

BATTLEBALL 2014

CODE OF BEHAVIOUR & RULES

“The students’ game.”

BATTLEBALL- “The students’ game.”

SPORTSMANSHIP

Sir Donald Bradman once said, *“It’s not whether you win or lose but how you play the game.”* All students, teachers and parents need to understand that the most important thing about playing Battleball and all sports for that matter, is the way in which you compete, not the result. Primary school aged children should learn that winning is great, but it is most important for them to have fun and improve their skills in the process.

BATTLEBALL VALUES

Battleball is a fun game created around core values such as honesty, integrity, courage and most of all good sportsmanship. The emphasis is for all students, teachers, officials and parents to enjoy the game in a friendly environment.

BATTLEBALL CODE OF BEHAVIOUR

The Battleball Code of Behaviour is consistent with the School Sports Victoria (SSV) Code of Behaviour. Sports Coordinators are required to read the Battleball Code of Behaviour carefully and ensure that they understand it thoroughly. Please distribute copies to students, teachers and parents prior to the District or Division Battleball Tournament. Please ensure that all students, teacher and parents are aware of the Battleball Code of Behavior and that they understand what level of behavior is acceptable when attending the tournament.

TEACHERS’/COACHES’ CODE OF BEHAVIOUR

- No coaching is permitted during Battleball games.
- Emphasise that being a good sport is more important than winning.
- Accept decisions of all umpires or referees as being fair and called to the best of their ability. Teachers should not be making umpiring decisions if not in that role.
- Do not criticise players in front of spectators but provide a constructive comment in private or in the presence of the team.
- Make every sporting activity serve as a training ground for life and as a basis for good mental and physical health.

PARENT & SPECTATOR CODE OF BEHAVIOUR

- Parents should be passive onlookers and encourage all players as well as having no contact with central referees or assistant referees.
- If a ball goes into the spectator area then they are asked to drop it just inside the field of play where it exited the court. IE having not effect on the game.
- Demonstrate appropriate social behavior by not using foul language, harassing players, coaches or officials.
- Applaud good performance and efforts by your team AND the opponents. Congratulate both teams upon their performance regardless of the games outcomes.
- Respect the official's decision. If there is a disagreement, follow the appropriate procedure in order to question the decision and teach the children to do likewise.
- Show respect for your team's opponents. Without them there would be no game.
- Encourage players to play according to rules and the officials' decisions.

PLAYER CODE OF BEHAVIOUR

- Play for the 'fun of it' and not just to please parents and coaches
- Play by the rules
- Refrain from informing a member from the opposing team that they are out.
- Never argue with an official. If you disagree, have your captain or coach approach the official after the game.
- Control your temper. Verbal abuse of officials or other players, deliberately fouling or provoking an opponent is not acceptable.
- Treat all players as you would like to be treated. Do not interfere with, bully or take advantage of another player.

SCHOOL DISQUALIFICATION OR BAN

- Schools that violate the Code of Behavior can be disqualified from the tournament and in extreme violations of the Code, schools can be given a one year ban from the tournament.
- It is therefore the responsibility of the students, parents and teachers present on the day to ensure that they follow the Code of Behaviour.
- If the Battleball Convenor believes that a particular school is repeatedly violating the Code of Behaviour then he/she can disqualify that school from the tournament on the day. An evaluation of that school's behavior will then be made preceding the tournament with the Battleball Convenor contacting the school's principal. The Battleball Convenor and the Battleball Subcomminttee will then meet to ascertain whether or not to enforce the one year ban from competition.

BATTLEBALL RULES- “The students’ game.”

1. AIM OF THE GAME

- To get all members of the opposing team out.

2. TEAM COMPOSITION

- Each school may enter two teams
 - 1 x Boys or Mixed team of 30 (Teams can be made up of all boys)
 - 1 x Girls team team of 30
- Teams may consist of up to 30 players.
- If a school has less than 30 then they are not given lives.
- A headcount needs to be carried out by the central referee & baseline assistant officials prior to the commencement of play.
- The team should consist of a class from within your school. Therefore, you must have two classes and combine the girls and boys in each class to make a boys and girls team to represent the school. Smaller schools may need to call upon younger students in their school or
- Schools are permitted to backfill teams if they do not have the required number of 30 per team. When backfilling teams, school should look to reward students that exhibit a fantastic attitude and sportsmanship and not necessarily excellent skill.
- Schools are not permitted to pick “Dream Teams” on a try out basis. The Battleball Convenor has the power to ask for class lists and disqualify schools from competition if the “Dream Team” situation occurs.

