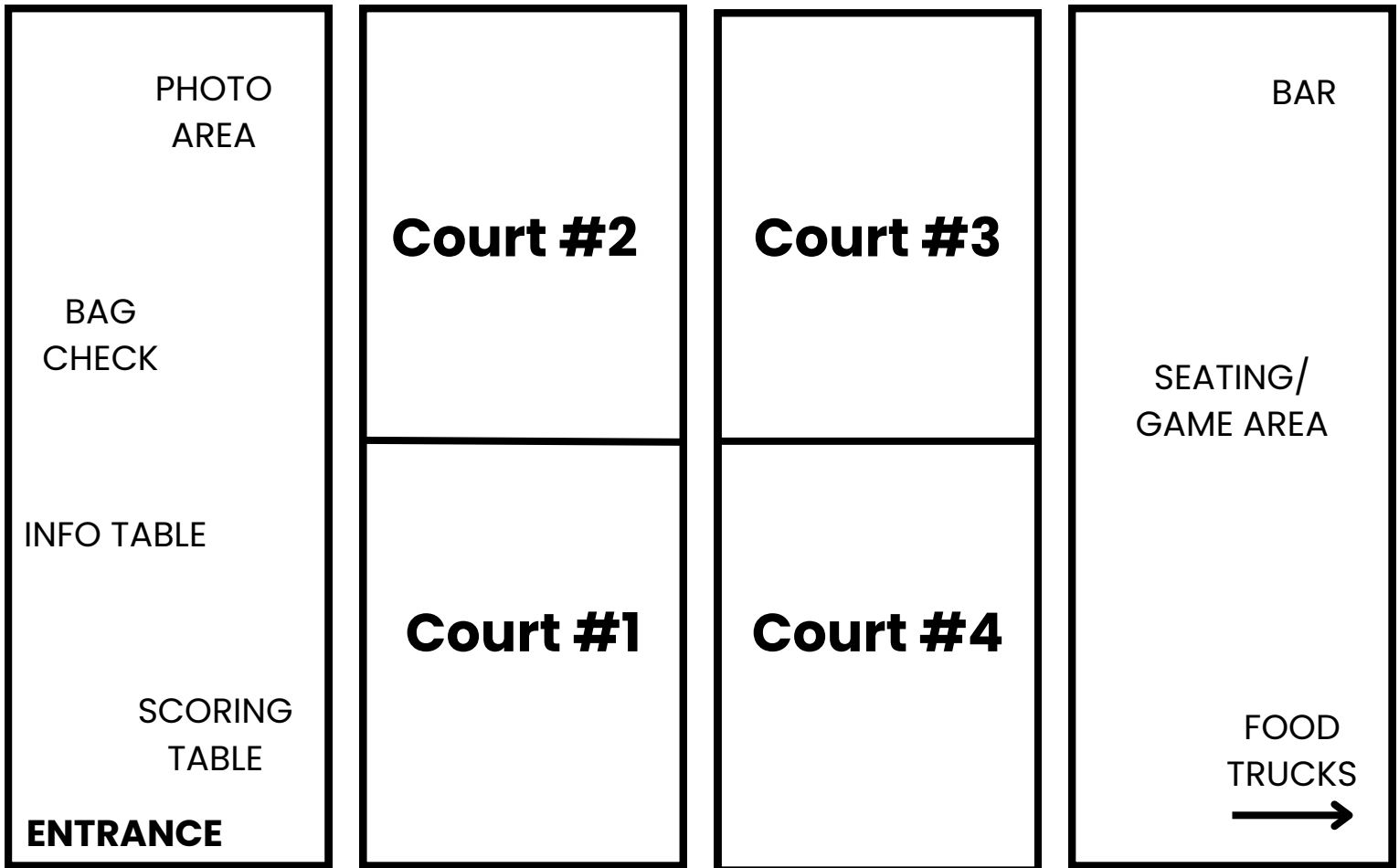


***INSERT SCHEDULE ONES RECEIVED
FROM BEC***

DODGE FOR A CAUSE

VENUE MAP



Visit the **scoring table** to view a bracket with the latest scores.

Stop by the **info table** with any questions.

Drop your items at the bag check.

Snap a pic at the **photo area**.

Grab a drink at the **bar**. Water and soda are available here as well.

Rest and enjoy a yard game or two in the **seating/ game area**.

Head outside to grab lunch from the **food trucks** in the back parking lot.

DODGE FOR A CAUSE RULES



1. The Court Monitors are in charge. Respect that.
 2. Six people per team on the court at a time.
 3. No timeouts, no substitutions.
 4. Matches are 15 minutes long. Play as many games as possible in that 15 minute match.
 5. Game begins with an opening rush.
 - Teams may ONLY retrieve the three balls on their right side of the center hash.
 - Cannot throw a ball until it is brought back across the attack line (dashed line/cones)
 6. After opening rush, balls can be thrown up to the center line. YOU MUST STAY ON YOUR SIDE.
- A "Live Ball" is a ball that has not touched anything. -**
7. If you get hit below the shoulders by a live ball...you go to prison.
 8. If you get catch a live ball thrown by your opponent you get one teammate out of prison & the thrower is out.
 9. Players get out of prison in the order they went to prison...1st in= 1st out.
 10. Any thrower committing a headshot will be deemed out.
 11. The game is won by legally eliminating all the opposing players -or- by the team who has the most remaining players at the end of 15 minutes.
 12. The match is won by the team with them most games won during the match.
 13. Players must stay in bounds unless retrieving balls (enter and exit the court through the back line).
 14. Have a ball.