

# HSM DODGEBALL CAPTAIN'S PACKET

## CAPTAIN'S CHECKLIST

- A Roster (First and Last Name)
- 6 - 8 players (only High School Students):
  - Minimum of 3 Non-HSM players
  - At least 1 of the 8 has to be an opposite gender player

\*\*Only 6 players play during the game, 2 will be Alternates.
- Collect and bring event release consent forms (signed by parents if student is not 18) for each player
- Team Registration fee is \$20 online or \$25 at the door
- Create and wear team uniform
- Be sure your team knows the rules
- Make sure your team is there on time (Registration/Check-in closes at 6:30 PM), teams can only register once everyone on the roster is present. **YOUR WHOLE TEAM MUST BE PRESENT BY 6:30 PM**

## OFFICIAL RULES

### THE TEAM

6 - 8 total players:

- High School Students Only
- Starting LINEUP: 6 players per team must be on the court at start of each match or it is an automatic disqualification for the team who does not oblige
  - Teams must have at least 3 Non-HSM players in starting lineup
  - At least 1 of the players has to be of the opposite gender
- Alternates: Teams with over 6 players can have up to 2 players serving as alternates. Alternates can ONLY be activated in between games. Max active players for a specific game is 6 players. In the event of an injury during a match, an Alternate may be subbed in to take the place of the injured player for the remaining duration of the match. If no alternates are available, the team must continue the match with a missing player.
- Adult Leaders cannot play, they will serve as coaches for the team
- **ONLY REGISTERED PLAYERS AND ALTERNATES WILL BE ALLOWED TO PLAY FOR THEIR RESPECTIVE TEAMS UNDER ANY GIVEN CIRCUMSTANCE**
- **Each player must have a waiver filled out in order to play**

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## THE FIELD

2 courts side by side @ Apex Campus of Hope Community Church  
[2080 E Williams St, Apex]

## WHEN SOMEONE IS OUT!!!

- When a live ball hits two players, the first person to get hit is out, but the second person is not out.
- If at anytime a live ball hits the ground it is considered a dead ball. So if the ball hits the ground first before hitting a player they are **NOT** out.
- If at any time a body part touches the ground past the middle line you are out. However, if there is a ball that is reachable you are allowed to get it as long as you don't touch the ground. Also see THE OPENING RUSH about crossing middle line.

## BALL CAUGHT

- When a person catches a live ball thrown at them, someone from their team may re-enter. The individual who threw the caught ball is also out.
- If a live ball hits one player and falls into the hands of another you are safe, that does not constitute as an out for anyone. Everyone, including the player who threw the ball, is safe.

## BOUNDARIES

- Once the starting whistle sounds for the opening rush, all players must remain within the court boundaries at all times. If at any point a player steps out of bounds, that player is out.
- If you are trying to dodge a ball and you step out of bounds, **YOU ARE OUT!!!**
- If you are out you must be behind the designated line in being out or your team will get a verbal warning from the referee. If you receive a second verbal warning from the referee the other team may choose one player from your team to come out and start at the end of the line.

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## THE OPENING RUSH

- Each player must be behind the backline boundaries marked by orange cones at the blow of the starting whistle. If any player is in front of the boundary at the starting whistle, that player is automatically out.
- The only time you are allowed to cross the middle line is at the opening rush if you're fighting for a ball.
- Once you collect a ball, players must not throw the ball until they retreat behind the attack line. This rule only applies to the opening rush.

## BALL HOLDING RULE (Using a ball for protection and ways to get OUT)

- You may use a ball to block other balls being thrown at you. However, if at any time a thrown ball knocks the ball you are holding out of your hands, you are out.

**NOTE:** *The fingers on a ball are part of the ball, but the back of the hand and the wrist are not. So if you get hit in the fingers first you're still in, but if you get hit in the back of the hand or on the wrist you are OUT.*

- Once a live ball hits another ball in an opponent's hand it becomes a dead ball. So if the ball is caught after hitting a protecting ball no one is out or if the ball hits a person after a protecting ball no one is out.
- If a live ball hits a player at any time before it hits a ball first the player is out.
- If the game is stalled by a player holding onto a ball for longer than 5 seconds, a Ref will warn you to throw the ball. If you are warned three times, you are out.

## RE-ENTER RULE

- The order that you get out is the order you get back in.
- The only way for someone on your team to re-enter into the game is if someone on your team catches a ball on your team:
  - It cannot come off the wall
  - It cannot come off a ball
  - It cannot touch anything in between the opposite team thrower and your team's catcher. If a live ball hits the first initial contact person and he bobbles and pulls it in without hitting anything you can come back in
- (Only players from the starting line up may re-enter into the game. Alternates can ONLY be activated in between games)

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**NOTE:** *You have 3 seconds to re-enter or you stay out, only now you are in the back of the line. Once you enter play in bounds you are a LIVE Player.*

### **NO STALLING RULE**

- What constitutes stalling:
  - Not throwing a ball within 7 seconds
  - Deliberately throwing the ball into the ground or outside/away from the playing area.
  
- If you stall by doing the above, it will be an automatic out.

### **IMPORTANT TO REMEMBER**

- NO Head Shots
  
- If at any time you are caught cheating you and your team will forfeit that game.
  
- No abusive language
  
- The refs call is FINAL

### **WINNING TEAM**

- \$600 Grand Total Cash Prize
  
- Team Shirts with Customized Names
  
- A Team Trophy to Flaunt
  
- A Year's Supply of Bragging Rights



## HOPE HSM CONSENT FORM

**Event Name:** HSM Dodgeball Tournament      **Date:** November 29, 2017

I am the parent, legal guardian, or the caregiver, in the event that he or she is injured while participating, I do hereby authorize and consent to any x-ray, examination, anesthetic, medical, or surgical diagnosis rendered under general or special supervision of any licensed medical staff member under the provisions of the Medicine Practice Act. It is understood that this authorization is given in advance of any specific diagnosis or treatment being required, but is given to provide authority and power to render care which the aforementioned physician, in his or her best judgment, may deem advisable. It is understood that effort shall be made to contact me, the undersigned, prior to rendering treatment to my child, but that any of the above treatment will not be withheld if I cannot be reached. I understand the nature of this event and do hereby release Hope Community Church, or any of its representatives, from any liability for accidents or injury sustained by my child in conjunction with this event. As well, Hope Community Church can use appropriate pictures of my son/daughter from this event on their website/social media or future promotional videos.

Participant's Name: \_\_\_\_\_ Date: \_\_\_\_\_

Signature of Parent/Guardian: \_\_\_\_\_ Date: \_\_\_\_\_