

# **Annual Dodgeball Tournament 1st**

**Sunday, April 11<sup>th</sup>, 2010  
9 a.m. - 3 p.m.**

**Montpetit Hall, University of Ottawa**

**Hosted by:  
The Odyssey Dance Troupe**



# 1<sup>st</sup> Annual Dodgeball Tournament

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## 1<sup>st</sup> Annual Dodgeball Tournament

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Join us for a day of play, dodging, and fun as the Odyssey Dance Troupe hosts its first annual Dodgeball Tournament! Grab some friends and form a team! The day promises to be full of fun and healthy play.

This year, all proceeds from the tournament will go to Odyssey's "Cultural Exchange 2010". The Odyssey Dance Troupe is Ottawa's only dance group specializing in traditional Greek Folklore, and we are proud representatives of the Hellenic Community of Ottawa.

### **Contact Information**

#### ***Tournament Coordinators***

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Maria Merziotis  
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### ***Hosting Organization***

The Odyssey Dance Troupe  
c/o The Hellenic Community of Ottawa  
1315 Prince of Wales Drive  
Ottawa, ON  
K2C 1N2  
[www.helleniccommunity.com/odyssey](http://www.helleniccommunity.com/odyssey)

### ***Venue***

Montpetit Hall, Gymnasium #3  
125 University  
University of Ottawa,  
Ottawa, ON  
<http://www.uottawa.ca/maps/building/montpetit.html>



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### **Registration Information**

All team registration must be paid **in full** by Thursday, April 1<sup>st</sup>, 2010 to guarantee your spot in the tournament. Space is limited to ten (10) teams. Registration is non-refundable and for a minimum of 8, and a maximum of 10 players per team.

### ***Early-Bird Registration:***

\$20 per player

Payment must be received on or before Monday, March 1<sup>st</sup>, 2010 to qualify for the early-bird rate.

After the early-bird deadline, the cost of registration rises to \$25 per player. The deadline for tournament registration and payment is Thursday, April 1<sup>st</sup>, 2010.

### ***A complete registration package includes:***

- Team Registration Form
- Payment
- Release Form

(The Release Form must be signed by each player. **This form may be submitted the day of the event upon arrival.**)

***Please mail a complete registration package to:***

**1<sup>st</sup> Annual Dodgeball Tournament**  
c/o The Odyssey Dance Troupe  
Hellenic Community of Ottawa  
1315 Prince of Wales Drive  
Ottawa, Ontario  
K2C 1N2

# Team Registration Form

1<sup>st</sup> Annual Dodgeball Tournament  
Sunday, April 11<sup>th</sup>, 2010

Team Name:	
<b>Team Members</b>	
1	
2	
3	
4	
5	
6	
7	
8 (Min)	
9	
10 (Max)	

***Payment Options (please circle one):***

Cheque <i>(Payable to "The Hellenic Community of Ottawa")</i>	
Visa	MasterCard
Credit Card No:	
Expiry:	
Name of Card Holder:	
Signature:	
Phone Number:	

- All teams are guaranteed a minimum of 4 games.
- Each team must have at least 8 players and no more than 10. There must be two girls and two guys playing in each game. ***All players are 18 years of age or older.***



## 1<sup>st</sup> Annual Dodgeball Tournament

### Liability Release Form

#### WAIVER AND RELEASE OF ALL CLAIMS AND ASSUMPTION OF RISK

Please read this information carefully and be aware that in signing up and participating in this tournament, you will be expressly assuming the risk and legal liability and waiving and releasing all claims for injuries, damages or loss which you might sustain as a result of participating in any and all activities connected with this activity.

*I recognize and acknowledge that there are certain risks of physical injury to participants in this event, and I voluntarily agree to assume the full risk of any injuries, damages or loss, regardless of severity, that I may sustain as a result of participating in any and all activities connected with this program/activity. I further agree to waive and relinquish all claims I may have (or may accrue to me) as a result of participating in this activity against The Hellenic Community of Ottawa, including its officials, agents, volunteers, employees, and sponsors.*

*I do hereby fully release and forever discharge The Hellenic Community of Ottawa from any and all claims for injuries, damages or loss that I may have, or which may accrue to me arising out of, connected with, or in any way associated with this event.*

