

# 2015 OLMSTED FALLS MIDDLE SCHOOL PTA DODGEBALL TOURNAMENT REGISTRATION

**REGISTRATION:** Due January 20, 2015 \$20.00 per team

Registration and payment can be turned into any homeroom teacher – which will be turned into the PTA mailbox. Cash or Checks accepted (checks preferred)  
Make Checks Payable to: MSPTA

## **ONE REGISTRATION FORM REQUIRED FOR EACH TEAM**

(BECAUSE SKI CLUB RUNS UNTIL 1:30, PLEASE INDICATE IF A SKI CLUB MEMBER SO A LATE MATCH CAN BE SCHEDULED)

# 1 PLAYERS NAME \_\_\_\_\_ (M/F) GRADE \_\_\_\_\_ SKI CLUB MEMBER (Y/N)

PARENTS NAME \_\_\_\_\_ EMERGENCY PHONE # \_\_\_\_\_

# 2 PLAYERS NAME \_\_\_\_\_ (M/F) GRADE \_\_\_\_\_ SKI CLUB MEMBER (Y/N)

PARENTS NAME \_\_\_\_\_ EMERGENCY PHONE # \_\_\_\_\_

# 3 PLAYERS NAME \_\_\_\_\_ (M/F) GRADE \_\_\_\_\_ SKI CLUB MEMBER (Y/N)

PARENTS NAME \_\_\_\_\_ EMERGENCY PHONE # \_\_\_\_\_

# 4 PLAYERS NAME \_\_\_\_\_ (M/F) GRADE \_\_\_\_\_ SKI CLUB MEMBER (Y/N)

PARENTS NAME \_\_\_\_\_ EMERGENCY PHONE # \_\_\_\_\_

# 5 PLAYERS NAME \_\_\_\_\_ (M/F) GRADE \_\_\_\_\_ SKI CLUB MEMBER (Y/N)

PARENTS NAME \_\_\_\_\_ EMERGENCY PHONE # \_\_\_\_\_

# 6 PLAYERS NAME \_\_\_\_\_ (M/F) GRADE \_\_\_\_\_ SKI CLUB MEMBER (Y/N)

PARENTS NAME \_\_\_\_\_ EMERGENCY PHONE # \_\_\_\_\_

TEAM NAME \_\_\_\_\_

**TOURNAMENT STARTS AT 1:00 ON JANUARY 24, 2015 AT THE OLMSTED MIDDLE SCHOOL GYMNASIUM.  
OFFICIAL RULES ARE LOCATED ON THE BACK OF THIS REGISTRATION. REFEREE'S WILL BE  
MONITORING EACH GAME.**

UNIFORMS AREN'T NECESSARY BUT MATCHING TEAM COLORS ARE RECOMMENDED.

DOUBLE ELIMINATION. PRIZES AWARDED TO TOUNAMENT CHAMPIONS.

CONCESSIONS AVAIALBE FOR PURCHASE @ \$1.00 PER ITEM: HOT DOGS, CHIPS, GATORADE,  
CANDY

# **2015 OLMSTED FALLS MIDDLE SCHOOL PTA DODGEBALL TOURNAMENT**

## **RULES**

The object of the game is to eliminate all opposing players by getting them "OUT". The first team to eliminate all opposing players is the winner.

This can be done by;

1. Hitting an opposite player with a thrown ball (clothing is considered part of the body).
2. Catching a ball thrown by your opponent before it touches the ground.

Once a player is called out, they can come back into play in the order that they were eliminated. This can be done only if your team member catches a thrown ball, in the air, from the opposing team.

Players must be positioned behind their respective baselines before the start of the game. False starts will result in one "out".

All players are limited to the dodgeball court during the game. They may only leave the court under the following two conditions. One, they got "out". Two, to attempt to catch a deflected ball that is still live (not considered dead). Example: Player A throws the ball at Player B, the ball deflects off of Player B. Player B or any of his teammates try to catch the ball before it hits the ground. A player may not go out of bounds to avoid getting hit. Doing so will result in an out. Catching a ball out of bounds does NOT count (the lone exception being if player A is hit and player A or another teammate is able to catch that deflected ball before it hits the ground which is consistent with rules stated above).

A player may step on the center line that divides the court in half, but stepping over the line will result in an out.

Deflection:

1. Deflections off the floor, walls, spectators, and officials are considered "dead balls".
2. Deflections off a teammate do count and both players hit are out. "Pinball Effect".
3. If a ball hits another ball, which a player has in their possession, it does not make either player out.
4. If a ball hits another ball, which a player has in their possession and that ball is caught by a teammate, the person who threw the ball is out.
5. If a ball hits another ball, which a player has in their possession and that ball hits a teammate, the person who was hit (teammate) is out.
6. If a ball hits a ball that a player is holding and the ball is knocked out of the players hand, that player is out.

There is a 20 second "shot clock". A player holding the ball for longer than 20 seconds will receive a warning from the referee. Repeated infractions will result in the player holding the ball to be called out. There is a 10 minute time limit for each game. If the game is tied after 10 minutes, the referee will call "gladiator" which eliminates the division line and players will be allowed to run freely on the court.

A referee will supervise all games. The referee's decision is final! No exceptions! Excessive arguing will cost that team another player. All players are expected to be honorable and on their best behavior. Please call yourself out even if the referee did not see you!!