



## **Dodgeball Wars Dodgeball Tournament!**

**December 30, 2017**

**Youth Divisions: 3<sup>rd</sup>/4<sup>th</sup>, 5<sup>th</sup>/6<sup>th</sup>, 7<sup>th</sup>/8<sup>th</sup>, & High School**

**Adult Divisions: Co-Ed Adult, Co-Ed 35 & Older**

**ELITE DIVISION! - \$150 entry fee with \$500 Cash Prize to winner!**

**Tournament Site: Iowa Sports Center**

**3055 Robins Rd, Hiawatha IA 52233**

**Entry Fee: \$100/team (Youth, HS, Co-Ed Adult, & Co-Ed 35 & Older)**

**Entry Fee \$150/team (Elite Travel Division with Cash Prize)**

**Online registration available at:**

**<https://www.tourneymachine.com/E38822> Youth, HS, & Adult Division**

**<https://www.tourneymachine.com/E38825> Elite Division**

**Make Checks payable to: TI Sports**

**Three game guarantee**

**Roster: A team roster must be provided two days before the tournament. Signed waiver before first match.**

**Participating players, will be admitted free.**

**Email: [tihoops@live.com](mailto:tihoops@live.com)**

**Contact: Renell Strait at 319-389-0363**

**Deadline: December 23, 2017**

**Please fill out attached form and return to:**

**Team Iowa**

**3055 Robins Rd, Hiawatha IA 52233**

# Team Iowa Basketball-- Waiver Form Dodgeball Wars

Team Name: \_\_\_\_\_ Youth Teams Only: Male/Female  
Division: 3<sup>rd</sup> 4<sup>th</sup> 5<sup>th</sup> 6<sup>th</sup> 7<sup>th</sup> 8<sup>th</sup> High School Co-Ed Elite Travel Co-Ed Adult Co-Ed 35 & Older  
Home Ph.: \_\_\_\_\_  
Work Ph.: \_\_\_\_\_ Cell Ph.: \_\_\_\_\_  
Email: \_\_\_\_\_

## Waiver of Liability and Disclaimer

RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AND PARENTAL CONSENT AGREEMENT ("AGREEMENT") IN CONSIDERATION of being permitted to participate in any way in the indoor dodgeball activity ("Activity") 1, for myself for personal representatives, assigns, heirs, and next of kin: ACKNOWLEDGES, agree, and represent that I understand the nature of indoor dodgeball Activities and that I am qualified, in good health, and in proper physical condition to participate in such Activity. I further agree and warrant that if at any time I believe conditions to be unsafe, I will immediately discontinue further participation in the Activity. FULLY UNDERSTAND THAT: (a) INDOOR DODGEBALL ACTIVITIES INVOLVE RISKS AND DANGERS OF SERIOUS BODILY INJURY, INCLUDING PERMANENT DISABILITY, PARALYSIS, AND DEATH ("RISKS"); (b) these Risks and dangers may be caused by my own actions or inactions, the actions or inactions of others participating in the Activity, the condition in which the Activity takes place, or THE NEGLIGENCE OF THE "RELEASES" NAMED BELOW: (c) there may be OTHER RISK AND SOCIAL AND ECONOMIC LOSSES, COSTS, AND DAMAGES I incur as a result of my participants of that of the minor in the Activity, HEREBY RELEASE, DISCHARGE, AND COVENANT NOT TO SUE TEAM IOWA BASKETBALL, U.S. Cellular Center, IOWA SPORTS CENTER or their respective administrators, directors, agents, officers, members, volunteers, and employees, other participants, any sponsors, advertisers, and if applicable, owner and leasers of premises on which the Activity takes place, (each considered one of the "RELEASES" herein) FROM ALL LIABILITY, CLAIMS, DEMANDS. LOSSES, OR DAMAGES ON MY ACCOUNT CAUSED OR ALLEGED TO BE CAUSED IN WHOLE OR IN PART BY THE NEGLIGENCE OF THE "RELEASES" OR OTHERWISE, INCLUDING NEGLIGENT RESCUE OPERATIONS AND I FURTHER AGREE that if, despite this RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AGREEMENT 1, or anyone on my behalf, makes a claim against any of the releases, I WILL INDEMNIFY, SAVE, AND HOLD HARMLESS EACH OF THE RELEASES from any litigation expenses, attorney fees, loss, liability, damage, or cost which may incur as the result of such claim.

## Waiver of Liability and Disclaimer

I, the undersigned, parent, or legal guardian of the participant (a minor) hereby authorizes the coaches, assistant coaches, or parents of team members acting in the capacity of activity supervisors/vehicle drivers, as my Agents, to consent to medical, surgical or dental examinations and/or treatment. In case of emergency I hereby authorize treatment and/or care at any hospital.

## Waiver of Liability and Disclaimer

I HAVE READ THIS AGREEMENT, FULLY UNDERSTAND ITS TERMS, UNDERSTAND THAT I HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT AND HAVE SIGNED IT FREELY AND WITHOUT INDUCEMENT OR ASSURANCE OF ANY NATURE AND INTEND IT TO BE A COMPLETE AND UNCONDITIONAL RELEASE OF ALL LIABILITY TO THE GREATEST EXTENT ALLOWED BY LAW AND AGREE THAT IF ANY PORTION OF THIS AGREEMENT IS HELD TO BE INVALID THAT BALANCE, SHALL CONTINUE IN FULL FORCE AND EFFECT.