**I understand the information above and hereby attest that I am of, or above, the age of 18 years, and am taking part in the Dodgeball Tournament fundraiser on Sunday, April 11, 2010 at Montpetit Hall, pursuant to the waiver and release terms set forth above.**

Name (Print)	Signature	D.O.B.	Emergency Contact	Emergency Phone

## Starting the Game and General Rules

1. 4 dodge balls will be used for each game.
2. To start the game, each team stands at their respective back wall with all four dodge balls on the center line. The timekeeper (or a substitute player) will start the match by shouting, "Ready, Set, Dodgeball".
3. Once play has started, players must remain on their own side of half.
4. Players can lean over the half line to retrieve a ball, but the player cannot touch the middle line or any part of their opponents half of the court. If any part of a player touches the line or other half, that person is out. As well, if a ball is thrown by a player who steps on/over the line, the ball is considered dead and cannot eliminate an opponent. Players can also not jump from their own side of half and land on their opponent's side in the attempt of getting an opponent out. Only the thrower is out in this scenario.
5. Teammates can pass other teammates a ball without it counting if dropped.
6. Players cannot remain static in areas that conceal or partially conceal their body. e.g. door entrance ways, climbers, etc. Also players cannot lie down, kneel or crouch before a ball is thrown. Players can dive out of the way of thrown balls and land on the floor (or kneel down), but they must get back up right away. This is to avoid as many head shots as possible.
7. A ball is considered "dead" as soon as it hits the floor, walls, ceiling or any other obstacles around the court (e.g. basketball hoops, etc). A player is not eliminated after being hit by a dead ball. All other balls are considered "live".
8. Eliminated/Substitute players should stand/sit in the corner at the back wall, and should do their best to no interfere with play. A bench area should be defined (using a bench turned on its side) and this area is out of bounds. Live players may only enter this area to retrieve balls. You are considered a live player as soon as the ball is caught.
9. If you have been tagged, it's recommended that you raise your hand while you are exiting the floor. That way your opponents will not intentionally strike you again
10. Teams will switch sides of the court after each completed game.

11. Please do not squeeze all of the air out of the dodge balls before throwing them. This causes the skin/cover of the dodge balls to become loose and requires constant replacement.
12. Players cannot kick or spike the ball.

### **Throwing the Balls and Eliminating Players**

1. To eliminate an opposing player, a "live" ball must hit the player from the SHOULDERS downwards. An opponent that is hit in the head is NOT eliminated - but the thrower of the head ball IS eliminated. (if a ball first hits the player in the legs, and then bounces up and hits their head, the player is OUT - the ball's first point of contact is what matters). Players cannot purposely use their head to block a ball
2. If a player ducks (or jumps) and the player is hit in the head with a dodge ball, the player that is hit is out. Please note that trying to get hit in the head should not be used as a strategy to get an opponent out at any time.
3. If a "live" ball hits a player then rebounds and hits another player on the court (who unsuccessfully catches it), both players are out.
4. If a player catches a "live" ball that is thrown at him/her, the thrower is OUT. IN ADDITION, the team that caught the ball can return a previously eliminated player to the court. The player that returns to the game MUST be the first player who was ruled "out" during that particular game (and the order of returning players should be maintained...i.e. the third player to be eliminated will be the third player to return to the court). Reminder: substitute players must wait until the next game.
5. Players can only be in possession of ONE ball at any given time. If a player catches a 2nd ball, then the thrower is NOT out and the catcher must immediately drop the 2nd ball. As well the team whose player caught the 2nd ball is NOT allowed to bring a player back onto the court. The player can throw this ball in any manner from anywhere on their own side of the court.
6. Players should not be in possession of a ball longer than 10 seconds (good sportsmanship). This rule applies as soon as a player touches a ball (excluding stopping

the ball with foot), therefore if they put it back down, bounce it etc, they still need to throw it within 10 seconds. Teams should also not be "stockpiling" the balls on their own side of the court if it causes players to be in possession of a ball for longer than 10 seconds. If all 4 balls are one side of the court, the remaining players need to throw at least one ball within 10 seconds. Please abide by this rule as it will speed up the pace of play.

