

# Dodgeball

Teams/Gender:	Teams of 6 players. There must be at least one boy and one girl on court at the start of each game.
Event Format:	The game length is 2 minutes. A match is the best of 3 or 5 games. Substitutions are allowed between the 2 minute games. At the end of each game, teams swap ends.
Rules	<p><b>Starting the Game:</b> 2 teams of 6 players each begin the game with one foot or hand touching the end line or wall. 3 balls begin in the centre zone. On the referees whistle a maximum of 3 players from each team race to collect a ball from the centre zone. The balls must be passed back to a teammate within 2m of the back wall or line. On collecting a ball, the players are free to throw the ball at the opponent, in order to get them 'OUT'.</p> <p><b>Playing the Game:</b> All players have 5 seconds to throw a ball in their possession. All players are not allowed to roll the ball or deliberately throw the ball out of play. You can use a ball in your possession to block a thrown ball.</p> <p><b>Elimination 'GETTING OUT':</b> Hit by a Dodgeball thrown by an opponent without a bounce. An opposition player catches a Dodgeball that you have thrown. Stepping over the centre zone lines or out of the court. The ball you are holding is knocked from your hands by an opponent's throw. Punching or kicking the ball. Headshots do not count and both players stay in.</p> <p><b>The 'SAVE' Rule:</b> You can SAVE a teammate from getting OUT if you catch a ball deflected off him/her without the ball having touched another player or surface.</p> <p><b>'WINNING' a Game</b> Eliminating all opposition players within 2 minutes. The team with the most players left on court at the end of 2 minutes (If teams are equal, the game is drawn).</p>
Target Group	KS2 boys and girls.
Intent	COMPETE: Support individual development in sport. To develop different dodgeball specific skills. Experience community surroundings and environments outside of a school setting.