



playground sports

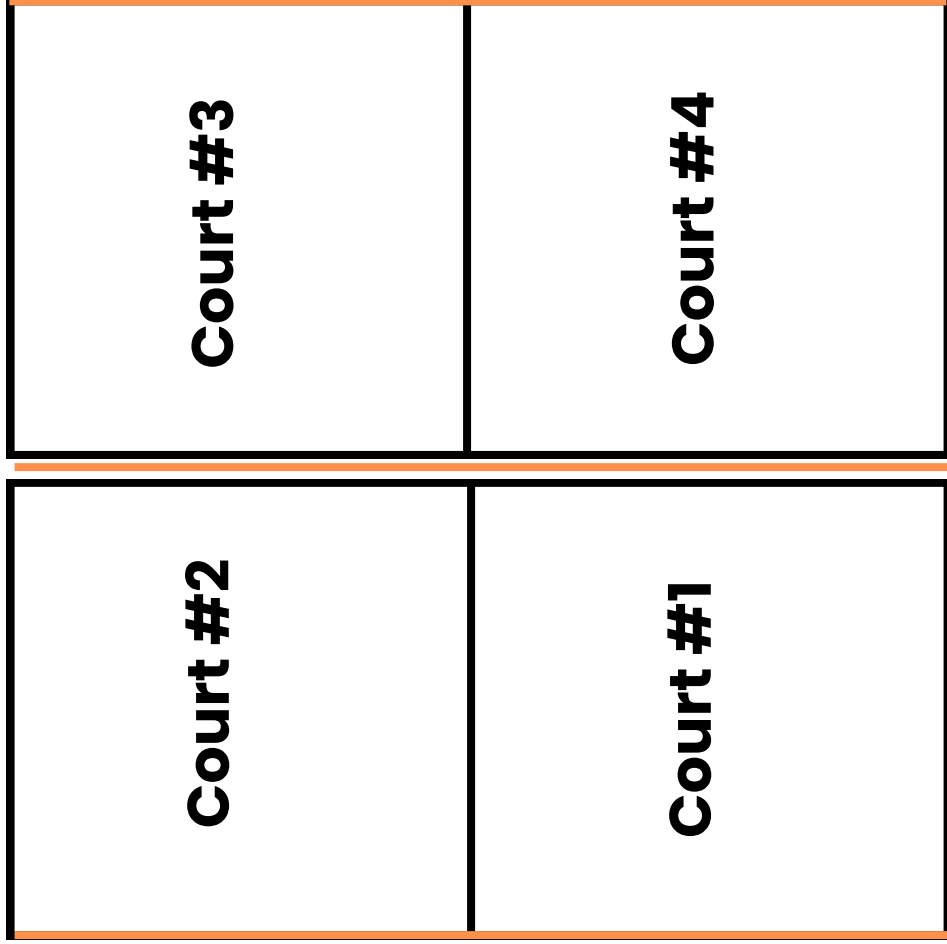


2024 Dodge for a Cause

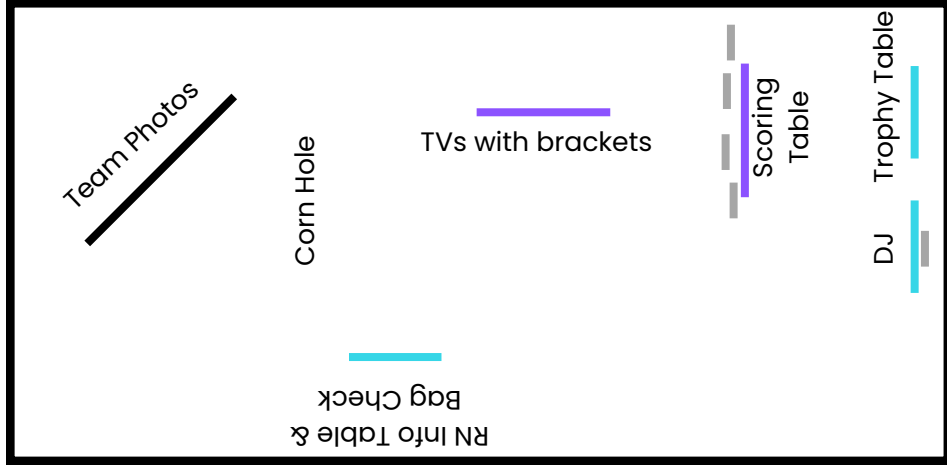
TIME	COURT	SCORE	TEAM HOME	vs	TEAM AWAY	SCORE
12:00 PM	1		Dodge Mabal	vs	The Puffs	
12:00 PM	2		Friendz with Benzefits	vs	Kendall Keep Ball-ieving	
12:00 PM	3		Cash Me If You Can	vs	WaFd - Automatic Throwing Machines	
12:00 PM	4		Dodge-a-Cat	vs	Duck Duck Dodge	
12:20 PM	1		Average Roehl's	vs	Umpqua Dodge Squad	
12:20 PM	2		Sapient	vs	Summit Bank Knockout	
12:20 PM	3		Benz it Over, Back it Up	vs	You wanna hit this	
12:20 PM	4		Cops and Dodgers	vs	Kiefer Hot Rods	
12:40 PM	1		Balls of Fire	vs	The USI Premiums	
12:40 PM	2		DAC Attack	vs	KMTR Krushers	
12:40 PM	3		BELFOR Property Restoration	vs	The Slammin Shamrocks	
12:40 PM	4		Gleaves Swearingen/Heritage Bank	vs	Oops we dodged it again	
1:00 PM	1		Dodge Mabal	vs	Kendall Keep Ball-ieving	
1:00 PM	2		The Puffs	vs	Friendz with Benzefits	
1:00 PM	3		Cash Me If You Can	vs	Duck Duck Dodge	
1:00 PM	4		WaFd - Automatic Throwing Machines	vs	Dodge-a-Cat	
1:20 PM	1		Average Roehl's	vs	Summit Bank Knockout	
1:20 PM	2		Umpqua Dodge Squad	vs	Sapient	
1:20 PM	3		Benz it Over, Back it Up	vs	Kiefer Hot Rods	
1:20 PM	4		You wanna hit this	vs	Cops and Dodgers	
1:40 PM	1		Balls of Fire	vs	KMTR Krushers	
1:40 PM	2		The USI Premiums	vs	DAC Attack	
