

VAN LINT STUDENT SPORTS WEEK

Bunker Dodgeball

Team size: 5

Duration of a game: 12 minutes

Rules

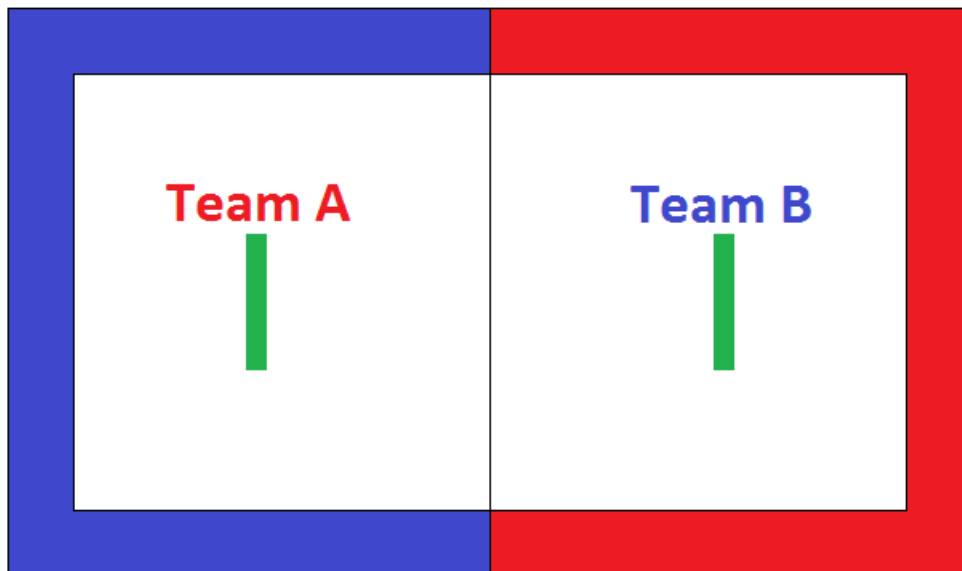
Dodgeball during the Van Lint is played by two teams consisting of 5 players. A game takes 12 minutes. When a team is not present at the starting time of the match, this team loses the game automatically.

Start of the game

Both teams pick a side of the playing field (white, see the figure below).

Both team get a collection of materials from the referee (such as mats, gym boxes, poles) that they get to place on their field. These materials must be able to stand on their own (i.e. not solely held by players). The teams can take 2 minutes to build up their playing field. Materials are not allowed to be moved after the start of the game.

The players take place on the end line of their own side of the playing field. The referee puts the balls on the mid line of the playing field. After the whistle, the players may take the balls and the game begins.



Game play

A player of a team is out when a ball touches their body, the head excluded. This player may leave to the 'death zone' (figure above: red is the death zone of team A, blue is the death zone of team B).

A player of a team is out when a ball which they threw is caught. The throwing player has to leave to their death zone.

Walking, running or otherwise moving around with the ball is not allowed.

Players, standing in the death zone, may **not** return to their own playing field. However, they are allowed to hit opponent's players with the ball in order to strike someone out.

When someone in the death zone tries to strike someone out, but this ball is caught, a player of the team who caught the ball may return from the death area to his/hers own playing field.

Players are allowed to shelter behind or under the materials in their zone, however one player must always be fully visible to the opposing team. The **materials may not be moved by players during the game**. If materials fall/move due to thrown balls by the opponent, they may not be put back.

The game is over when all players of a team are out, or when the time runs out.

Scoring

If a game ends because all players from one team are out, the number of players of the winning team remaining in the game zone equals the amount of points scored. If time allows, another game may be played, and the scores are added up.

If the game ends because the time runs out, the team with the most players still standing wins, and the number of remaining players equals the amount of points, with a maximum of 3 points.

The referee

The referee picks the materials that teams may use. If it is unclear whether a player is 'out', the referee decides, and is always right. The referee is responsible for keeping time, deciding if another game may be played, and scoring the matches.