



AUSTRALIAN
DODGEBALL
CHAMPIONSHIPS
STATE

Tournament Ruleset

Revision 3

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Summary

The Australian Dodgeball Championships – States (ADCS) is a yearly, elite event offered by the Australian Dodgeball Federation (ADF). This event features teams selected by state coaches from DA's National Squad program, where teams compete for the title of Australia's best Dodgeball state.

Definitions

- ❖ **Category:** A specific section of the tournament which teams qualify for. (eg. Womens Foam or Mixed Cloth).
- ❖ **Format:** The type of Dodgeball format played, which is primarily differentiated by the type of balls used (Foam & Cloth).
- ❖ **Local Affiliate:** See DA Constitution.
- ❖ **State Affiliate:** See DA Constitution.

Structure

- ❖ **Preliminary Matches:** Preliminary games will follow a Round-Robin format, except for Categories with less than four (4) teams will follow a Double Round-Robin format.
- ❖ **Elimination Matches:** Qualifying teams are determined by their placement at the completion of all Preliminary Matches. Teams then follow a Single-Elimination format to determine Gold and Bronze medal winners. For categories with fewer than four (4) teams, only a single Gold medal match will be played.

Rules

ADCS is played under the rules set by our governing international body, the World Dodgeball Federation (WDBF). From 2026, WDBF published two separate format rulebooks: the [WDBF Cloth Rules 2026](#) and the [WDBF Foam Rules 2026](#), both of which are the rulesets of play for this tournament (with some adjustments).

The adjustments below apply to ADCS and take precedence over the WDBF rulebooks where they conflict.

- ❖ **Timeouts:** No timeouts during preliminary matches; however, they will be allowed for elimination matches.
- ❖ **Preliminary Matches:** Matches halves are fifteen (15) minutes in duration with the following adjustments:
 - No half-time breaks or timeouts permitted.
 - When the half clock expires, the half ends immediately, regardless of the time remaining on the active Set Clock.
 - If there is less than 60 seconds in half time at the completion of a set, the half concludes immediately.
 - If a set is actively in progress when the half time expires, the set concludes immediately. Following WDBF rules for end-of-time resolution, the winner of that final set is determined by the team with the most live (or entering) players remaining on the court. If both teams have an equal number of live players, the set is drawn.
- ❖ **Scoring:** Teams receive 2 points for a Win, 1 point for a Draw and 0 points for a Loss. Teams are ranked in the following order; Total points, set difference, sets won, head to head record.
- ❖ **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:
 - **Mixed format:** one male and one female player will each receive 1 point;
 - **Gendered format:** one player will be awarded 2 points and a second player will receive 1 point.

Teams

ADCS is aimed at showcasing the most elite teams across each state while supporting the development and growth of Dodgeball nationally. Future editions of this tournament will look to reduce team numbers from each state by Format & Category.

Qualification

For a team to qualify for ADCS, they need to meet the below Qualification & Substitution criteria. Should a team not meet the criteria or choose to forfeit their invitation, DA may elect to invite another Local/State affiliate to submit an additional team in that given Format/Category.

Local Affiliate:

Local affiliates that DA considers the primary representation of their Australian state (or the country New Zealand) can submit teams to ADCS. These teams can be selected by the owner of a recognised affiliate, or a proxy of that the affiliate owner has selected and DA has approved.

State Affiliate:

Teams are selected by state coaching staff from DA's National Squad program, using State Trial event video footage, and submitted ADF National Squad form video footage (in the event a player is unable to attend a State Trial).

Players should participate in State Trial events in the State they currently reside in, and may only represent one State Team per each unique Category/Format.

State Teams must abide by the following rule:

- ❖ The minimum selected players required for state team registration is six (6), and the maximum selected players for state team registration is twelve (12).
- ❖ All team lists are to be submitted to DA prior to the tournament.

Substitution

Teams are not eligible to request substitutions once registered unless under exceptional circumstances. Local & State affiliates must contact hello@dodgeballaustralia.org.au directly to discuss any proposed substitutions. All requests will be reviewed by the DA board who have a final say in the requests.

Conduct

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

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 & volunteer referee's, and we expect all our referees to be treated with respect, with all their calls considered final. We have a **ZERO TOLERANCE** policy on misconduct within the tournament or mistreatment of referees, players, staff and volunteers. Participants found to exhibit such behaviour may be asked to leave the tournament and/or premises.

Complaints about misconduct seen by staff or participants will be assessed and actioned post tournament, with the only exception to this being a case that has had a significant and objectively result altering impact on a game.

Misconduct submissions will be reviewed if they are submitted within four (4) weeks of the tournament's conclusion. Any submission submitted after this date will not be reviewed and considered unsuccessful.

Information and guidance on the misconduct policy can be found [here](#).

Version History

Revision 2 (11 June 2026):

- **Adoption of Split WDBF Rulesets:** The tournament now operates under two distinct format-specific rulebooks: the **WDBF Cloth Rules 2026** and the **WDBF Foam Rules 2026**.
- **Preliminary Match Structure:** Preliminary matches are now defined as two **15-minute halves** as a temporary measure for this edition of the tournament.
- **End-of-Time Resolution:** If a match clock expires while a set is in progress, the winner is determined by the **live player count** remaining on the court.
- **Removal of Local Adjustments:** Previous local overrides, such as the Foam "sudden-death" sets and the specific Cloth "final-set" duration, have been **removed** because these scenarios are now natively addressed within the 2026 WDBF rules.
- **MVP Voting System Update:** The criteria for MVP votes have been refined to focus on a player's **influence on the match result**, sharing similarities to those approaches used in some state affiliated leagues.
- **Uniform Requirements:** A new requirement has been added mandating that all participating teams adhere to **uniform numbering** standards as per WDBF Rule 6.2.
- **Administrative Branding:** Throughout the document, the organization is now primarily referred to as **"DA" (Dodgeball Australia)** instead of "ADF".

Revision 1: Document Creation.