



# PUBLIC SERVICE DODGEBALL CHALLENGE 2026



## EVENT INFORMATION

- Date / Time : Saturday, 1 August 2026  
8.30am to 12.30pm
- Venue : Arena Hall, Our Tampines Hub  
1 Tampines Walk, Singapore 528523
- Closing date for entries : **Monday, 20 July 2026**

## RULES & REGULATIONS

### 1 **RULES OF THE GAME**

- 1.1 The Public Service Dodgeball Challenge is held in conjunction with the Public Service Sports and Family Day 2026 (PSSFD 2026) at Arena Hall, Our Tampines Hub on Saturday, 1 August 2026. The Dodgeball Challenge programme is shown in the Annex.
- 1.2 The Public Service Dodgeball Challenge shall be conducted in accordance with the STAR Games General Rules and Challenge rules as laid down by the Civil Service Club.

### 2 **ELIGIBILITY**

- 2.1 The Dodgeball Challenge is open to all civil servants and officers serving in Statutory Boards, Restructured Hospitals and Government-Aided Schools.
- 2.2 All participants are required to bring along their NRIC and Employment/Office passes for verification by the match officials if required.

### 3 **REGISTRATION**

- 3.1 Sports Liaison Officers can register their players online at [www.csc.sg/stargames](http://www.csc.sg/stargames).
- 3.2 Participation is free.

- 3.3 Each team is allowed to register a maximum of 8 players (4 players and 4 reserves).
- 3.4 The Challenge will adopt a 4v4 mixed format. Each team must field a minimum of one (1) female player to play otherwise the team will be disqualified.
- 3.5 An agency is allowed to register players from other government agencies. The agency registering the mixed-agency team must ensure that all the team members are eligible players.
- 3.6 A player is allowed to play for one agency only. Multiple representation of agencies by a player is strictly not allowed.
- 3.7 Any changes to the online registration details of players must be made two days before the start of the Challenge. No changes shall be allowed on commencement of the Challenge unless there are valid reasons to do so.
- 3.8 A minimum of six (6) participating ministries/organisations is required for the Challenge to proceed.
- 3.9 Any agency that withdraws or gives a walkover after the fixtures of the Challenge had been drawn shall be fined \$100.

#### **4 GAME RULES**

- 4.1 Dodgeball Challenge will adopt the official WDBF Foam Dodgeball rules. The rules can be viewed at [www.worlddodgeballfederation.com/rules](http://www.worlddodgeballfederation.com/rules).
- 4.2 Foam balls will be used during the Challenge. There will be **6** foam dodgeballs in court, with 4 players on each side (minimum 1 female player on court at all times), and 2 Ball Retrievers.
- 4.3 The size of the court will be 18m x 6m (standard official length with a smaller width).
- 4.4 Playing time for each match is 10mins, one half, with no sudden death. Time keeping for each game will be at the sole discretion of the time-keeper in charge of the Challenge.
- 4.5 The objective of the game is to win as many sets as possible within the 10-minute match time.
- 4.6 A set is won when a team has eliminated all players of the opposing team.
- 4.7 After each set, teams are given 20 seconds to reset the balls to the centre line, and prepare for the next set.
- 4.8 Substitutes may be done in between sets.
- 4.9 In the event the 10 minutes match time runs out:  
i) The team with more active players on the court will win the set.

- ii) If both teams have equal number of active players on the court, the set will be a draw. Both teams will get one point each added to their score board.

4.10 All players must wear shirts of similar colour. Kneepads may be worn.

## **5 BALL RETRIEVERS**

5.1 A Team may have up to 2 designated Ball Retrievers at the start of each set. Any player not active at the start of a set may be designated as a Ball Retriever.

5.2 If a team does not have sufficient Ball Retrievers, the team may request for players from other non-playing teams to be their Ball Retrievers. The onus falls on the playing team to have sufficient ball retrievers for their own game before the start of their match.

5.3 Ball Retrievers are allowed to retrieve any ball outside of the playing court. Ball retrievers are strictly not allowed to retrieve any balls within the playing court.

5.4 Ball Retrievers must wear the bib provided by the organisers at all times to differentiate them from the active players.

## **6 FORMAT**

6.1 In the preliminary round, teams will play a Round-robin format in their respective groups. Teams will receive 3 points for a win, 1 point for a draw and 0 point for a loss.

6.2 Teams with equal points on completion of the Round-robin round, will be placed according to the following order:

- (i) head-to-head results
- (ii) point difference (difference between sets won and sets conceded)
- (iii) number of sets won

6.3 The top two (2) teams of each group shall qualify for the semi-final rounds.

6.4 The winners of semi-finals will play in the final to determine the first and second placing, while the losers of each semi-final will play for third and fourth placing.

