



**Heart2Heart Outreach Ministries
Dodgeball Tournament Registration Form**



Team Name: _____

Email for Team Captain: _____

Phone Number for Team Captain: _____

Team Details: Max 6 people on a team NO EXCEPTIONS. There will be two brackets (Kids, Bigger Kids) with one champion each, Suggestion: 12 & under (Kids) & 13+ (Bigger Kids). We encourage ALL ages to play. (The age separation is on the honors system, please be fair to the other teams.)

If Anyone on your team is over 13 you will play in the 13 and up bracket!

Prizes for 1st, 2nd, & 3rd place! (*One set for each bracket group*).

Team Captain: _____
First & Last Name, Age # Extra Lives**

Teammate #2 _____

Teammate #3: _____

Teammate #4: _____

Teammate #5: _____

Teammate #6 _____

Date: Saturday, November 22, 2014

Location: Fair Grove Upper Elementary Gym

Start Time: 10:00 am Check-In for 12 & under, Kick off @ 10:30am

12:00 pm Check-In 13 & Up, Kick off @ 12:30 pm

Please note if one person on your team is over 13 you will be in the second group.

Cost: \$5 per person

You can also purchase "Extra Lives"*** for \$1 apiece, pre-buy or at the tournament. Checks should be made out to Heart2Heart with "Dodgeball" written in the memo. No Refunds.

Submit registration form, & liability waivers with full payment together.

Pre-registration appreciated! Drop off at School.

No Waiver = No Competing, No Exceptions!

** Extra Lives mean when you get eliminated from a round you will have a wrist band that will be cut off & it allows you to continue play until you are eliminated again. Please see rules for more information.

Please review the rules on the next page, CHANGES THIS YEAR!!

NEW 2014:THE LAST 2 Minutes, NO EXTRA LIVES CAN BE USED!!

Dodgeball Rules

GENERAL INFORMATION:

- Each team should start the game with a max of 6 players.
- Each Game will be timed 10 - 15 minutes per game. (Length will be determined before the games start. Length determined by number of team present.)

OBJECTIVE:

- Eliminate all opposing players by getting them “out.”

“Out” is considered if ...

- You hit an opponent with a thrown ball, before it hits the ground & BELOW THE SHOULDER’S; the opponent is out. If a player is hit in the head from a direct throw they will not be considered out.
- You catch an opponent’s thrown ball BEFORE it makes contact with the ground; the opponent who threw the ball is OUT.
- If YOU hit an opposing team member in the head you are OUT.
- If you cross over any boundary lines, except to retrieve a loose ball on your side of the middle line; you are out.

WAYS TO WIN:

- Eliminate your entire opposing team before time is up.
- Have more active (on court) players when time is up, than your opponent.

THE OPENING RUSH:

- The game begins by placing the dodge balls (6) along the center line. Players will take their positions along the end line & can run & retrieve the dodge balls when the court monitor blows his whistle. Balls then have to be taken behind the attack line before they can be thrown.

RULES:

- Teams & players are confined to the centerline, sidelines & end line of the court.
- Players may intentionally leave the playing area on their own side of the playing floor to retrieve a ball. If a player goes out of bounds to avoid getting out, they will be called out.
- Players will be called out if a thrown ball, not a kicked ball, hits them **on the fly**. If a player ducks or is on the ground & is hit in the head, the player hit will be called out. Balls **must** be thrown below the shoulders.
- Players will be called out if a ball they throw is caught on the fly.
- Deflections off the floor, wall, court dividers, rafters, bleachers, hoop, & Official do not count as an out if caught.

Deflections off a teammate do count, & both players are out.

- If a ball hits another ball, which a player has in their possession, it does not make either player out.
- If the ball is dropped as a result of contact from the thrown ball, then the player who drops the ball is out.
- If a ball hits another ball, which a player has in their possession & that ball is caught by a teammate the person who threw the ball is out. If a ball hits another ball, which a player has in their possession & that ball hits a teammate, the person who was hit is out.
- If a player is stalling, or making no attempt to play a ball they may be called out. (Approximately 10 seconds).
- Once a player is out, they must immediately leave the floor & sit behind their own baseline. **Players who have been called out cannot retrieve stray balls for their teammates, or that ball will be given to the other team.**
- Once the whistle is blown all action will stop & play will be reset. Teams will keep the same number of balls they had prior to the whistle being blown.
- In the event of a tie, 3-minute sudden death overtime, involving only those players still active at the end of Regulation will be played. The team to eliminate one opponent first will be the winner.
- Each game will be played under the “Honor’s system”, this means they will be self-officiated.
- Any dispute that cannot be resolved will be ruled over by the court monitor.
- The court monitor’s ruling is final.

EXTRA LIVES:

- These can be purchased during or prior to a game.
- A colored arm band will be issued for each life purchased; the band will be relinquished when a life is used.
- Players must ask the court monitor to remove the arm band before continuing play.