



DODGEBALL TOURNAMENT

Sun, September 2nd 2018.

Check in is at 10:45AM - Tournament starts at 11AM

Location: Eagle Raceway 617 S 238th St, Eagle, NE 68347

Teams meet in the Infield of the track.

Refreshments and snacks provided to players.

Register Team of 8: \$35

Team Name: _____

- Team Members:
1. _____
 2. _____
 3. _____
 4. _____
 5. _____
 6. _____
 7. _____
 8. _____

You may sub other people to meet the required 8 team members if one gets sick etc..

Team Captain: _____

Team Captain Contact info:

Phone Number: _____

Address: _____

Email: _____

Please Send form and payment in to the Eagle Raceway Office by 08/27/18.

Make check or Money Order out to: JDRF and send check and registration form to PO Box 17, Bennington, NE 68007

\$500 to the winning team

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THE TEAM: Teams will be made up of 8 players. Eight players will compete on each side.

THE GAME: The object of the game is to eliminate all 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 thrown ball by your opponent before it touches the ground.

Definition: **LIVE:** A ball that has been thrown and has not touched anything, including the ground, another ball, another player, official or other item outside of the playing field.

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 also must return through their end line.

OPENING RUSH: Game begins by placing 10 dodgeballs along the center line. Players then take a position behind their end line. Following a signal by the official, teams may approach the center line to retrieve the balls. This signal officially starts the contest. Teams/players may retrieve as many balls as they want. 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 time limit may be established for each contest depending on the amount of teams entered in the tournament. If neither team has been eliminated at the end of the time limit, the team with the greater number of players remaining will be declared the winner.

STALLING: If a referee determines a team or player is stalling, the referee will warn the team or player. If the stalling continues, all balls will be forfeited to the other team. If both teams are stalling. A reset may occur.

CODE OF CONDUCT:

1. Understand, Appreciate and abide by the rules of the game.
2. Respect the integrity and judgement of the game officials
3. Respect your opponents and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self control
5. Do not taunt or bait opponents and refrain from using abusive language.

THE TOURNAMENT: We will either do the Single Elimination or Double Elimination method depending on the number of teams entered. The winning team of the tournament will receive an award for each player and \$500 for the team.

Check in for the tournament starts at 10:45AM. The first game will begin at 11AM. All proceeds will be donated to JDRF (Juvenile Diabetes Research Foundation)

***All proceeds
will benefit...***

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