

Dodgeball Registration Form

Team Name: _____ Division: 13-Adult Age 8-12

Name	Phone	Signature
1 Captain:		
Captain's Address:	City:	Email:
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Registration Fee: 13-Adult: \$10 per player Age 8-12: \$5 per player

Deadline: May 5, 2018 - 11:00 am Amount Paid: \$ _____ Checks payable to Custer DI

- Tournament seeding will be determined by pool play results.
- Teams will be made up of 6-10 players.

13-Adult division: 1st Place wins \$100, 2nd Place wins \$50 & 3rd Place wins \$25

8-12 division: 1st, 2nd & 3rd Places receive a Pizza Gift Certificate

Team check-in and registration starts at 10:30 pm and captains meeting will be held prior to start of the tournament. Attendance is mandatory. Tournament begins after captains meeting.

Return completed forms to the Custer High School or email to mirboggs@gmail.com

By signing above, you agree to the terms below:

1. I understand that I, or where applicable, my minor child, will be solely responsible for the actions, conduct and safety of the participant during the activity, including following all rules, regulations, and instructions.
2. I understand that there are certain risks inherent in participation in the Tournament and the activities incidental or related thereto.
3. I knowingly and voluntarily assume the risk of injury, illness, or other harm due to any act, event, or omission related to my participation.
4. I understand that participation of the participant is entirely voluntary.
5. I release, discharge, covenant not to sue, indemnify, hold harmless, and absolve the (sponsor) from and against any and all injuries, property damage, or any loss, damages, or expenses by or behalf of the participant arising form or in any manner related to the The 1st Annual Light Dodgeball Tournament 2011.
6. If signing on behalf of a minor child, I understand that I am waiving and releasing any right of the minor child and any right that any parent or guardian might have to sue or make claim against the (sponsors) for any act or omission, event, or injury to the minor child that they might sustain during the course of or arising out of the The DI Dodgeball Tournament 2018.

I HAVE CAREFULLY READ THIS AGREEMENT AND FULLY UNDERSTAND ITS CONTENTS. I AM AWARE THAT THIS AGREEMENT INCLUDES A WAIVER OR LIABILITY AND RELEASE, AN ASSUMPTION OF RISK, AND AN AGREEMENT BY ME TO IDENTIFY THE RELEASES AND I SIGN IT OF MY OWN FREE WILL.

Rules:

- Six 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 game will be played on a court identical to a volleyball court.
- The ball used will be an 8.25" rubber-coated foam ball.
- The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
 - Hitting an opposing player with a LIVE thrown ball below the shoulders.
 - Catching a LIVE ball thrown by your opponent before it touches the ground.
- **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.)
- During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.
- The 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, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. 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.
- The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each game. 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 case of a tie, teams will go to sudden death overtime. The first team to eliminate a player on the other team will be declared the winner.
- Each contest will be the best of three games.
- Pool Play points will be awarded as follows: 1 point for win, 1 point for each player left on the court at the end of each game. Maximum of 7 points to be earned by a team per game.
- Each team will be allowed one (1) 30 second time-out per game. At this time a team may substitute players into the game.
- In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. This also applies to tied teams.
- Rules will be enforced primarily by the "honor system". Each court will have an official to rule on any situation in which teams cannot agree. The official's decision is final – no exceptions. To help the official, there will be two court monitors assigned from another team not playing.
- Pool play points will be awarded as follows: 1 point for a win, 1 point for each player left on the floor at the conclusion of the game. Maximum of 7 points can be earned each game.
- Tournament will be seeded according to pool play results.

Player Code of Conduct:

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of the game officials and court monitors.
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 abusive language.