



Dodgeball New Zealand 1v1 Ranking: A New Era of Competitive Play

Welcome to the Dodgeball New Zealand 1v1 Ranking, where individual skill, strategy, and agility come to the forefront of competitive dodgeball. Unlike traditional team-based formats, this ranking system highlights solo athletes battling head-to-head in a test of reflexes, precision, and power. Whether you're a seasoned veteran or a rising star, the 1v1 ranking provides an exciting platform for players to showcase their abilities and climb the leaderboard. Get ready for intense matchups, dramatic showdowns, and a thrilling new chapter in New Zealand's dodgeball scene.

Overview Summary

DNZ 1v1 Rankings are based on results in head to head matches. Points are gained, or lost, depending on the relative Ranking points of the players involved at the date of each match. The number of points a player has denotes their Tier on a scale of 1 to 12, where 1 is best. Players are placed into Tiers simply to simplify communications, for future tournament restrictions and as a quick indication of your level without discussing points and needing an explanation. A live Leaderboard will be displayed on the DNZ Website for public viewing, which displays the rank. A player moves up (or down) a Rank List when their matches are accepted and points lodged. A player is not rewarded just for playing many matches - unless they consistently win against the same or higher graded opponents. There is a mens and womens ranking.

The Ranking Recalculation is run twice monthly – as at the 15th and last day of each month. The website is updated on the first following working day.

The 1v1 game follows the WDBF rules with the additions listed here.

You must be an affiliated DNZ member. You will achieve this by being a member of your regional body/club.

New players are added to the List at a Tier 12 with zero points. Points do not go negative. Results from team competitions will not affect the 1v1 ranking.

Adult players (over 18) who have not played a match for 12 months will be deducted 150 points. This is applied at the end of the membership year in December. Players overseas can apply for an exemption.

Matches must be played in the Oceania Region.

Game Restrictions

Players will start with the balls on the back line (same as you would in sudden death). The match will only use 4 balls, each player starts with 2.



A head to head match consists of a “best of 5” game with a time limit of 10 mins total game time. This does not include the (upto) 30 second gap between sets.

Each set has a limit of 2 minutes and then will go into sudden death. No time limit on sudden death but the total game time is still counting towards the 10 minute limit. If the set isn't resolved at the end of the 10mins the set does not count. Draws will not affect points of the players involved.

For a game to be official it requires one witness (they don't have to be members) who act as referees for the match.

The score, player names, witness name, date, must be lodged on the DNZ website form within the same 15day period. We recommend using the online portal straight after a match.

Games will be played on a standard dodgeball court. It is recommended the width of the court is reduced but to no less than 3 meters wide.

Ranked players may only play any one other player once in a 15 day period. They may play a total of 10 matches in a 15 day period. This may change at the discretion of DNZ. Exception to this will be official DNZ 1v1 tournaments.

Adjustments when winners has the Higher points

Points Difference between players	Winner has less than 2000 pts	Winner has more than 1999 pts	Loser
0 – 99	+30	+20	-20
100 – 199	+20	+15	-10
200 – 299	+10	+10	-5
300+	+5	+5	0

Adjustments when winners has the LOWER points

Points Difference between players	Winner has less than 2000 pts	Winner has more than 1999 pts	Loser
0 – 99	+30	+20	-20
100 – 199	+45	+25	-25
200 – 299	+60	+30	-30
300+	+75	+40	40

Tiers Table as follows:

Men's Tiers	Points	Women's Tiers	Points
12	0-299	12	0-199
11	300-599	11	200-399
10	600-899	10	400-599
9	900-1199	9	600-799
8	1200-1499	8	800-999
7	1500-1799	7	1000-1199
6	1800-2099	6	1200-1499
5	2100-2399	5	1500-1799
4	2400-2699	4	1800-2099
3	2700-2999	3	2100-2399
2	3000-3599	2	2400-2999
1	3600+	1	3000+

DNZ reserves the rights to change, update these rules at their discretion.