

Paxton Recreation's Annual

Dodgeball Tournament

3 Nights!

Paxton Center School Gymnasium-Starting at 5:30

Friday, March 15th: Kindergarten – 2nd Grade

Friday, March 22nd: 3rd, 4th, and 5th Grade

Friday, March 29th: 6th, 7th, and 8th

A champion will be crowned for each division.

Teams that pre-register will be the first to play. Cost = \$5.00 a person or \$20.00 a team

Objective: To eliminate all the players on the opposing team.

Failing this, to have the most players remaining when time is up

PLAYING PROCEDURES – No Head Hunting!

1. Play will be 4 on 4 – teams limited to four players.
2. Each team will play at least 2 sets of 3 games each (6 games total)
3. Each game will run for a maximum of 2 ½ minutes.
4. Teams will switch ends of the court between every game.
5. See attached rules for more details.

Team Uniform Contest – Prizes for Each Division!

Judged on Creativity, Team Spirit, Artistry, & FUN! Winners selected at discretion of local celebrity judges.

Registration Form (needed for each player) Please drop off or mail to the town hall 697 Pleasant St.

Child: _____ Grade _____ Parent Email _____

Team's Name _____

Phone: (Home) _____ (Cell): _____

Emergency contact _____ Phone: _____

Medical Consideration / Allergies: _____

I agree not to hold responsible the Paxton Recreation Commission; the Town of Paxton; the owners of the premises where the program is held; or any of the parties connected with the program for any injury or accident that may occur during the program. I understand that if my child becomes a discipline problem, he/she will be dismissed from the program and no money will be refunded. I also grant permission for the Recreation staff to seek medical care for myself or my child in the event that a family member cannot be reached. (All participants in any town recreation program must complete this waiver).

Parents Signature: _____ Date: _____

I give permission for any pictures taken of my child in this program to be displayed: _____ (initial)

All Checks made payable to Town of Paxton. You can mail or drop off registration also online payments are accepted

There has to be at least 2 Paxton Players on a team

THE RULES

Starting a Game

All players begin on their start line (the back line of the field of play). When whistle is blown, players from each team will get the two balls from their **right side** of the center line and return to the start line before throwing.

Eliminating the Opposing Players

Players are out if:

- They throw a ball that is caught on the fly (without it bouncing) by the other team.
- They get hit by a ball thrown by the other team on the fly.
- They hit another player, who is in an upright position, above the shoulders. **(NO HEAD HUNTING!)**
- They cross the center line.

Note: If a ball bounces off an opposing player on the fly and is then caught by the player or a teammate, the *thrower* will be out. The player that the ball bounced off of remains in the game.

Players are NOT out if:

- Their ball is caught off the wall or ceiling.
- They get hit above the shoulders while in an upright position. **(NO HEAD HUNTING!)** This does NOT include ducking your head or bending down– in which case, the player who got hit will be out.

AFTER BEING ELIMINATED

Once players are eliminated, they must stand on the side line, just out of bounds on their team's side of the center line, waiting to see if they can come back in. They can return to the game one at a time, when a teammate catches a ball on the fly, when it is their turn to return to the game (after teammates eliminated before them have returned to the game).

BLOCKING WITH THE BALL: LIVE BALL

Players may use the ball to block; however, if the ball is knocked out of their hand while blocking, or if it deflects off the ball, they will be out. If a ball is successfully blocked, the ball remains live and if caught, the thrower is out, or if it hits another player, the player it hits is out.

NO STALLING

If a team is winning or tied, a player CANNOT hold onto the ball for more than 5 seconds – stalling is prohibited!

OUT OF BOUNDS

Players must remain in the field of play unless retrieving a ball, in which case, they must return immediately to the field of play after getting the ball.

A ball that hits any wall or ceiling is considered dead and is not back in play until someone has picked up the ball and throws it at an opponent.

HONOR SYSTEM

Players are expected to be honest, follow the rules, and take themselves out when the time comes, even if the referee might have missed it.

TO ADVANCE

Teams with the most wins after Round 1 will advance. In the event of ties, there will be single elimination games to determine who advances. Separate winners for each division will be crowned.

This is a fun, family event – no rough play or rough language!