



Falcon Frenzy Dodgeball Tournament Registration Form



Team Name: _____

(Check One) Adult/High School Bracket: _____ OR Middle School Bracket: _____

Team Details: Minimum of 5 players/maximum 10 players on a team. No adults on middle school teams. Please indicate grade level or check adult for each player.

Medals for 1st place in each bracket.

Captain: _____ Email: _____
Phone: _____

- Player #2: _____ Grade: _____ or Adult:
- Player #3: _____ Grade: _____ or Adult:
- Player #4: _____ Grade: _____ or Adult:
- Player #5: _____ Grade: _____ or Adult:
- Player #6: _____ Grade: _____ or Adult:
- Player #7: _____ Grade: _____ or Adult:
- Player #8: _____ Grade: _____ or Adult:
- Player #9: _____ Grade: _____ or Adult:
- Player #10: _____ Grade: _____ or Adult:

It is not necessary to list all player names here. You can work to solidify your team roster up until the team meeting when all waivers must be turned in. Providing Captain email and phone number is important as that is how we will communicate with you!

There is a 20 team maximum with an adult/high school bracket and a middle school bracket. The tournament is first-registered-first-in so get your registration in NOW!

Date: MARCH 10TH, 2017

Start Time: 6 p.m. (mandatory team meeting at 5:45 p.m.)

Approximate End Time: 9:00 p.m. based on play time and number of teams

Location: York Middle School Gymnasium

Deadline to register: Teams may register until spaces are full.

Teams must submit their final roster and registration form with full payment by March 7th.

Send with student or mail to:

Yorktown Middle School PTSA – Dodgeball
11201 George Washington Highway, Yorktown, VA 23692

Team Cost: \$40 per team. Make checks payable to: YMS PTSA.

Team waivers are available for download at: <http://www.yorkmiddle.my-pta.org/> and should be brought to the event. EACH player must sign the waiver before they are allowed to play.

Email yorkmiddlepta@gmail.com or call Mandy at 876-0513 with questions.

See Rules and Regulations on reverse side...

Falcon Frenzy Official Rules

Format: The tournament will be double elimination. Adults and high school students will be playing each other in the same bracket. No mixed teams allowed (no adults on middle school teams) and teams may be playing all ability levels.

Eligibility: Each team must be registered by March 7th to allow time for brackets to be formed. Each player on each team must sign team waiver. The blank waivers will be emailed to the captain after registration, for completion. Each team must pay the registration fee of \$40 and have no more than 10 players per team. No player substitutions will be allowed after team check-in at 5:45 p.m. on March 10th. Players cannot play for more than one team, even if their team has been eliminated.

Equipment: Players must remove all jewelry before playing and wear appropriate footwear and apparel. Team costumes can be worn but must be appropriate for a family atmosphere and for safe play. Any team names and uniforms must be in good taste at the discretion of the Tournament Maven. If you have a concern about appropriateness, better to ask before event, than not be allowed to compete.

Object of the Game: The object of the game is to eliminate all opposing players by getting them "out". This is done by:

- Hitting an opposing player with a thrown ball below the shoulders. Head shots are illegal and thrower will automatically be declared "out".
- Catching a ball thrown by your opponent before it touches the ground.
- Catching a ball thrown by your opponent after it is deflected by another ball before it hits the ground.
- Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball.

Players will be playing with the normal position rule (if ducking or kneeling and hit above the shoulders, it is fair). Players will start from the end line before the first balls can be thrown. First team to legally eliminate all opposing players will be declared the winner. A player may defend him/herself by using another dodge ball. Each game has a 5-minute time limit. The team with the most players at the end of regulation will be declared the winner. If both teams have an equal number of players at the end of regulation, overtime will begin (60 seconds).

Boundaries: All balls are live until they hit the floor. Players may pass through their end line ONLY to retrieve stray balls. When retrieving a ball, the player must also immediately re-enter the playing field only through their end line. There is a neutral zone that will be indicated to players during their 5:45 pre-game meeting. The first contact rule is in effect (if the ball hits the ball in the opposing player's hand and then bounces to the shoulder, it does not cause the player to be "out"). A player shall not enter or re-enter the field through the sideline, leave the playing field to avoid being hit or to catch a ball, or have any part of their body cross the center line and contact the ground on their opponents' side of the court or the player will be declared "out".

Red Ball Rule: We will be using a countdown clock for the game. When the clock reaches 2:30, the larger red ball is tossed out by the officials to the team that is losing at that point. If the game is a tie, the officials wait until one team gets an advantage. The red ball may not be used to hit/eliminate other players. If you can throw the ball into the opposite basketball goal (make a basket), then all of your teammates gets back in the game. Unlike the black dodge balls, the stall rule does not apply to the red ball.

Overtime: Overtime will be a sudden death format. The first team to eliminate an opposing player wins. At the beginning of overtime each team will begin with the same number of dodge balls.

Stalling and Five-Second Rule: A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. It is illegal for the leading team to control all the balls they must make a legitimate effort to get at least one ball across the attack line into the opponent's backcourt. Upon first violation- time is called and balls are evenly distributed between the teams. Second violation- a "free throw" for the opposing team, in which one player is allowed an unobstructed throw at their opponents without risk of elimination.

Code of Conduct: No arguing with officials will be tolerated and will result in the offending player's elimination from the game. NO FOUL LANGUAGE will be tolerated. Unsportsmanlike conduct will not be tolerated under any circumstances and will result in immediate ejection from the game and tournament. The referee's decisions are final and must be respected. We ask that all players remember that this is a FUN activity brought to you by the PTSA and is meant for family engagement and to enhance the pride in York Middle School.

Any situations not addressed in this rules sheet will be resolved by the Falcon Frenzy committee.