



AUSTRALIAN
DODGEBALL
CHAMPIONSHIPS
CLUBS

EVENT RULESET

Summary

The Australian Dodgeball Championships Clubs (ADCC) is the elite clubs event that forms part of the broader Australian Dodgeball Championships (ADC) series, which also includes the ADCS (States), ADCU (University), and ADCY (Youth) tournaments. The ADCC features qualifying clubs from different states competing to determine Australia's best Dodgeball club, and includes Mixed, Men's, and Women's categories in both Foam and Cloth formats.

Definitions

- ❖ **Active Competition:** A regularly recurring dodgeball league or tournament (**weekly/fortnightly/monthly**) featuring **multiple teams** and run by a recognised affiliate in the current calendar year
- ❖ **Club:** Team(s) who regularly compete within an affiliate's active competition, that share consistent branding and players across tournament divisions and categories.
- ❖ **Category:** The type of Dodgeball match played, which is primarily differentiated by the type of balls used (Foam & Cloth), and the gender of players participating (Mixed, Mens, Womens).
- ❖ **Division:** The overall skill level of a competition within a given category in an affiliate's current competition (e.g., VDL1 & VDL2).
- ❖ **Local Affiliates:** Conduct quarterly competitions and annual tournaments. They are responsible for the grass-roots growth of dodgeball in their specific localities through the engagement of existing and new players.
- ❖ **State Affiliates:** Conduct annual state tournaments and are responsible for the elite growth of dodgeball in their respective regions. Further, they provide a pathway for talented players to be challenged on the international stage through the National Team program.

Tournament

- ❖ **Categories:** ADCC will include six categories, depending on the number of qualifying teams that register. This includes Foam Mixed, Cloth Mixed, Foam Mens, Cloth Mens, Foam Womens & Cloth Womens. For a category to proceed, it must have a minimum of four (4) registered teams.
- ❖ **Groups:** Teams are evenly distributed among groups. Distribution is determined by club placement in their respective affiliate competitions or by past ADC performance. Teams can expect to play against teams from within and outside their own state.
- ❖ **Matches:** The tournament consists of Preliminary Matches followed by a Single-Elimination bracket to determine medal winners.
- ❖ **Scoring:** Teams receive 2 points for a Win, 1 point for a Draw, and 0 points for a Loss. Teams are ranked by: 1. **Total points**, 2. **Set difference**, 3. **Sets won**, 4. **Head-to-head record**.

Matches

ADCC is played by the rules set by our governing international body, the World Dodgeball Federation, and can be found [here](#). These rules include the mixed category for the foam and cloth formats abiding by the 3:3 gender ratio, and some adjustments made for preliminary matches which are shown below.

- ❖ **Half-Time:** The break between match halves is 3-minutes as opposed to the 5-minutes specified by the WDBF.
- ❖ **Draw:** During preliminary matches, a match can end with a draw. During Elimination Matches, a match cannot end in a draw. A tie-breaking set will be played out for Foam and Cloth as per the WDBF rules.
- ❖ **MVP:** The criteria for votes is a player's **influence on the match's result**. Referees will award votes for the best players in each match: **3 votes** for the best player, **2 votes** for the second best, and **1 vote** for the third best. **Vote Distribution:** For **Men's & Women's Divisions**, votes are awarded to the top three players overall. For **Mixed Divisions**, votes are awarded to the top three Male players and the top three Female players.

Qualification

- ❖ Teams can qualify via a State Affiliate(s), or Local Affiliate(s) that the ADF considers the pre-eminent representation of their state/territory (or country for New Zealand) for dodgeball. This is determined as follows:
 - **Local Affiliate:** 1 qualified team per category.
 - **State Affiliate:** 1-4 qualified teams per category. **This is determined by dividing the total number of teams in the relevant category competition by 2 (or multiplying by 0.5) and rounding the result down (floor).**
- ❖ Invitations are issued to teams based upon the presence of an affiliates active competition relevant to an ADCC tournament category. Only teams from the highest division of an active competition are eligible to qualify for ADCC.
- ❖ **Alternative Qualification:** Should a State Affiliate not currently operate an active competition relevant to a category, but operate an active competition of the **same format** for the mixed category, their highest ranked qualified team from the mixed category are eligible to form a team.

Registration

- ❖ **Attendance:** Teams can register all players from the most recent competition season, provided that player satisfied the minimum

attendance requirement (or received an exemption) mandated by their state affiliate's competition rules. State affiliates will be asked to confirm player attendance prior to invitation's being issued.

- ❖ **Participation:** All players must be available to participate for the **entire duration of the tournament**. If a team or affiliate forfeits their invitation, it will be offered to the next available ranked team in that division.
- ❖ **Exclusivity:** Players may only be registered to one team per tournament category.
- ❖ **Total Players:** Teams may register as many qualified players as they wish, except for teams qualified for a category without an existing affiliate's active competition, whose team registration limit is ten (10).
- ❖ Should a team reject their invitation, it will be offered to the next ranked team in their division.

Substitution

- ❖ To support player well-being and injury prevention, teams are encouraged to register for substitutes. This allows for managing fatigue/injuries, adapting to match situations and managing players who might be participating in multiple categories.
- ❖ Teams must carefully plan their substitutes prior to registration, as there will be **NO EXCEPTIONS** made around injuries and absences during the tournament.
- ❖ All requests will be reviewed by the Event Technical Manager who has a final say in the requests. Substitution requests must be made by the tournament provided form. Failure to follow the below criteria and order will result in a request being rejected.

Criteria

To apply for a substitution, teams must ensure that they have qualified with between five (5) and eight (8) players, with the following exceptions:

- ❖ If a team has three (3) players qualified in three (3) or more categories of the tournament, they may apply to substitute up to ten (10) players.
- ❖ If a team has three (4) players qualified in three (3) or more categories of the tournament, they may apply to substitute up to eleven (11) players.
- ❖ Teams that have qualified through **Alternative Qualification** only need three (3) players to qualify for substitution.

Rules

- ❖ **Australian Representatives:** Australian Representatives **are ineligible to be requested** as a substitute for this tournament. An Australian Representative is defined as a player who was selected into the Playing Squad in the most recent National Squad program (**2024 Graz, 2024 Saudi Arabia & 2024 Malaysia**). This is any player who received a formal offer for any team, and is classified by the format in which they were selected.
- ❖ **Division:** Substitution requests must be made from a division **lower than their own**, except with competitions with only one division, where substitutes must be selected from the **lowest teams first** (in order of final rank).

Order

Clubs that are requesting substitutions must attempt to source them in the following order:

1. **Intrastate:** From a team within the same club, in the same category.
2. **Interstate:** From a team within the same club, in the same category, of another state affiliate competition.
3. **External:** From a team outside the club but within the same category.

Conduct

All players taking part in the Australian Dodgeball Championships are required to adhere to the Australian Dodgeball Federations's [Code of Conduct](#), [Member Protection Policy](#) and [ADC Misconduct Policy](#).

To ensure a fair playing environment for all participants, we will be implementing stringent disciplinary measures for this tournament with the support of our referees.

This tournament will rely on a combination of paid and volunteer referees. We expect all referees to be treated with respect, and all their calls are considered **FINAL**

Complaints about misconduct from staff or participants will be assessed and actioned post-tournament. We have a **ZERO TOLERANCE** policy on misconduct within the tournament or mistreatment of referees, players, staff and volunteers. The only exception is a case of misconduct that has a **significant and objectively result-altering impact on a match**, which will be **actioned during the tournament**.

Misconduct submissions **must be received within four (4) weeks** of the tournament's conclusion. Any submission received after this date will not be reviewed.