

2010 DODGEBALL TOURNAMENT

**PRESENTED BY
THE EAST SHORE YMCA**



TEAM INFORMATION PACKET

Saturday April 10, 2010

701 North Front Street
Harrisburg, PA 17101-1093
(717) 232-9622

<http://www.ymcaharrisburg.org>

REGISTRATION SHEET

Team Captains should make sure these forms are filled out and submitted to Dianna Carmichael, Fitness & Wellness Director at the East Shore YMCA.
The registration fee is \$85 per team.
Teams will be made up of 6-8 players.

Registration Begins: March 8th , 2010
Registration Ends: Monday, 29, 2010 by 5pm

- Payment can be cash, credit, debit, or check.
- Team payment must be consolidated into one payment.
- Please make all checks out to East Shore YMCA

CONTACT INFORMATION

TEAM NAME _____

CAPTAIN _____

HOME ADDRESS _____

PHONE NUMBER_(____)_____

E-MAIL ADDRESS _____

***ALL PARTICIPANTS MUST SIGN
AND HAND IN WAIVER AND CODE
OF CONDUCT WHEN REGISTERING
OR ON DAY OF THE TOURNAMENT***

CODE OF CONDUCT

Personal conduct while interacting with other players and referees must be done in a courteous manner. We want this tournament to be fun and enjoyable for everyone. We understand the competitive nature of the game, but any players who cannot conduct themselves in a courteous manner will not be permitted to continue play in the tournament and will be escorted out of the building. There will be a zero tolerance policy that will be enforced throughout the whole tournament. We will not waste valuable time or energy arguing over any points or referee calls. Please be respectful of everyone involved and enjoy one of the greatest childhood games ever invented.

Have your team review the rules before the day of the tournament. If there are any questions about the rules, send an email to: dianna.carmichael@ymcaharrisburg.org

Every player from your team must sign this form and it will be kept on file. It must be returned the day of the tournament.

Team Name _____ Team Captain _____

Team members

1. Name _____ Signature _____

2. Name _____ Signature _____

3. Name _____ Signature _____

4. Name _____ Signature _____

5. Name _____ Signature _____

6. Name _____ Signature _____

Optional Alternates

1. Name _____ Signature _____

2. Name _____ Signature _____

RETURN THE DAY OF THE TOURNAMENT WITH ALL TEAM SIGNATURES

Please read carefully and sign below. **Participants under the age of 18 years old must have their parent/guardian sign below.**

In consideration of being allowed to participate in the East Shore YMCA Dodgeball Tournament, and intending to be legally bound, the undersigned agrees and acknowledges as follows:

I acknowledge and understand that by participating in the East Shore YMCA Dodgeball Tournament. I (or the minor participant) shall be engaging in activities which involve inherent risks, including environmental, human, and equipment hazards that could cause minor or serious injuries, including disability or death.

I will be informed of the specific risks associated with the Dodgeball Tournament that I voluntarily agree to participate in prior to engaging in the activity.

I understand the East Shore YMCA assumes no responsibility or liability for me in the event of an accident, illness, or loss or damage of personal property.

I acknowledge and do hereby assume all risks inherent in the Dodgeball Tournament, including the use of the YMCA's equipment.

I hereby release, waive, discharge, hold harmless, and covenant not to sue the East Shore YMCA, its members, staff, and Board of Directors, from any and all liability, action, claims, and damages of every kind and nature whatsoever.

Your signature on this document is also intended to bind your heirs, representatives, executors, administrators, successors and assigns.

By signing below, I am certifying that I and/or my child are covered by adequate means of insurance.

I HAVE READ THE ABOVE WAIVER AND RELEASE, AND UNDERSTAND THAT I HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT AND SIGN IT VOLUNTARILY.

Team members

1. Name _____ Signature _____ Age ___ Date of birth ___ / ___ / ___

2. Name _____ Signature _____ Age ___ Date of birth ___ / ___ / ___

3. Name _____ Signature _____ Age ___ Date of birth ___ / ___ / ___

4. Name _____ Signature _____ Age ___ Date of birth ___ / ___ / ___

5. Name _____ Signature _____ Age ___ Date of birth ___ / ___ / ___

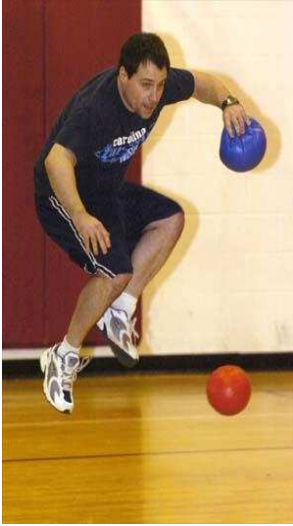
6. Name _____ Signature _____ Age ___ Date of birth ___ / ___ / ___

Optional Alternates

1. Name _____ Signature _____ Age ___ Date of birth ___ / ___ / ___

2. Name _____ Signature _____ Age ___ Date of birth ___ / ___ / ___

RETURN THE DAY OF THE TOURNAMENT WITH ALL TEAM SIGNATURES



TOURNAMENT DAY BREAK-DOWN:

- Teams must consist of at least 6 players and up to 2 optional alternates
 - Each team is guaranteed a minimum of 6 games in a pool play format.
 - Top 2-3 teams (depending on total number of teams) from each pool advance to a single elimination play-off round
- #1 seed from each pool granted a bye
 - 2nd and 3rd seeds from each pool compete for a spot in the pool championship versus the #1 seed
 - Winners of each pool are randomly placed in the final tournament of champions
 - Team Captains will receive any additional information from the YMCA leading up to the tournament and are responsible for communication with all members of their team.

