



bournemouth** 7s.**

24 - 26 may 2019 (bank holiday weekend)

bournemouth** 7s festival dodgeball information**

rules & regulations

All Bournemouth 7s **Dodgeball** games will be played according to **Dodgeball UK's official rules:**

- Each match is made up of 1 set, timed at 2 minutes (unless otherwise specified), once time is up, the team with more players wins
- In the case of a tie, the team that gets the next person out wins
- Each teams consists of 7 players
- Rolling Subs are not permitted
- When eliminated, a player must leave the pitch immediately and join the queue of players already eliminated
- If a player catches a live ball, an already eliminated team mate is entitled to rejoin the game
- When gaining a player, i.e, due to catching a live ball, the player first in the queue is entitled to rejoin the same and must do so from the baseline
- If you are late for a match or leave the tournament half way through, it will count as a loss

A Player is deemed out when:

- A live ball hits their body or they leave the court of play
- The opposition catch a live ball that has been thrown by the player
- A live ball is one that has not bounced or hit a wall

scoring

- 3 points for a win, 1 additional point for eliminating all opposing players
- After all matches have been played the top 4 teams will enter semi finals
- In the event of a tie, group placing will be decided by the result of the head to head match between both teams
- If a tie involves more than 2 teams a last man standing match will take place involving 2 players from each team

PLEASE NOTE: Both Captains are **REQUIRED** to check and agree the result with the referee the Captain of the winning team should take both scorecards to **Dodgeball Control**

injuries

- No extra time is allowed for injuries
- If an injured player needs to leave the court, an appeal to an official to halt the game must come from a player
- Replacement players must take the vacant position immediately so that play is continuous
- In the event of a serious injury, common sense must prevail. **DO NOT MOVE THE PLAYER**, alert Dodgeball Control immediately and wait for an official first aider
- If the end of the game is called before play can safely continue, the result will stand at the time of stoppage
- Any player requiring first aid must leave the court and return only when the wound is dressed and after notifying the official, a replacement player may take the vacant position immediately so that play is continuous

player insurance

Bournemouth 7s accepts no responsibility for any injury caused by participating at the Festival, it is your own responsibility to source injury insurance and ensure you are covered to participate in any Festival competition.