1:40 PM	3		BELFOR Property Restoration	vs	Oops we dodged it again	
1:40 PM	4		The Slammin Shamrocks	vs	Gleaves Swearingen/Heritage Bank	
2:00 PM	1		Dodge Mabal	vs	Friendz with Benzefits	
2:00 PM	2		Kendall Keep Ball-ieving	vs	The Puffs	
2:00 PM	3		Cash Me If You Can	vs	Dodge-a-Cat	
2:00 PM	4		Duck Duck Dodge	vs	WaFd - Automatic Throwing Machines	
2:20 PM	1		Average Roehl's	vs	Sapient	
2:20 PM	2		Summit Bank Knockout	vs	Umpqua Dodge Squad	
2:20 PM	3		Benz it Over, Back it Up	vs	Cops and Dodgers	
2:20 PM	4		Kiefer Hot Rods	vs	You wanna hit this	
2:40 PM	1		Balls of Fire	vs	DAC Attack	
2:40 PM	2		KMTR Krushers	vs	The USI Premiums	
2:40 PM	3		BELFOR Property Restoration	vs	Gleaves Swearingen/Heritage Bank	
2:40 PM	4		Oops we dodged it again	vs	The Slammin Shamrocks	
			PLAYOFFS	vs	PLAYOFFS	
3:00 PM	1		For the Win - Pool 1 (#1)	vs	For the Win - Pool 2 (#1)	
3:00 PM	2		For the Win - Pool 3 (#1)	vs	Wildcard Seed	
3:00 PM	3		For the Cause - Group 1 (#1)	vs	For the Cause - Group 2 (#1)	
3:00 PM	4		For the Cause - Group 3 (#1)	vs	Wildcard Seed	
3:15 PM			TEAM AWARDS CEREMONY	vs	TEAM AWARDS CEREMONY	
			CHAMPIONSHIP	vs	CHAMPIONSHIP	
3:45 PM	Large 1		For the Cause - Winner Ct 3	vs	For the Cause - Winner Ct 4	
4:00 PM	Large 1		For the Win - Winner Ct 1	vs	For the Win - Winner Ct 2	
4:15 PM			TROPHY AWARDS TO CHAMPS	vs	TROPHY AWARDS TO CHAMPS	