Overall victors will have demonstrated *unprecedented* **dodgeball dominance**

TOURNAMENT DAY SCHEDULE:

- Teams will be divided into 2 Pools and play round robin Format
- The Top Teams from each pool will enter a single-elimination play-off where each game will be decided by a best of three series.
- *Please note: all times are tentative*

East Shore YMCA DODGEBALL TOURNAMENT RULES

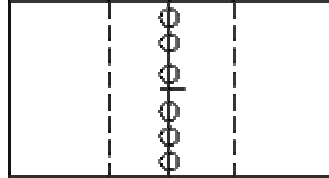
THE TEAM

Teams will be made up of 6-8 players. Six(6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

THE FIELD

The playing field on the courts is the same as the boundaries for volleyball. In each gym, the white lines mark the boundaries. The courts are divided into two equal sections by a center-line and attack-lines 3m from, and parallel to the centerline.

Side boundary lines ARE EXTENDED all the way to the back wall on both sides.



IDEAL MEASUREMENTS: 60' x 30' – Identical to a volleyball court.

THE EQUIPMENT

The official ball used in this tournament are 8 inch diameter Gator Skin dodgeballs.

THE GAME

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

1. Hitting an opposing player with a LIVE thrown ball.

*Intentional head shot(s) will not be tolerated and will result in the ejection of the player from the game. This decision is at the discretion of the referee.

2. Catching a LIVE ball thrown by your opponent before it touches the ground.

- If a LIVE ball is caught, a player from the team who caught the ball may re-enter the game if he/she was previously OUT.

3. Causing an opponent to drop a live ball as a result of contact by another thrown live ball. (Usually occurs when a ball is being used to block a thrown ball.)

4. A player stepping out-of-bounds (after the first warning will be called OUT by the referee).

5. Touching the center line (A player who touches the center line at any time during the game, other than during the Opening Rush, will be called OUT by the official.)

*****Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc)*****

NOTE: This definition of a LIVE ball will be strictly adhered to during the tournament. ONLY a "live" ball can get someone "OUT."

Example: A "live" ball hits player A, bounces off, and is then caught by player B on the same team before it hits the ground. In this case, player A is out, but the person who threw the ball on the opposite team is not out.

The reason is because player A was hit by a "live" ball. As shown in the definition above, when a live ball touches something, it then becomes a "dead." A "dead" ball cannot be used to eliminate anyone. This is why the player who originally threw the ball is not out.

BOUNDARIES

During play, all players must remain within the boundary lines. **Players may leave the boundaries through their retrieval-line only to retrieve stray balls. They must also return through the retrieval line carrying the ball they picked up.** Any stray ball out of bounds must be picked up in this manner. A stray ball is one that is lying on the ground. You cannot go out of bounds to catch the ball, nor can you catch the ball while retrieving a stray ball, therefore if you are hit while out of-bounds you are not out. While retrieving a stray ball, you cannot get out, nor can you get anyone on the other team out by catching or throwing a ball. If you break a boundary rule, you get a warning for the first offense and are eliminated from the current game for the second offense.

A player who touches the center line at any time during the game, other than during the Opening Rush, will be called OUT by the official.

A player who touches either side boundary line will receive one (1) warning from the referee then be called OUT following the second violation.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, which officially starts the contest, teams may approach the

centerline to retrieve the balls. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown. During the opening rush is the only time when a player retrieving a ball may touch the center line without being called OUT.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 30 second timeout per game. To signal a time out, a player who is in the games and is not OUT must signal or request to the official asking for a time out. The "official signal" for a time out is the referee blowing a whistle. A LIVE ball in flight prior to the "official signal" for a time out is still considered a LIVE ball, so a player may still get OUT from the ball.

During a time out is the only time that an alternate player may be substituted in. After a time out, each team is given 3 balls and are to line up behind the retrieval line. Only players who are not OUT prior to the official signal of the time out can return to the game following a time out.

The official signal to end the time out and start play will be a whistle signal from the official.

VIOLATIONS/STALLING

If a team controls all six (6) balls on their side of the court for more than 5 seconds, the official will stop play with a whistle signal and award three of the balls to the other team.

A team attempting to stall, which is determined at the discretion of the referee, will receive one (1) warning from the referee, then, if stalling continues, the official will stop play with a whistle signal and distribute three balls to each team.

RULE ENFORCEMENT

During division or tournament play, 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. All contests will be supervised by a referee. The referee's responsibility will be to rule on any situation in which teams cannot agree. **THE REFEREE'S DECISION IS FINAL – NO EXCEPTIONS.**

Referees will rule on all legal hits, out-of-bounds, stalling, and other violations.

Code of Conduct

1. Understand, appreciate, and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and YMCA staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language

We thank you for your participation and for helping to raise money for the East Shore YMCA Strong Kids Campaign. It is greatly appreciated.

*****Parking spaces are limited, please carpool!*****

Rules adapted from the National Amateur Dodgeball Association