



Dodgeball

Registration Form
April 22, 2020
12:30 - 3:15 PM
Chaparral High School

Team Name: _____

Team Captain: _____

Email: _____

Phone Number: _____

Teammate #2: _____

Teammate #3: _____

Teammate #4: _____

Teammate #5: _____

Teammate #6: _____

Team Details:

- \$30/team
- Teams of 6 students (must have at least 2 girls)
- Junior high and high school students may participate
- Cash prizes for 1st, 2nd, & 3rd place
- Registration due 4/15/2020, \$10 late fee after 4/15, no registration will be accepted after 4/20
- Prizes for best-dressed team

Each player must have a signed online waiver available at www.harpercofoundation.org/ptlwaiver. Turn in the registration form and payment to Ms. Hedlund or the office by April 15th!

DODGEBALL RULES

1. Play will take place on two gym courts with a referee on each court.
2. Referees start the game, confirm hits and catches, and count ball possession time.
3. There are 6 balls, split into 2 even groups near the ends of the centerline. During the opening rush (when the game starts), you may only grab the balls to your right.
4. You are out if: 1) you step on or over a sideline or centerline; 2) a thrown live ball hits your body, 3) you hit a player in the head, and 4) you throw a live ball and it is caught by an opponent.
5. A thrown live ball can only hit out 1 player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls and are ineligible to hit players out.
6. You may block a thrown ball with a held ball. However, if you drop the blocking ball during the act of blocking, or if you fail to make a clean block (as in the thrown ball still ends up hitting or grazing your body afterward), you are out.
7. If you are out, line up on the side in the order you got out.
8. You can only hold a ball for 10 seconds, afterward, it will be considered dead. Dead balls need to be rolled over immediately to the other team.
9. If the game comes down to 1 player per side, they have 10 seconds to hit each other out; if not, "Showdown" comes into effect. The game is paused, each player gets two balls, two balls are lined up at the ends of the centerline, and the centerline is dissolved. The first player to get the other player out wins.
10. The game is over when all of one team's players are eliminated.