7. A player that is holding a ball can use it to deflect/block another ball that is thrown at them by an opponent. However, if the ball being held is dropped due to the second ball, the person who dropped the ball is OUT. A deflected ball is still considered "live" until it hits the ground. i.e. if it hits another player before hitting the ground, the hit player is out.
8. A live ball that rebounds off of a player (i.e. from an unsuccessful catch, hits off their body, is deflected by another ball, etc) may be caught by any other in-bounds player prior to the ball becoming dead (hitting ground or wall). As usual, the thrower is OUT, and the catching team can retrieve a player. Also first player the ball first, is NOT out.
9. If a player has caught a ball, deflects a thrown ball, PLACES (not drops) current ball down, and catches new ball. The thrower is out, player is safe.
10. If a thrown ball hits an opponent and comes back across the centre line, the ball is considered to be dead and only the person who is hit is out.
11. It is the responsibility of all players to make a fair and honest call as to whether or not they were hit. If a player/team accuses another player of being out, it is up to the player in question to decide whether they were hit or not. Please remember that "It's just dodgeball" and sportsmanship is considered integral to the game. Ultra-competitive players are not welcome. Clothing is considered part of you body if hit by a ball.
12. Every time that only 2 players remain on the court (1 from each team), the timekeeper should announce that the two players have "one-minute" to eliminate each other. After the one minute has expired, if the game has not yet ended, each team will return one player to the court. (Again, each team must abide by their order of returning players).

### **Tournament Specifications**

- The first match will begin at 9:00 am, in the Montpetit Gym at the University of Ottawa. A schedule will be sent out once all teams are registered.
- Games will be 12 minutes long. The winning team will get 2 points for a win. 1 point will go to each team in the event of a tie. 0 points are awarded for a loss.
- All games will begin no later than the time specified on the schedule. If a game finishes early, the next game will begin as soon as possible.
- A team 'wins' when they have eliminated all of their opponents. If no team is eliminated after 12 minutes; the team with the most players on the court will be the winning team.
- A coin will be tossed prior to each match to determine which team starts on which end of the court.
- There will be a round-robin and playoff section to the tournament.
- After a match, teams must exit the court immediately to allow the next 2 teams to take their marks for the following game.
- If an injury occurs, time shall stop and the team may make a substitution; the injured player may not return to the match. However, they can play in future matches.
- The referee is responsible for enforcing all the rules of the game. If there is any debate over a play and/or rule, only the referee should be addressed. He/she will make the final decision
- Please have your team ready to play 10 minutes before your match.
- Prizes will be awarded to the top 3 teams.
- All personal attire (bags, etc..) are to be secured in the change rooms.
- No eating is allowed in the gym. Water and sports drinks are allowed.
- Please wear indoor footwear.
- All teams are guaranteed four games.

## Tournament Schedule

There will be two pools, each with 5 teams in each. All teams within a given pool will play each other. The top two teams will advance to the playoffs. The first place team from pool A will play the second placed team from pool B, and vice versa. The winners will go to the Championship finals and the two losing teams will go to the consolation finals.

### **Pool A:**

Team 1

Team 2

Team 3

Team 4

Team 5

9:00 → Team 1 vs. Team 2

9:15 → Team 6 vs. Team 7

9:30 → Team 3 vs. Team 4

9:45 → Team 8 vs. Team 9

10:00 → Team 5 vs. Team 1

10:15 → Team 6 vs. Team 10

10:30 → Team 2 vs. Team 3

10:45 → Team 7 vs. Team 8

11:00 → Team 1 vs. Team 4

11:15 → Team 6 vs. Team 9

11:30 → Team 3 vs. Team 5

11:45 → Team 8 vs. Team 10

12:00 → Team 2 vs. Team 4

12:15 → Team 7 vs. Team 9

### **Pool B:**

Team 6

Team 7

Team 8

Team 9

Team 10

12:30 → Team 1 vs. Team 3

12:45 → Team 6 vs. Team 8

1:00 → Team 2 vs. Team 5

1:15 → Team 7 vs. Team 10

1:30 → Team 4 vs. Team 5

1:45 → Team 9 vs. Team 10

2:00 → 1<sup>st</sup> of Pool A vs. 2<sup>nd</sup> of Pool B

2:15 → 1<sup>st</sup> of Pool B vs. 2<sup>nd</sup> of Pool A

2:30 → Winner of Previous 2 games

2:45 → Losers of Previous 2 games

***NOTE: There is no scheduled break for lunch. Facilities are available on site at the University. Please make your own arrangements without delaying the schedule.***