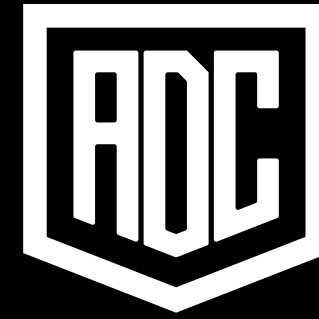




AUSTRALIAN
**DODGEBALL
CHAMPIONSHIPS**
STATES

REFEREE CHEATSHEET

AN OVERVIEW OF THE 2026 WDBF & DA CHANGES

PRESENTED BY

REECE STRONG | DIRECTOR

BRIEFING OVERVIEW



2026 WDBF CHANGES - FOAM

Foam rules have evolved, with **key changes** including 3-minute set limits and a new approach to blocking, significantly impacting how referees officiate matches.

2026 WDBF CHANGES - CLOTH

In Cloth matches, referees must now determine outs at the moment of contact, incorporating new rules that emphasize immediate decision-making to enhance gameplay transparency.

2026 ADCS CHANGES

The preliminary match structure has been modified to 15-minute halves without timeouts. Referees must ensure timing aligns with this new format for efficient match flow.

WDBF FOAM CHANGES

SETS TIMED

Sets are now capped at **3 minutes** each, with referees starting and stopping the Set Clock at the beginning and end of each set. At the end of the set duration, No-Blocking is imposed. This does not stop the set, redistribute balls, or reset as a result of a half ending.

TIE-BREAKING SETS

Tie-breaking sets have been shortened to 3 minutes from the previous 4 minutes, requiring quick decision-making and efficient play from both referees and players.

NO-BLOCKING TRANSITION

Blocking is permitted but is treated as being hit. If a player blocks a ball that is then caught, the blocker is considered out if it hits the ground.

YELLOW CARD PENALTY

The duration for yellow card penalties has been reduced from **5 minutes** to **3 minutes** of active match time, necessitating careful tracking against the match clock.

WDBF CLOTH CHANGES

SETS CAPPED

Sets are now limited to **3 minutes**, requiring referees to monitor timing closely and ensure swift gameplay to maintain the flow of matches.

HAIR & CLOTHING

A player's hair and clothing are now considered part of their body for hit/out determinations, necessitating precise officiating to account for every aspect of contact.

OUTS DETERMINED

Outs will be called **at the moment of impact**, meaning referees must make split-second decisions to enhance game integrity and fairness during play.

BLOCK ATTACKS

Performing a "Block Attack" is now permitted in the **Neutral Zone**, expanding defensive strategies and requiring referees to adapt to new dynamics within gameplay.

ADC STATES TOURNAMENT CHANGES

PRELIMINARY HALVES

Each preliminary half is limited to **15 minutes** of play, deviating from the standard WDBF duration of 20 minutes, ensuring faster-paced matches during the States event.

IMMEDIATE END

When the half clock reaches zero, the half concludes instantly, regardless of ongoing play, ensuring that matches remain on schedule without unnecessary delays. If there is less than 60 seconds in half time at the completion of a set, the half concludes immediately.

NO BREAKS

There will be no half-time breaks or timeouts permitted during preliminary matches, allowing for a continuous flow of gameplay and maintaining the tournament schedule.

INSTANT RESOLUTION

If a set is still in progress when the half ends, it will be resolved immediately: the team with the most active players on court wins the set, and if both teams have an equal number of live players, the set is drawn.

REFEREE FOCUS POINTS



REFEREE DUTIES

The second referee operates the timer and scoreboard, allowing the main referee to focus on overseeing the match and ensuring fair play throughout the game.

POSITIONING FOR CLARITY

The second referee should stand facing away from the global clock, ensuring clear visibility of both the Set Clock and the global clock for efficient officiating.

