

Tremper NHS Dodgeball Sign Up

Event Date: March 1st

Check in: 5:30 pm Event starts: 6:00 pm

Tournament Style: Double Elimination

Team Total Cost: \$50 Spectator Cost: \$2

Concessions Served

Please read everything on this page, including the rules, to be best prepared for the event. All proceeds will go to the Safe Harbor Humane Society.

This is the sign up for Tremper National Honor Society's annual dodgeball tournament. The cost for each team is \$50 and there is a 10 member maximum (you can have anywhere from 5-10 players). It is a double elimination tournament with consolation matches. The deadline to turn in all information (captain form, permission form, and payment) is Wednesday, February 22nd at 11:59pm.

1.) Captain form

- a.) Fill out this form if you will be the captain of your team. You will be responsible for going to Infinite Campus to pay the \$50 entry fee. Getting the money from your team members is your responsibility. Your team can not participate until the \$50 is verified on Infinite Campus. You will be emailed when your team is confirmed.

- i.) [Link to the Captain Google Form](#)

2.) Permission form

- a.) Everyone, including the captains, must fill this form out. Please have a parent or guardian nearby in order to accurately answer all questions.

- i.) [Link to Permission Google Form](#)

3.) ITeam payment

- a.) This payment is to be submitted **ONLY BY CAPTAINS**. The captains must include their name, their team's name, and \$50 paid by check or cash as your \$50 entry fee. We will also accept donations in cash.

4.) Make shirts or wear the same color as your teammates so that referees can distinguish between the teams.

Dodgeball Tournament Rules

Teams/Players- Teams will consist of 10 players maximum with no gender restrictions. Forfeit time is 2 minutes after game time. Any team consisting of more than 5 players will rotate extra players into the game.

Game Type: A game played until a predetermined time limit expires or all opponents are eliminated on one side. If time expires, all remaining players are counted. The team with the most players remaining wins the game.

Beginning Play- Play begins when 5 players are positioned behind their team's endline. Each team will start with 3 dodgeballs, so there will be no opening rush. The game will start on the referee's whistle. Players can throw the ball right away to get somebody out.

Outs- The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by/when:

1. Hitting an opposing player with a ***LIVE** thrown ball to any part of the body, clothing, or uniform. Head shots will be legal because of the inaccuracy of the foam dodgeballs. They are not encouraged.
2. A player is hit by a ***LIVE** ball rebounding off another player or ball lying on the court.
3. Catching a ***LIVE** ball thrown by your opponent before it touches the ground.
4. Blocking- Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out." Any blocked ball rebounding off another ball is considered ***LIVE**. Any player hit by the rebounding ball is deemed "out."

***LIVE definition:** A ball that has been thrown and has NOT touched the floor/ground, official, or other item outside of the playing field (wall, ceiling, etc). A ball is still live if it hits another ball or another player on the same team(if a ball hits

a player and then another player without touching the floor or outside item, both players are out).

Stalling-The act of intentionally delaying the game. If a referee determines that a player or team is stalling, he/she will count to 5. If dodgeballs are not thrown, the player/team must relinquish the dodgeball (s) to the other team. If both teams stall, a reset can occur.

Out of bounds- During play, all players must remain within the boundary lines. If they go outside the boundary lines, for whatever reason, they will be deemed out. We will have retrievers grabbing stray dodgeballs to be put back on the court.

Lines- The Center Line will be a 1" caution-taped line. We will also have a neutral zone red 10' line on each side of the centerline. The 10' red neutral zone line is used as a guide for players to know they are close to the center line. When all team members but two are eliminated from a game, the sole survivors are "fair game." Opposing players can cross the center line to the opposing red neutral zone line. The two player's center line will remain the caution center line. If the opposing player steps over the red neutral zone line, they are out. If the two player team gets another player, then the game will go back to the yellow caution center line for all.

Referees- Rules will be enforced primarily by the honor system. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. The referees will be there to rule on any situation in which teams cannot agree. A player should know if they got hit legally or not. The referee's decision is final. The referees can stop play at any time by blowing their whistle. **Any word said to a referee during the game will result in that player being thrown out of that game. If he/she says another word, they will be ejected from the contest and will be asked to leave. Only the captains will be allowed to talk with the officials and this will need to be done in a calm manner.**

Scoring- If there are enough teams to make a tournament, then the scoring will not matter; however, if there are not enough teams, then round robin will be played. Teams will receive 1 point for a win and +1 for each number of remaining players. For example, if my team wins and we have all 6 players remaining when the game is finished, we would get 1 point for the win and +6 for players= 7 points.

Returning to Game- A player may get back into play if a teammate catches a live ball. Players must return to the game in the order they were knocked out. If a team wants to play with more than 5 players, they must be sitting in the chairs at the start of the game in the order they want to go in. Cannot have more than 5 players on the court at the same time. A team with subs can elect not to use subs by having nobody sitting in the chairs at the start of the game.

Stray Dodgeballs- will be randomly thrown back into play by the supervisor/official/fans where they went out of bounds. **Players cannot go out of bounds to retrieve a dodgeball. If they intentionally leave the playing area, they will be deemed out.**

One on One Blitz- occurs when each team has one player left. Play is stopped and each person must go to their end line. One ball is given to each person. Center line is eliminated and players may go anywhere in bounds. The person can use the other person's dodgeball if applicable. Players must stay in bounds.

Champion- If the tournament can be played, the tournament winner is the champion. If round robin is played then the team with the most points at the end of the round robin schedule will be determined Champion of the tournament.

Uniforms- All players should be dressed alike.

Timing- We will play as many games as we can for the round robin schedule (based on how many teams are played).

Supervisor/referees shall rule on any points not specifically covered in the rules. All referee decisions are final.