

SUMMERFEST 2022

DODDGE BALL

TOURNAMENT



**JUNIOR
& SENIOR**
DIVISIONS



\$100#PER#TEAM

THIS IS A BENEFIT TOURNAMENT FOR MESSENGER COLLEGE
HOSTED BY IMPACT PCG.

REGISTER YOUR TEAM TODAY AT SFEST.IMPACTYM.COM

Tournament Overview:

Time: *Thursday, June 23rd, 2 PM – 5 PM*

Venue: *Christpoint Church (Summerfest host venue)*

Divisions: 2 Divisions - ***JUNIOR Division*** (ages 6-12) & ***SENIOR Division**** (ages 13-19) **Age determined on June 1, 2022.**

Team Setup: Teams will be made up of 6-8 *Players*. Each team will play/field 6 players at a time and have the options of 2 substitutes. In the SENIOR Division (*and the SENIOR Division only*) each team has the option of having up to 2 adult sponsors on their team, and only 1 adult sponsor can play at a time.

**Senior division teams (only), also have the option of having up to 2 adult sponsors on their team and only 1 adult sponsor can play at a time.*

Tournament Style: We will play by ***NADA*** rules (*please see attached rules*).

Team Registration: Entry fee is \$100 per team (\$125 after June 1st). Each team must also fill out a registration form and each team member **MUST** have a waiver form signed.

TEAM CHECKLIST:

-Team Registration Form (one per team)

-Individual Waiver Form (each player must sign a waiver)

OFFICIAL RULES

The following is an abbreviated version of the rules printed in the Official NADA Rule Book that we will follow in the tournament.

THE TEAM

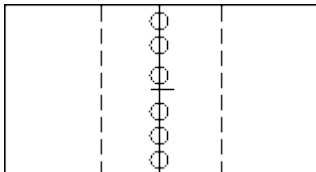
Teams will be made up of 6-8 players. Six players will compete on each side; additional team members will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of an injury.

THE TOURNAMENT

The tournament will be a double elimination tournament up until the championship match. The championship match will be a best out of three.

THE FIELD

The game may be played indoors or outdoors. The playing field shall be a rectangle at least 50 feet long and at least 30 feet wide, divided into two equal sections by a center-line and attack-lines 3 meters from, and parallel to the centerline.



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

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. Making a *Legal Catch* of a LIVE ball thrown by your opponent.

Definition: *LIVE Ball* - 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).

Definition: *Legal catch* - A “legal catch” may be made on any live ball by any player in play. This means that a ball that bounces off a player and is caught by a teammate is a legal catch. It also means that a player may not go outside the boundaries to make a legal catch; the player must make the catch with both feet touching the ground in bounds, and may fall out of bounds afterward. A legal catch also brings a player on the catching team back into play, if one was out. The player that returns to the game must be the one on that team that got out the earliest (first out, first in).

BOUNDARIES

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.

ELIMINATED PLAYERS

Eliminated players must move to the side of the gym (outside of the playing court). Eliminated players should make their best effort not to interfere with play in any way. Repeated violations of this rule will lead to an out being called on the offending team. Eliminated players must honor the order in which they exited the game to re-enter in the same order (first out, first in).

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 five-minute time limit has been established for each contest. If neither team has been eliminated at the end of the five minutes, the team with the greater number of players remaining will be declared the winner. In the event of a tie, the game will move to overtime. Overtime: Teams may pick any two

players to participate in sudden-death overtime, even those who have already gotten out in that game. In sudden-death overtime, each player begins with a ball; the fifth ball is removed from the game. If nobody gets out during the first two-minute overtime, two different players from each team will participate in another two-minute overtime period. This continues until a winner can be declared.

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. Players who have already gotten out in this game may not be substituted.

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

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.

CODE OF CONDUCT

Maintain a Christlike attitude at all times.

Understand, appreciate and abide by the rules of the game.

Respect the integrity and judgment of game officials.

Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.

Be responsible for your actions and maintain self-control.

Do not taunt or bait opponents and refrain from using foul or abusive language.