2024 Dodgeball Tournament

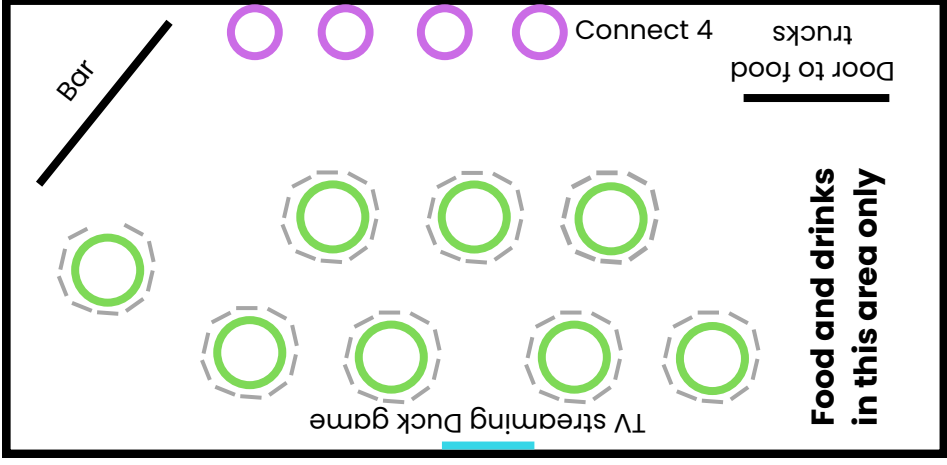
Site Map



Restrooms and
water fountains



Registration





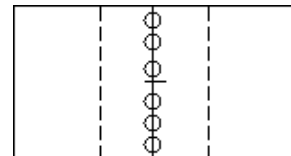
Dodgeball Tournament Official Rules:

THE TEAM

Teams will be made up of 6-10 players. Six players will compete on a side; others will be available as substitutes. Substitutes may enter the game in the case of injury. Coed tournament requires a minimum of 2 of each gender on the court to start the game. Minimum 4 players to start the game. Court monitors will be scheduled to court monitor games, their decisions are FINAL. Yellow/Red card will be used for conduct.

THE COURT

The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline. IDEAL MEASUREMENTS: 60' x 30' – identical to a volleyball court.



THE BALL

Rubber Ball Tournament, will use rubber balls: 6 regulation size balls should be used: 6 Blockers™ (8.5")

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.

Players can get team mates out of "PRISON" by:

3. Catching a LIVE ball thrown by your opponent releases 1 team mate from prison. Each LIVE ball catch releases 1 player and the thrower is OUT. Prison release is in the order in which the players were sent to prison (first in prison is the first out of prison, second in is second out and so on).

Definition: LIVE: A ball that has been thrown and has not touched anything, including the netting/floor/ground, another ball, another player, court monitor or other item outside of the playing field (chair, wall, ceiling, etc.)

Situation: a ball thrown by Team B hits Player 1 on Team A and is caught by Player 2 on Team A is NO OUTS and NO PRISON RELEASE. **Outcome:** All players involved in the situation remain in the game and no new players enter.

ALL BLOCKS- if the ball is dropped during a block, the player is OUT.

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. Players must also return through their **end-line**. A player who is hit while out of bounds retrieving a ball is NOT OUT, if a player who is out of bound and NOT retrieving a ball is hit is OUT. **Players who are chronically out of bounds and not retrieving balls will be warned and then may be called OUT by the court monitor.**

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center court and three (3) on the other. Players then take a position behind their end line. Following a signal by the court monitor, teams may approach the centerline to retrieve the balls. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken/thrown behind the attack-line before it can be thrown at the opposing team. **After the opening rush** the attack line no longer is in effect, **the center line is the boundary** legally thrown.

