

	Dod	geball	Tournament
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# Entry Form:



"Don't Dodge the Issues...Support MHA!"

May 13<sup>th</sup>, 2023 - Doors open 11:30 a.m., tournament play begins at 1:00 p.m. Location: Lilly Center, DePauw University Campus, 700 South Indiana St., Greencastle Indiana

Team Name:	
Team Captain:	
ightarrow Can be parent/guardian for younger groups	
Captain's Phone # (Home)	(Cell)
Captain's e-mail:	
Captain's address:	
Teams can consist of 6-8 people. Six people on the	court at once.
Print Participant's Name	Signature for waiver*
Player 1:	(Please indicate you are the parent/guardian if signing for your child's participation)
Player 2:	
Player 3:	
Player 4:	
Player 5:	
Player 6:	
Player 7:	
Player 8:	
Registration Fee: \$120.00 per team up to April 16 <sup>th</sup> Cash Check Credit Card Online (getmeregistered com/ddidodgeballto	
Online (getmeregistered.com/ddidodgeballto	
Credit/debit cards taken in our office, over the phone (7	•

----- Waiver – required ------

Each player or participant's parent/guardian must sign (above) for participation. Signing above agrees to participate with the following waiver:

### \* Signature of participant 18 or older, or Signature of parent/guardian for participant under 18

In submitting this entry, I legally bind myself, my executors and administrators and waive, release and forever discharge all rights and claims which I may hereafter accrue to me against Mental Health America of Putnam County, DePauw University, event sponsors, event volunteers and their directors, agents, successors, and/or assign (collectively "Released Parties") for any and all injuries and claims suffered or incurred by me at this event or while participating in the event, including any injuries or claims caused as a result of the negligence of the Released Parties. I have read and will abide by all rules of this tournament. I attest and verify that I am physically fit and sufficiently trained for competition of this event.

## 2023 MHAoPC Dodgeball Tournament Rules

#### Equipment

No more and no less than six regulation size balls will be used for each match.

#### Players

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Each team must have <u>at least six players</u> with as many as two substitutes. All players must be easily identifiable by similar color attire, uniforms or pinnies.

#### Substitutions

Lineups must be determined prior to the start of each game. <u>No substitutions are allowed once a game has</u> <u>begun</u> except in the event of an injury to a player or players.

#### Retrievers

- Retrievers return balls that have left the court boundaries. A ball that is out of bounds can only be returned to play from behind the end line.
- Whenever possible a team should provide their own retrievers and players who are currently "out" can act as retrievers.
- Retrievers may not enter the court boundaries and can only retrieve balls from their team's side of the court.

#### **Game Play**

Sames will begin with all players on their respective end lines.

#### The Rush

- > On the referee's signal both teams may rush to the center of the court and retrieve as many balls as possible.
- Players may not slide or dive into the centerline during the rush. Players who slide or dive will be called "out" and must leave the court. Crossing over the centerline will result in an "out".

#### **Requirements for Putting a Ball Into Play**

- After the rush, any retrieved ball must first be completely behind the attack line before throwing it at an opponent.
- Players may cross the attack line to retrieve a ball at any time. They may not cross the centerline. An infraction will result in an "out".
- A player may pass a ball from any part of the court to a teammate during the rush or during game play, but balls retrieved in front of the attack line must always first go behind the attack line before being thrown at an opponent.

#### Matches

All games are "elimination". A game is played until all opponents on one side have been eliminated.

#### "Out"

- In addition to the rules above under Game Play, a player is considered "out" when:
- > A live ball hits any part of the player's body or clothing.
- A player is hit by a ball that has rebounded off of another player or rebounded off of a ball that is lying on the court.
- Striking a player from the opposing team in the head with a thrown ball (intentionally or unintentionally).
- A defending player catches a live ball that they have thrown. When this occurs, a player from the defending team may reenter the playing area. <u>A defending player can catch a ball that has rebounded off of a teammate before it hits the floor.</u>
- If any part of the player's body crosses the end lines, sidelines or center line. If a player's momentum carries them across the sideline or end line when catching a throw from the opposing team they are not "out" as long as the catch is controlled before crossing the line.

#### All referee decisions are final. No arguing, please. Remember, we are here to have fun and support a great cause!