3. EQUIPMENT:

- Game ball- Nyda modified foam gatorskin volleyballs. These balls are the safest balls to use. Alternatively, schools can use rubber outdoor balls but teacher/game supervisors will need to warn all players about avoiding throws at head height.
- The game starts with 2 balls, then another ball is added at the 7 minute mark (making 3 balls), then another at the 9 minute mark (making 4 balls).
- Central referees are to wear basketball referee shirts with vertical black and white stripes.
- Assistant baseline officials are to wear high visibility yellow vests and are to use yellow and orange flags to communicate with the Central Referee.

4. REFEREES/SCORERS

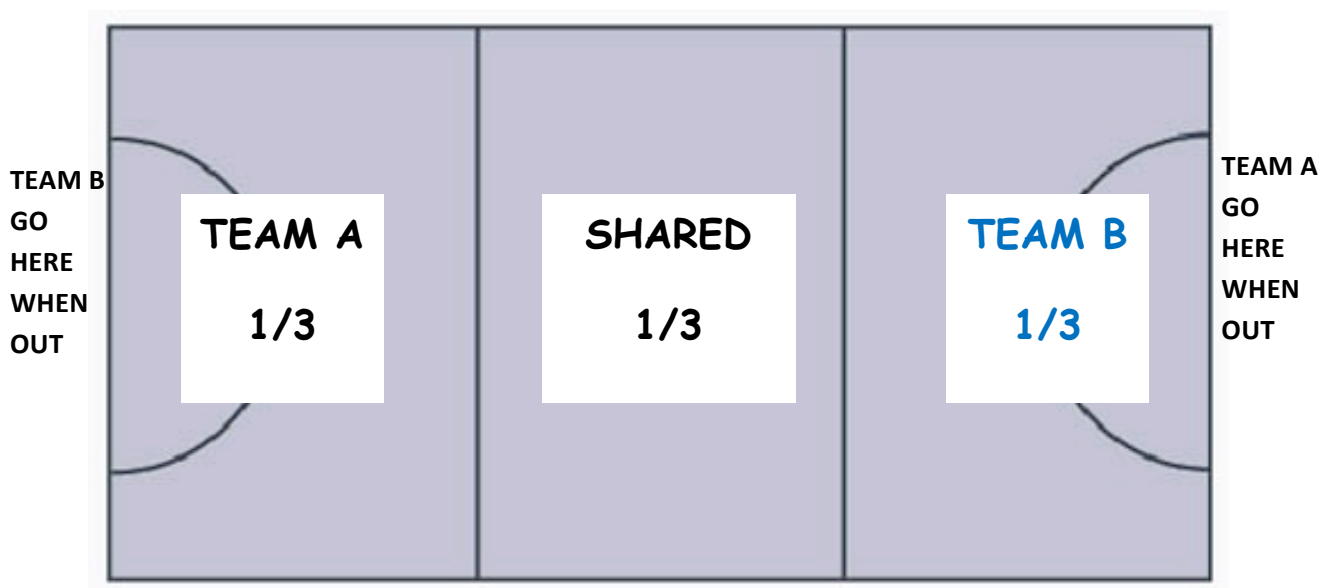
- Battleball requires three types of officials
 - Central referee: This referee is responsible for overseeing and officiating over the entire game. The central referee must have a thorough understanding of Battleball.
 - Baseline Assistant official: There are two of these officials, one at either end of the court standing on the baseline. These officials are watching the baseline as well as the third they are standing next too.
 - Scorer/Timer: The scorer/timer is responsible for ensuring that the Battleball Score sheet (see appendix) is filled in by the Central Referee at the conclusion of play. It is imperative that the Central Referee and Score/Timer notes how many students for each team as left on the court as that this number is recorded on the Battleball Recording Sheet. The scorer/timer also needs to ensure that the basketball 10 minute timer is started at the beginning of the game. Parents can help fill the scorer/timer role but not Central Referee or Assistant Baseline Official.
- Each school is required to provide one central referee and one baseline assistant referee. These people cannot be supervising students as they need to carry out this job according to the Battleball Referees Timetable.

5. UNIFORM

Players should wear school sports uniform with sport shoes

6. PLAYING AREA:

- The court: 30.5m long and 15.25m wide. The court is divided into thirds using the netball markings on a netball court.
- Battleball can be played on a Netball Court using the Netball third markings or in a hall, gymnasium or similar space. District & Division Battleball are held at the Boroondara Sports Complex on the basketball courts.
- The court is therefore broken up into thirds. One third exclusive to TEAM A, a shared middle third and one third exclusive to TEAM B.