HEADSHOTS – balls thrown above shoulder level (players who are standing)

A headshot occurs when a player is directly hit, or blocks, a high thrown ball- above shoulder level. Any thrower committing a headshot will be deemed "out". A player who ducks or lowers their head & is struck in the head is not considered a headshot and the player is out, not the thrower. Chronic headshots will result in removal from the tournament.

TIMING AND THE GAME

The first team to legally eliminate all opposing players will be declared the winner of the game. A 15-minute time limit has been established for each match, teams are to play as many games as possible in the 15-minute time limit. The team that wins the most games within the 15-minute match is declared the winner of the match. If the final game is interrupted by the 15-minute limit and the winner of the game determines the overall winner of the match, the team with the greater number of players will be declared the winner of the game and therefore the overall match. Teams must immediately return balls to the center line and start the next game to ensure the maximum number of games in the 15-minute match. **OVERTIME:** If the teams are tied for total games won at the end of the 15-minute PLAYOFF match a final tie-breaker game will be played to determine the match winner. **Pool play games can end in a tie.**

TIME-OUTS & SUBSTITUTIONS

No time-outs can be called by a team. Time-outs can only be deemed by court monitors- injury is an example of a court monitor deemed time-out. No substitutions, teams will be allowed to replace an injured player with any player participating for their team. Players must be subbed between games during the match, but NOT during a game.

VIOLATIONS: *Yellow and Red Card will be issued for warnings and ejections. 1- Yellow warning, 2 Yellow or 1 Red is an ejection.*

1. Delay of Game – holding on to ball for more than seven seconds. In order to reduce delay of game, a violation will be called if a team in the lead **controls** all six (6) balls on their side of the court for more than 5 seconds. Preventative warnings can be given by court monitor, if a delay of game violation is called it will result in one player being OUT, if the delay continues the team will forfeit the game.
2. Stalling of Match – not immediately returning balls to the start line at the end of a game in order to start the next game. Specifically to prevent teams from retaining win advantage for the end of the 8-minute match. A warning should be given before a violation is called. Violations of stalling of match will result in a LOSS of the game by the violators.
3. Off-side – crossing the centerline during regulation to retrieve a ball, an off-side violation is an OUT for the violator. Off-sides includes out of bounds, the first violations may be given warnings.
4. Encroachment – Crossing the centerline during a throw. Encroachment is an OUT for the violator.
5. Unsporting Conduct – **PLAYERS:** who argue with calls, do not go out when hit/ball caught/called out/etc., make unsporting comments to monitors, players, spectators will be issued a Yellow or Red card. **TEAMS:** that receive 3 yellow cards or 1 red card and 1 yellow card will be removed from the tournament.

RULE ENFORCEMENT

During pool play and playoff 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 court monitors. 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.** Rock, paper, scissors can and should be used to deal with disagreements in which the court monitors do not have knowledge of details of disagreements. Monitors will use Yellow/Red cards for unsporting conduct.

CODE OF CONDUCT

1. The tournament is recreational; the goal is to “have a ball” and try out dodgeball.
2. All players are responsible for understanding and abiding by the rules of the game.
3. Participants are responsible for respecting the integrity of the participants and the league.
4. Sporting behavior is required, be respectful of your opponent and congratulate them in an appropriate courteous manner at the end of each match whether in victory or defeat.
5. All players are responsible for their behavior and are accountable for their actions.
6. Taunting and unsporting behavior is not appropriate or acceptable and will not be tolerated.

Violations of Code of Conduct and policies of the tournament/facility will result in the following:

1st: Warning that DODGEBALL IS SUPPOSED TO BE FUN!!! YELLOW CARD

2nd: Player will be removed from play for the remainder of the tournament and their team must play 1 person short for the remainder of the match (15 min match). **2nd YELLOW CARD OR IMMEDIATE RED CARD,** see Violations #5.

All teams agree to the Rules & Code of Conduct. – Questions 541-221-2392 or play@playgroundsports.net