#	Player's Name	Jersey	Gender	DOB	Signature (Parent/Guardian if under 18)	Date
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						



## Team Iowa Dodgeball Wars Rules:

### Team Roster

Each team must consist of at least 6 players, and a maximum of 8. For the Co-Ed division 2 must be female. Signed waivers must be submitted before 1<sup>st</sup> game.

### The Equipment

The official ball used in play will be the 8.25" rubber coated ball.

### 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.
2. Catching a LIVE ball thrown by your opponent.

Once a player is "out", they must vacate the court and wait for their opportunity to re-enter in the order in which they were eliminated (First Out, First In). While we do have referees calling the game, we remind our players that it is a fast paced game, and that if you're blatantly hit by a live ball use the honor system.

### Game Play Rules

#### Time

1. Games are 10 minutes of running time.
2. If the game ends before 10 minutes, teams will start another game. Team with most completed game wins at end of 10 minutes will be winner.
3. The number of players left for winning team will be recorded for point differential. If both teams have the same amount of wins, the team with the higher point differential will be winner. For games not finished when time runs out, the number of players on each team will be added for point differential but no win or loss will be added.
4. If both teams have same amount of wins and equal point differential, then 1 on 1 Sudden Death played. Players cannot hold ball for longer than 5 seconds. No re-entry on Sudden Death, last one standing is winner.
5. Teams MUST be ready to play at their scheduled times.

#### Active Players

1. The maximum amount of starting players per team on the court is 6, minimum is 4.
2. For Co-Ed, If a team starts with six players, a minimum of two females is required to start. If a team starts with four or five players a minimum of one female is required to start. Any team with only 1 female may not go over 5 players on the court during the entire game.

#### Side Designation

Two opposing players will Rock-Paper-Scissor to designate sides

#### The Opening Rush

Game begins by placing the dodgeballs along the center line – three on one side of the center line and three on the other side. Players then take a position behind their end line. Following a signal by the referee, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three balls to their right of the center line. Once a ball is retrieved it must be taken or thrown back to the end line before it can be thrown as a live ball.

## **Live Ball**

Definition: LIVE: A ball that has been thrown and has NOT touched anything before hitting a player.

Common Discrepancies:

If a ball thrown hits a defender then deflects and is caught by another defender, the thrower is out.

If a ball thrown hits a defender then deflects and hits another defender and touches the ground, only the first player hit is out.

If a ball thrown deflects off a ball held by a defender and is then caught, no one is out.

## **Out**

1. A thrower is out when a defender catches the thrown live ball.
2. A defender is out when they are hit with an opposing thrower's live ball from the shoulders down: or any part of the body if evading the throw, crouching or on the ground.
3. A defender is out when a live ball knocks a held ball from his/her hands and the held ball touches the floor.
4. A defender is out when he/she intentionally moves completely outside the court's boundaries to dodge a live ball.
5. Any player who fully steps over the center-court line is out with the exception being during the Opening Rush.
6. Wrong Re-Entry & Stalling (See below).

## **Catches & Re-Entry**

1. When an active player catches a live ball, the thrower is out, and the player first in order of re-entry is back in, minding the maximum of six players on the court and non-starting substitutes.
2. If the wrong player re-enters, that player is out again, goes to the back of the line, and no re-entry is given for the catch.
3. Active players may catch incoming live balls while also holding other dodgeballs.
4. Catches can only be made by players who are in bounds, otherwise it's not a catch and no one is out.
5. To avoid players reentering the court from being hit as soon as the reenter, they are not active until they touch the back wall, however reentering players must go directly to the back wall and not interfere with play before they touch the wall otherwise you will be called out.

## **Players on the Side Line**

1. Players who do not start must stand in line on the sideline and are first in order of re-entry.
2. The sideline order can be changed at will in between match restarts, but not during play.
3. Substitutes are not allowed to interfere with play on the court, such as kicking or passing balls to a teammate or preventing a ball from going to the other side of the court.

## **Stalling**

1. Any team controlling 4 balls or more for more than 5 seconds, OR individual players holding onto a ball without intent to throw can be called out for stalling.
2. The head referee may give either the entire team or the specific individual a warning. After that warning the head referee may penalize the player or the team at any time.
3. Only referees may move balls across the court to speed up the game. Players not involved in the game may not interfere with game play.
4. If a team continues to roll the ball without any throws, the referee can give the entire team or a specific player a warning. If it continues, then the referee can call a player out. Teams can roll the ball, but if it becomes excessive, the referee will give a warning and then it will not be allowed by that team the rest of that game.

## **Game End**

1. Teams will play as many games as possible in the 10 minute time frame.
2. The first team to legally eliminate all opposing players will be declared the winner of that game. Number of players left on winning team will be recorded for point differential.
3. If teams are in the middle of a game at the end of regulation, the team with the most players left on court will win that game – no point differential given on that game. If both teams have same amount of players, then that game is a tie.
4. One on One Sudden Death will be one player on each team and each has a ball. They can only hold the ball for 5 seconds before having to throw it at the opponent. No re-entries in Sudden Death – last man/woman standing is declared the winner.
5. Pool play tie breakers, the differential of your team players left minus the player left on the opposing team will be calculated per game in the 10 minutes up to a maximum of 15. Pool Play tie breaker will be head to head, the player differential, the team with the higher player differential will be rewarded higher seed.

**Tournament Director may combine divisions if needed**