7. LENGTH OF PLAY

- Round Robin District and Division Battleball games shall be played for a 10 minute period or until the game concludes (if shorter than 10 minutes).
- **During District or Division Finals (at any stage of the finals) the games will be completed until a result is reached.** IE The game will continue beyond 10 minutes to get a result in finals only.

8. ORDER OFF RULE

- An umpire may order a player to leave the court. The offending player cannot resume play in that match. The offending player may be replaced.
- An umpire may order a player to leave the court for:
 - fighting or unduly rough play
 - disputing an official's decision
 - persistent or deliberate breaking of the rules
 - objectionable language, remarks or behaviour.

9. **“BALL IN”**- *an official will point to a player and call out “ball in” and that player in possession of the ball must roll the ball “softly” to the opposing team so they can gain possession. A “ball in” occurs when;*

- **A player/team has possession of the ball for longer than 5 seconds.** **Please note that the 5 seconds is for “team possession.** Therefore, once the ball has been touched by a team it must be thrown within a 5 second period or it is ball in (regardless of how many players touch the ball).
- Referees/officials can also ask for Battleballs untouched, sitting in a team's third to be a “ball in” if they deem that the team is not making a reasonable effort to get the ball back into play.
- A player out behind the baseline steps over the base line when throwing.
- A player snatches a ball off an opponent (if judged by an official that both players arrived simultaneously then they are to throw the ball into the air for a contest between those two players.)

10. **“OUT”**- *the referee points to the player who is out or they go out “honestly” themselves and walk around the outside of the game to the baseline behind the other team. A player is out when they;*

- Dispute an umpiring decision
- Are tagged/hit by a ball below shoulder height (on the on the full, rebound, roll or any number of bounces).
- Throw a “headshot.” This is when a player throws a ball and hits someone who is standing upright in the head or neck (above shoulder height).
- Duck and they are hit below or above shoulder height
- “Exercise unnecessarily hard throws at close range to the head or body” (Regardless of the whether or not the player ducks).
- Steps into the opponents third, over the baseline or out of the court of play (unless they are rightfully retrieving a ball out of the playing area).
- Are hit by a ball that rebounds off the ball they are holding and it hits them and then strikes the ground.
- Are hit by a ball that rebounds off a chair, wall or another player and then strikes a player and then strikes the ground.
- Fumble or drops the ball that has been thrown by an opposing player and then the ball hits the ground
- Throw two balls in a row. NB: Tags count as a throw. A player is deemed to have thrown two balls in a row if they throw two balls within a 5 second period.
- Do not correctly carry out a “ball in” when instructed to do so.

- Leave the court of play unless rightfully retrieving a ball from outside the playing area.
- Kick a ball or throw a ball into the air and strike in a volleyball style serve.

11. NOT OUT- *A player is not out when;*

- Friendly fire occurs- when someone from your team hits you with a ball (whether in or out of the game).
- A player catches the ball.
- A fumble or juggle of the ball and it does not hit the ground.
- Hit by a ball, but the player that threw it stepped over the line.
- Hit by a ball in the head when standing in the upright position.
- Retrieving a ball outside the field of play is hit.
- Hit by a ball thrown by a playing who has thrown their second throw in a row (IE Second throw was within 5 seconds of the first)
- They are “**saved**”- a player can be saved if they are hit **on the full or bounce (2014 rule adjustment)** by a ball and it is caught by another player on the same team prior to it hitting the ground.

12. RETRIEVING BALLS OUT OF PLAY-*When a ball goes outside of the playing area.*

- The only reason for a player to leave the court of play is to retrieve a ball.
- The line in which the ball crosses indicates which team is entitled to ball possession.
 - If the ball first crosses the line in Team A’s third then they will get possession.

- If the ball first crosses the line in Team B's third then they will get possession.
- If the ball first crosses the line in the shared (middle) third then a Central Referee/Baseline Official will elect the closest player to retrieve the ball.
- If the ball first crosses the baseline in Team A's third then a Team B's player that is out behind the baseline will get possession. If no-one is out from Team B then the ball maybe retrieve by Team A by crossing the baseline.

BATTLEBALL IS BEST WHEN...

- You are organised and have a timetable of who is playing who and when they are playing.
- Your teachers, students and parents know the rules and understand that is is all about participation and lots of fun.
- It is played indoors in a gym or hall of similar dimensions to a netball court
- Age appropriate high Beat Per Minute (BPM) music is played.
- Lots of people are watching- Atmosphere!
- You have a microphone to use as Central Referee.
- Teachers play students!! Students love this!

BATTLEBALL IS FUN!!

Battleball is a fun game that is meant to be enjoyed by all who play and watch.

Remember

Battleball is "The students' game"

and

“It’s not whether you win or lose but how you play the game.”