



Inaugural

MIT



REC SPORTS

Dodgeball Tournament

Where: MAC Court, 3rd Floor Zesiger Center

When: Saturday, April 10th, Captain's Meeting at 11:00 am (Play begins at 11:30 am)

Roster Deadline: Thursday April 8th by 7:00 pm

Drop off Completed Roster form to the Zesiger Center Main Desk.

Style of tournament will depend on total number of team registered.

Cost: This is a **FREE** tournament. Open to anyone within the MIT Community.

Prizes: T-Shirt and the MIT RecSports Dodgeball Trophy

Team Name: _____

Official schedule will be emailed to the team captains no later than 5:00 pm on Friday April 9th

(Every team is guaranteed at least 2 games)

	Name	Email	Phone	Signature
	Captain			
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				

You must read the reverse side of this form before signing

PLEASE READ BEFORE SIGNING

Whereas, the undersigned, who is at least 18 years of age, voluntarily desires to participate in this MIT RecSports program, and whereas, the undersigned is duly informed and aware of the risks and hazards which may arise through participation in said activity which may result in loss of life and/or limb and/or property of the undersigned, it is agreed as follows: that in consideration of being allowed to participate in said activity and receive the benefits thereof, the undersigned hereby voluntarily assumes all risks of accident or personal damages to his/her person or property and thereby releases MIT, its agents and employees from every claim, liability or demand of any kind sustained, whether caused by negligence of the said MIT, administrators, executors and assigned, of the undersigned; and, the undersigned by signing this release hereby certified that the undersigned has read and fully understands the conditions herein provided. We also certify that we have read and understand the eligibility and playing rules for the above mentioned sport.

Rules

Player Conduct: All players are expected to remain under control during this event and are expected to treat all other players, officials, and staff with respect. At any time an official or activity supervisor may eject a player for any reason they deem reasonable.

The Team

A full team consists of 6 players on the court. A team may play with fewer than 6 (which would be a disadvantage as there would be fewer players to eliminate) but must have at least 4 people to start the match. Extra players: No more than 6 players per team may be on the court at a time. Substitutions can only be made between games.

The Court

The game will be played in the MAC Court. Depending how many teams sign up for the tournament, we might play 1 game at a time using the basketball boundaries as out of bounds. Or we might have 2 games playing at a time by going width-wise on the basketball court.

The Equipment

Players must wear proper attire (tennis shoes, shirts)

Dodgeballs will be provided by Recreational Sports. 4 will be used per court

Players must remove all jewelry before each match.

The Game

The object of the game is to eliminate all opposing players by getting them "out" or "sending them to jail." This may be done by:

- a) Game begins by placing the dodgeballs along the centerline
- b) Players then take a position behind their end line
- c) Following a blown whistle by the official/supervisor, teams may approach the centerline to retrieve the balls. This signal officially starts the contest.
- d) If a player is hit by a "thrown ball," after being thrown by a player on the opposing team, and before the ball hits the ground, the player hit is out.
- e) If a player catches a thrown ball, the thrower is out. ALSO: The team that caught the ball returns a player who was in jail to their team. Players come back into the game in the order they were hit or sent to jail.
- f) A player who is hit in the head (if they did not duck) is not out. The thrower is out. If the player hit in the head did duck, they are out and the thrower stays in.
- g) If a thrown ball is deflected and then caught before it hits the ground, the thrower is out, but if the player drops the ball used to deflect the thrown ball, that player is out and the original thrower remains in. Also, if a player touches a deflected ball but does not catch it, that player is out.
- h) A ball rebounding off a "catch" attempt may be caught before touching the floor by any in bounds player on the "hit" player's team. It may not hit a wall/backboard. Result: The thrower is out.
- i) Out-of-bounds: Catching a ball out-of-bounds does not count. If a ball is deflected off one player and he/she or a teammate catches it out-of-bounds, the 1st player is still out because the catch does not count. Anything caught or town or being hit outside of the boundaries of the court does not count.
- j) A ball rebounding off a wall, backboard etc. does not eliminate a player.
- k) If a player from a team crosses the division line, they are declared out.
- l) When all the players of 1 team have been declared out/sent to jail, the other team wins the game.
- m) A 10-minute time limit (running clock) will be used for each game.
- n) If neither team has been eliminated at the end of the 10 minutes, the team with the greater number of players remaining will be declared the winner.
- o) In the case of an equal number of players remaining after regulation, a 2-minute sudden-death overtime period will be played. Teams may bring all 6 players back onto the court for this overtime. In sudden death, the 1st team to get someone out will be declared the winner of that game.

Match Play

Matches will be decided using a "best-of-three" format in which the first team to win 2 games will be declared the winner.

Area of Eliminated Players

- a) Eliminated players on each court will form lines on their side of the court next to the end line. These players must remain in the order that they were eliminated with the first person eliminated closest to the end line. If a member of their team catches a "fly ball" then the first person eliminated can reenter the game.
- b) Eliminated players may throw and out of bounds ball back to their own team but they may not throw a ball at the opposing team or "hold" a ball. If an eliminated player holds a ball the official/supervisor should warn them to throw it to one of their teammates or roll it away from them. If they do not comply within 5 seconds after this warning, one of their teammates will be eliminated by the opposing team's choice.

Rule Enforcement

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. An official/supervisor will oversee all matches. This person's responsibility will be to rule on any situation in which teams cannot agree. ***IF AN OFFICIAL/SUPERVISOR IS ASKED TO RULE, ALL DECISIONS ARE FINAL - NO EXCEPTIONS.***

Safety

Players may not lift or support their teammates in catching a throw, etc.

Boundaries

During play, all players must remain within boundary lines. Players may leave the boundaries only to retrieve stray balls. A player may not step on or over the center line. They may reach over to retrieve a ball (this includes an extension of the center line out of bounds).