

4th ANNUAL **DODGEBALL** TOURNAMENT

JUNE 4-5, 2018 @ 6 p.m. – 9 p.m.

- * 20 Team Challenge
- * Monday – Regular Season
- * Tuesday - Double Elimination Playoffs
- * Warm-Up Starts at 6 p.m. both nights
- * Games are in 10 minute sets
- * \$125.00 Per Team
- * Players must be 15 +
- * Co-Ed Teams Only
- * Teams of 8
- * Six players on the court at one time
- * 3 Men and 3 Women at all times
- * Winner to name Charity of Choice

*** Entry Form Deadline is May 23, 2018**

* For questions please call Sarah at 903-339-3022

Company Name: _____

Team Name: _____

Team Members: 1) _____ 2) _____

3) _____ 4) _____

5) _____ 6) _____

7) _____ 8) _____

Charity of Choice: _____

Paid: CASH CHECK _____



Please send completed form and payment to:
Family First Clinic & Urgent Care
P) 903-284-6105 or F) 903-284-6140



THE EQUIPMENT

The official ball used in tournament and league play is an 8.25 inch rubber-coated foam ball.

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 below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.
3. An opposing player stepping out of bounds. (To avoid getting hit and not because he or she is retrieving a ball - in which case you have 5 seconds to retrieve a ball, and come immediately back into the playing field.)
4. If a person deflects a thrown ball with another ball, they cannot get out (even if they are hit by the deflected ball). If someone catches the deflected ball, the person throwing the ball is out.
5. If a team has more players and all the balls they will have 10 seconds to throw a ball, or a player will be eliminated.
6. Any ball hitting the back wall is dead (as if it hit the floor). If a ball hits you, then the wall you are out. If the ball hits the wall then you, it is a dead ball. A ball laying on the floor shall be considered part of the floor.

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).

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three on one side of the center hash and three 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 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.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A three-minute time limit has been established for each contest. If neither team has been eliminated at the end of the three minutes, the team with the greater number of players remaining will be declared the winner. Details on overtime can be found in the NADA Rule Book.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one 30-second timeout per game. At this time a team may substitute players into the game.

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all six balls on their side of the court for more than five seconds. This also applies to teams in a tie situation. More details can be found in the NADA Rule Book

RULE ENFORCEMENT

During pool play or regular-season matches, 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 court monitor*. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. **THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.**

*NOTE: During tournament play, All Semi-Final and Final Round matches will be officiated by no less than two NADA Officials. These officials will rule on all legal hits, out-of-bounds and 5-second violations.