The revived player(s) must re-enter the court from the baseline.

Corollaries:

(a) If a Live Ball ricochets off an opposing player and is caught by another opposing player before hitting the ground or a Dead Object, then both opposing players are safe and the player that threw the ball is OUT.

(b) If a Live Ball that is blocked (see "Blocking" below) is caught before the Live Ball hits the ground or a Dead Object, then the player that threw the ball is OUT.

(c) If a player trying to catch a Live Ball loses balance and falls out of bounds, walks out of bounds or is hit by a Live Ball which hits the ground or a dead Object before that player has complete control of the Ball, then it is not deemed a catch and that player is OUT.

(d) If a player throws a ball and is hit and killed before his/her ball is caught by an opposing player, the catch still counts if the ball was still a Live Ball and the opposing team may revive a player.

(e) If a revived player does not re-enter the court from the baseline and is hit, that player is still OUT. The referees, however, have discretion to invalidate throws by revived players who do not re-enter the court from the baseline when doing so created an unfair advantage.

(f) If a player is hit by a ball and steps off the court prior to that ball being caught by a teammate, that player is OUT. The eliminated player under the First In / First Out rule will be revived by the catch.

6

OUR 21 SUB-CLUBS

AIKIDO CLUB, FENCING CLUB, SHITORYU KARATE CLUB, JUDO CLUB, TAEKWONDO CLUB, SILAT CLUB, SNOOKER & POOL CLUB, RUNNERS' CLUB, BOWLING CLUB, INLINE SKATING CLUB, CONTRACT BRIDGE CLUB, GOLF CLUB, INTERNATIONAL CHESS CLUB, ACES CHEERLEADING CLUB, TENNIS CLUB, FLOORBALL CLUB, SCUBA DIVING CLUB, WAKEBOARDING CLUB, YACHTING CLUB, NTU LIFEGUARD CORPS, WINDSURFING CLUB

NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE

20 NANYANG GREEN SINGAPORE 637715

TEL: 67905172   FAX: 63165315

WEBSITE: WWW.NTUSPORTSCLUB.SG

(g) If a Live Ball is thrown at an opposing player and is blocked or ricocheted back to the throwing team while it is still a Live Ball, catching that Live Ball does not constitute a catch.

*5-Second Rule: Referee will call for the 5-second rule to facilitate the flow of the game, such that the team with Advantage will have to attack. [Advantage: (1) more balls (2) more players in ranking of importance or (3) the team that attack first at the start of the game]

6   MISCONDUCT

Improper conduct by a team member towards officials, opponents, their teammate or spectators is classified in four categories according to the degree of the offense.

6.1 CATEGORIES

6.1.1   **Unsportsmanlike conduct**: argumentation, intimidation, etc.

6.1.2   **Rude conduct**: acting contrary to good manners or moral principles, expressing contempt.

6.1.3   **Offensive conduct**: defamatory or insulting words or gestures.

6.1.4   **Aggression**: physical attack or intended aggression.

6.2 SANCTIONS

Depending on the degree of the incorrect conduct, according to the judgment of the referee, the sanctions to be applied are (they must be recorded on the scoresheet):

6.2.1 **MISCONDUCT WARNING**: for unsportsmanlike conduct, no sanction is given but the team member concerned is warned against repetition in the same set.

6.2.2 **MISCONDUCT PENALTY**: for rude conduct or repeated unsportsmanlike conduct, the team is sanctioned with the player to be substituted.

6.2.3 ***EXPULSION: repeated rude conduct or offensive conduct**, is sanctioned by expulsion. The team member who is sanctioned with expulsion must leave the playing area. No substitutions allowed, if the team is declared incomplete for the set loses the match.

NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172   FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

6.2.4 ***DISQUALIFICATION**: for aggression, the player must leave the playing area. No substitutions allowed if his/her team is declared incomplete for the set loses the match.

*Dodgeball IC to inform Beach Games Controller of the offence committed. If offense is deemed severe, the expulsion and disqualification will be carried over to the remaining games the team still has left.

6.3 SANCTION SCALE

MISCONDUCT is sanctioned as shown in the sanction scale. A player may receive more than one MISCONDUCT PENALTY in a set. Sanctions are cumulative in nature **only within an individual game applying to all remaining sets.**
DISQUALIFICATION due to aggression does not require a prior sanction.

6.4 MISCONDUCT BEFORE AND BETWEEN HALVES

Any misconduct occurring before or between sets is sanctioned and the sanction is applied in the following set.

7   DURATION

7.1   The duration of all matches for the group stages shall be **9 minutes**, divided into **3 sets of 3 minutes (running clock) maximum each.** Teams will switch sides after each set.

7.2   From the Knockout Stages on, best of 5 sets, of 3 minutes (running clock) per set maximum each, will be played. In the event of a tie at the end of the fifth set, the match will carry on with extra timing (a 2 minute set).

7.3   If the game is a tie during extra time, a showdown will be played. The game will conclude when the next player is sent out, and the team with the player sent out will be considered to have lost.

NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172   FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

8   SCORING

8.1   The teams will be divided into **four (4)** groups. The Group Stages will be played on a single **round robin** League system. Top 2 teams from each table will qualify and move on to play in the knockout stages.

8.2   In all league games, point will be awarded as follows:

WIN   **3 POINTS**

DRAW   **1 POINT**

LOSE   **0 POINT**

8.3   In the event of a tie in points between **TWO** teams in the same table, the deciding factor will be in the sequence of
            i) Outcome of the head to head games involving the tied teams
            ii) Set difference,
            iii) Number of sets won,

8.4   In the event of a tie in points between **MORE THAN TWO** teams in the same table, the deciding factor will be in the sequence of
            i) Set difference,
            ii) Number of Sets won,

8.5   If both teams fail to turn up on time, it would be considered as a lost for both teams hence no points would be awarded to either team.

NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172   FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

9   INJURIES

9.1   If there are any injuries involved, the injured player will need to leave the court (if possible) and the time on the stopwatch will continue to run.

9.2   However, if the injury results in the player being unable to be shifted out of court, the game will stop. If the opponent caused the injury deliberately, the game will be awarded to the team with the injured player. However, if the injury was accidental, time keeper will have to stop and record the time on the score.

Serious injuries will include: Broken limbs/ Neck

Minor injuries: Abrasions/ Sprains

For minor injuries, please report to medics immediately and JASON TANG (H/P: 9638 3531). For serious injuries please report to FLORENCE OOI (H/P No.: 9739 6599) with details of the injury.