OPENING RUSH

Actively watch every play closely, including the opening rush to ensure that all balls are activated properly. For the Foam format specifically, referees should be positioned at the activation line during the opening rush.

OPERATING THE COURT TIMER



SETTING THE COUNTDOWN

To initiate the Set Clock, press the MIN button until the display shows 3:00. Ensure HR and SEC remain at zero for accurate timing of every set.

STARTING AND PAUSING

Begin the countdown for each set by pressing START/STOP. This button also allows you to pause the timer for official stoppages and resume once ready.

DISPLAY INDICATIONS

In the final minute, the display turns red, providing a visual cue that time is running out. This helps maintain awareness for both referees and players during crucial moments.

COMMUNICATING WITH THE REFEREE

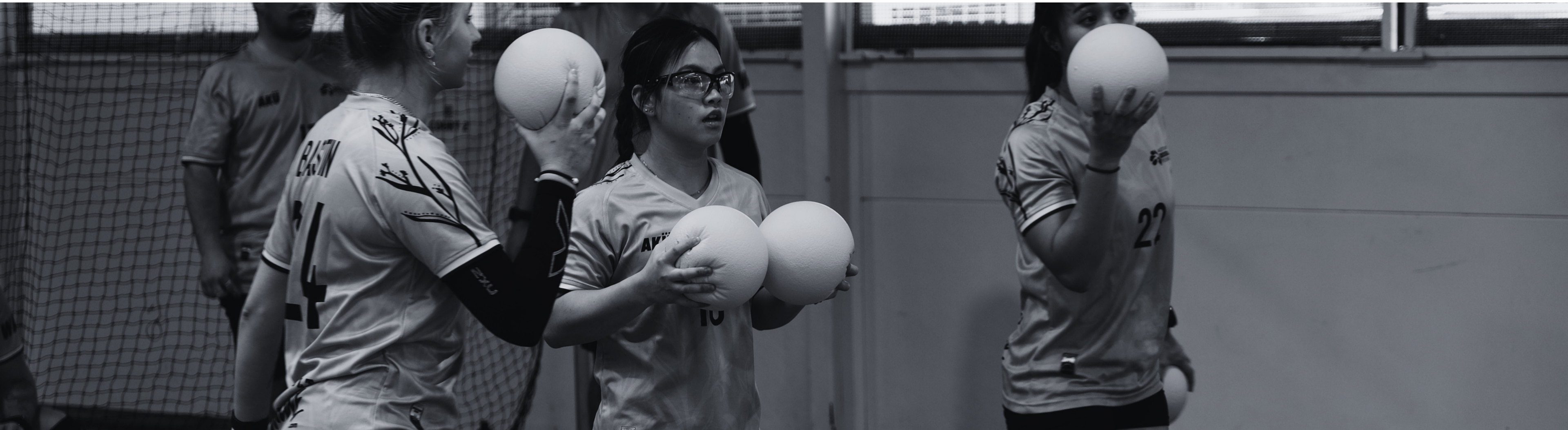
CAPTAIN'S COMMUNICATION

Communication with referees is **strictly limited** to the team captain during pauses or between sets, ensuring clarity and focus in the game without disrupting play.

RESPECTFUL INQUIRIES

Only rule-clarification questions are permitted; challenging or questioning decisions undermines authority and confidence of our referees.

Maintaining respect fosters a positive environment for players and officials alike.





SCORING & MVP VOTING

MATCH POINTS

Teams earn points based on match outcomes: a **Win** awards 2 points, a **Draw** gives 1 point, and a **Loss** results in 0 points.

STANDINGS RANKING

Team standings are determined first by total points, followed by **set difference**, **sets won**, and head-to-head records to ensure fair competition among teams.

MVP VOTING

Referees will award MVP votes based on players' influence on the match. In mixed formats, one male and one female player each earn points for recognition. In gendered formats, the best player receives two points, followed by the next best player with one.

Either teams players are eligible for points, not just the winning team!