6.5 In the event of a walk-over in the Group Stage, 3 points shall be awarded to the opposing team.

6.6 For Knock-out rounds, 1 extra time of 4 minutes added if the score is tied, thereafter if the score is still tied, the golden elimination rule will apply (the first team to eliminate one player from the opposing team wins).

6.7 The organisers reserve the right to change the format of the tournament (e.g. to a double-knockout system etc), depending on the number of the participating teams.

## **7 WALK-OVER**

- 7.1 Teams must report punctually for their matches.
- 7.2 If all the 4 players in a team are not present two (2) minutes from the announcement of the match, the Challenge Referee shall declare a walkover. The team that conceded the walkover will be disqualified from the Challenge. All matches played earlier by the team will be considered null and void.
- 7.3 Participating teams **must** play all the matches as scheduled in the fixtures. Any team that fails to do so will be disqualified from the Challenge. All matches played earlier by the team will be considered null and void.

## **8 CONDUCT OF PLAYERS**

- 8.1 The team captain is responsible for the proper control and good conduct of their players and supporters.
- 8.2 Team captains must ensure that their players are properly attired (uniform roundneck t-shirts, shorts and sports shoes) for the Challenge.

## **9 OFFICIALS**

- 9.1 The Officials monitor the game and enforce the rules of the game.
- 9.2 The Officials are the final authority and arbiter of the rules during a match, and may enforce the rules to their absolute discretion.

## **10 PRIZES**

- 10.1 Cash prizes will be awarded to the top 4 teams as follows:
- |                            |   |                                |
|----------------------------|---|--------------------------------|
| a) Champion                | - | 8 medals plus \$350 and trophy |
| b) 2 <sup>nd</sup> Placing | - | 8 medals plus \$300            |
| c) 3 <sup>rd</sup> Placing | - | 8 medals plus \$250            |
| d) 4 <sup>th</sup> Placing | - | 8 medals plus \$200            |
- 10.2 The top 4 teams must be present to collect the prizes from the Guest-of-Honour at the stage at the Community Auditorium at about 12.00pm otherwise the prizes will be forfeited.

## **11 WATER BOTTLES**

- 11.1 As part of going green, participants must bring their own water bottles. Water dispensers are available at the event.

## **12 RIGHTS**

- 12.1 The Organising Committee reserves the right to revise the format, rules and regulations of the Dodgeball Challenge as and when deemed appropriate.
- 12.2 Any rules which are not provided for in these Rules & Regulations in the conduct of the Challenge shall be decided by the Organising Committee whose decisions shall be final.

## **13 PHOTOGRAPHY**

- 13.1 The Civil Service Club reserves the right to use any photographs (including those of Participants), motion pictures, recordings, or any other media records of any STAR Games, for any legitimate purpose, including commercial advertising and distribution to sponsors and partners.
- 13.2 Photography and/or videography will be taken during the event for news and publicity purposes by the official photographer and/or videographer, and may be used for print and on online/electronic platforms of the Civil Service Club. The Organiser owns all rights to the photographs and video recordings. Any participants who do not wish to have their photographs or video recordings taken can notify inform the Organiser at the event site.

## **14 PERSONAL DATA PROTECTION**

- 14.1 All participants consent to their personal data being collected and processed for purposes of administration and communication in a particular event. Participants also agree to receive postings on other events organised by the Civil Service Club.

## **DISCLAIMERS**

## **15 DISCLAIMERS**

- 15.1 Participants take part in the Dodgeball Challenge at their own risk. Those with medical conditions are strongly advised to consult their doctors before taking part.
- 15.2 The Civil Service Club reserves the right to cancel, postpone or change the venue, date and/or time of the event at its discretion due to unforeseen circumstances.
- 15.3 The Civil Service Club, the Organising Committee, appointed contractors, sponsors, appointed officials and staff shall not be responsible for any mishap, injury or loss of life that may be suffered by participants and/or supporters before, during or after the event.
- 15.4 The Civil Service Club, the Organising Committee, appointed contractors, sponsors, appointed officials and staff shall not be responsible for any loss of personal belongings before, during or after the event.

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**PROGRAMME**

| <b><u>Time</u></b> | <b><u>Programme</u></b>   |
|--------------------|---|
| 7.45am             | Teams report to Officials at Arena Hall, Our Tampines Hub   |
| 8.15am             | Briefing for all participating teams  |
| 8.30am             | Start of Dodgeball Challenge  |
| 12.00pm            | End of Dodgeball Challenge  |
| 12.15pm            | Prize Presentation. Top 4 teams must be present to collect the prizes.<br><br>Teams redeem their fun packs. |