

**FORESTVILLE CLASS OF 2018
DODGEBALL TOURNAMENT TEAM ENTRY FORM**



**SATURDAY, MARCH 24TH, 2018
STARTING AT 4:00 PM
FORESTVILLE HIGH SCHOOL GYM**

TEAM NAME: _____
(be creative and appropriate)

TEAM MEMBERS: CAPTAIN) _____

Captains Contact Phone Number: _____

2) _____ 3) _____

4) _____ 5) _____

6) _____ 7) _____

8) _____ 9) _____

10) _____

**Remember the 5 D's: Dodge, Duck , Dip, Dive and Dodge
Must have at least 1 Male and 1 Female on Each Team
\$100 per Team checks made payable to: Forestville Class of 2018
You may get a business to sponsor your team
Creative Team themed Costumes are encouraged**

**FORESTVILLE CLASS OF 2017
DODGEBALL TOURNAMENT
SATURDAY, MARCH 24TH, 2018
4:00 PM HIGH SCHOOL GYMNASIUM**

Entries must be returned to the HS Main Office by March 17th, 2018

This is a fundraising family event. Participants must be 13 and older.

All teams guaranteed to play at least 2 matches

First match loss moves you to the "toilet tournament bracket"

Guidelines:

1. You may have up to 10 players on your team. You must have at least one male and one female on your team. You may play with less than 10 on your team.
2. Prior to the match, the referees will conduct a coin toss with both team captains to determine choice of ends.
3. Player then takes a position behind their end lines. After a signal by the official, teams approach the centerlines to retrieve the balls.
4. Balls must be taken back across the end lines before they can be thrown at an opposing player. IF a player is hit with any ball that has not yet touched the floor or the wall, that player is out.
5. Players then attempt to eliminate members of the opposing team by tagging them with the ball.
6. Play continues until one team is eliminated, or time is up. Each match will be 4 minutes long, the team with the most players left on the court will be determined the winner. There will be 3 matches for each team. Best out of 3 will be the winner.

Rules of play:

1. Any ball that touches the floor, ceiling or wall is a dead ball.
2. If a defender catches a "live" ball the thrower is out and one player then returns to the defenders side in the order of first out, first in.
3. If a defender catches a live ball, but drops it, the defender is out.
4. The defender may block a live ball with another ball. That ball is still a live ball however, until it hits the floor, wall or ceiling.
5. If a blocking ball is dropped as a result of contact from a live ball, the player who drops the ball is out.
6. A player may block a live ball, and then throw the blocking ball down and catch a live ball.
7. A player shall not leave the playing field to avoid being hit or in an attempt to catch a ball.
8. Players who have been called out may retrieve stray balls for their teammates.
9. It is illegal for the leading team to control any or all of the balls for more than 5 seconds. Violations will result in the referee stopping play and the balls will be divided evenly.
10. Unsportsmanlike conduct will result in immediate ejection from the game.
11. Direct hits to the head are illegal and will result in the thrower being out.
12. Other Teams cannot hold any balls outside of play.
13. Teams must follow correct player rotation by staying in lane in order of getting out.
14. Rules are subject to change at the discretion of the referee to encourage fair play.

Questions?? Please call Mike Murphy at 716-965-6565