

GREAT BALLS OF FIRE DODGEBALL TOURNAMENT

Sponsored by LVHN, Subway, and Foundation Tavern

What? A one-day dodgeball tournament! Compete to win the GREAT BALLS OF FIRE TROPHY and a Golf Package from Foundation Tavern!

Where? Lower Macungie Middle School, 6299 Lower Macungie Road, Macungie PA 18062

When? April 30, 11am; play is from 12pm until we have a winner (then FREE APPETIZERS @ Foundation Tavern!)

How much? Cost is \$40 per player, which includes a Subway lunch, custom t-shirt with your team name, & appetizers at Foundation Tavern. \$5 for spectators, \$3 for children under age 12.

Who benefits? 100% of proceeds go to burn survivors through the Lehigh Valley Health Network Burn Survivor Programs

How does it work? You can have as many players as you want on a team, but only 7 play at a time. **New this year - players must be 18 or older.** **Each team must have at least two women on the court at the start of each game.** Matches will be double elimination, see below for game rules.

How do I sign up? Email the attached registration form to Elisha Elliott Leavy at Elisha.ElliottLeavy@lvhn.org or call (610)402-8595 to obtain a registration form.

DEADLINE TO SIGN UP: April 1, 2022

****Masks are required for all participants and attendees****

GREAT BALLS OF FIRE DODGEBALL TOURNAMENT

Registration Form

Team Name: _____
Color for T-shirts*: 1st choice: _____ 2nd choice: _____ 3rd choice: _____
**sorry, black is reserved for survivor/staff shirts*
Email: _____
Phone Number: _____
Size/# T-shirts needed: _____S _____M _____L _____XL _____XXL _____XXXL

Team Details: 7 players play at a time, substitutes are recommended. **Masks required.**

All players must be 18 years of age or older

****CO-ED REQUIREMENT:** minimum of two women must be on the court at the start of each game**

Team Captain: _____
First & Last Name *Email*
(Team Captain will receive email correspondence and is responsible for team affairs)

Teammate #2: _____

Teammate #3: _____

Teammate #4: _____

Teammate #5: _____

Teammate #6: _____

Teammate #7: _____

Teammate #8: _____

Teammate #9: _____

Teammate #10: _____

Date: April 30, 2022

Registration: 11-11:30am

Start of play: 12:00pm

Location: Lower Macungie Middle School

Deadline to register: Teams must submit their final roster and registration form with full payment by **Friday April 1, 2022** to Elisha Leavy (Elisha.ElliottLeavy@lvhn.org or mail to 1200 S. Cedar Crest Blvd., 3K Burn Center [Attn: E. Leavy] Allentown, PA 18103)

Team Donation: \$40 per person (team member) 100% of proceeds go to LVHN Burn Survivors.

Checks should be made out to **Lehigh Valley Health Network** with "Dodgeball" written in the memo.

Sorry, no refunds – all proceeds go to Burn Survivor Programs

Food and refreshments will be sold at the game

First place team receives the GBOF Trophy and wins a Golf Package from Shepherd Hills Golf Club!

GREAT BALLS OF FIRE DODGEBALL - OFFICIAL RULES

The Game: Dodgeball is played by two teams, each made up of seven players. **At least two players on the court on each team must be women.** The purpose of each team is to eliminate opposing team members. This is done by striking opposing players with thrown balls, or catching balls thrown by opposing players, while preventing the opposition from doing the same. Games will be played in match format, best out of 3 games will win the match. Double elimination applies. All play is subject to restrictions in the following rules.

1. Rule 1 – Players, field, and Equipment

a. Section 1: Team

- i. Teams will be made up of 7 players, minimum of **2** women on each team at start of play.
- ii. Players must be 18 years old or older

b. Section 2: Field Dimensions and markings

- i. The playing field shall be a rectangular surface free from obstructions at least 50 ft. long and at least 30 ft. wide.
- ii. The playing field will be marked with sidelines, end lines, a center line, and attack lines. Attack lines are parallel to and 9 ft. from the center line.

c. Section 3: Boundaries

- i. During play, all players must remain within boundary lines.
- ii. Players may pass through their end-line only to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground.
- iii. When retrieving a ball, the player must also immediately re-enter the playing field only through their end line. A player not immediately re-entering may be declared OUT.
- iv. A player outside the playing area may not legally throw at an opponent, but may be eliminated if hit by a live thrown ball.
- v. If a player does any of the following they may be declared OUT. A player shall not:
 1. Have any part of their body cross over the center line and contact the ground on their opponents' side of the court,
 2. Leave the playing field to avoid being hit by or attempt to catch a ball.

d. Section 4: Equipment

- i. The official ball to be used in play will be an 8 1/4" rubber coated foam ball.
- ii. The number of balls in a regulation game is six (6).
- iii. Participants must wear shoes, shirts, and shorts/pants
- iv. All clothes and or uniforms are considered part of the player's body.

2. Rule 2 – Game Play

a. Section 1: The Game will be played in matches

Matches will be decided using a "best of three" format in which the first team to win two games will be declared the winner of the match. Teams will lose twice before being finished with the tournament.

- i. Teams will alternate sides following each game.
- ii. The object of the game is to eliminate all opposing players by getting them OUT.
- iii. An OUT is scored by:
 1. Hitting an opposing player with a LIVE thrown ball.
 2. Catching a LIVE ball thrown by your opponent.
 3. Causing an opponent to lose control of a held ball as a result of contact by a thrown LIVE ball.
 4. An opposing player stepping over the center court line or the sideline (except when retrieving a ball per Rule 1, Section 3, Part iii).
 5. An opposing player throws a ball before taking their ball behind the starting line.

- 6. A LIVE ball is one that strikes or is caught by an opposing player without/before contacting the ground, another player, a non-held ball, official, or other object.
- iv. If a player catches a live ball thrown by their opponent, in addition to the thrower being declared OUT, a player from the catcher's team that had previously been eliminated can re-enter the game. (Players must re-enter in the same order that they were hit OUT.) This player is immediately considered in play and may be targeted, subject to Rule 1, Section 3, Part iv.
- v. A player may block a thrown ball with a ball being held, provided the holder does not lose control of the held ball as a result of the contact with the thrown ball.
- vi. A live ball deflecting off a held ball is DEAD at the moment of deflection – catching a ball off of a deflected block results in all players being safe.
- vii. Once a player is OUT, they must drop any balls in hand and exit the playing field at the nearest sideline, taking care not to intentionally interfere with game play or any live balls.
- b. Section 2: Beginning the Game
 - i. Prior to beginning a game, an equal number of dodgeballs are placed along the center line on each side of the center hash mark. A standard game consists of 6 balls, 3 on each side of the hash mark.
 - ii. Players then take a position behind the end line.
 - iii. Following a signal by the official, teams may approach the center-line to retrieve the balls. Teams may only retrieve balls placed to the right as they face the center line. If balls remain on the center line after a team has retrieved and moved their balls beyond the attack line, those balls may be retrieved by either team.
 - iv. A false start will be called if players cross their end line prior to the official's signal to start the game. The penalty is that one of the offending team's balls is placed on their opponent's side of the center line.
- c. Section 3: The Opening Rush
 - i. Each ball retrieved by a team during the opening rush must first be taken beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent. Failure to take a ball back will result in the thrower being OUT.
 - ii. Once a ball is moved beyond the attack line it may be thrown from anywhere on the court, short of center, including in front of the attack line.
- d. Section 4: Declaring a Winner
 - i. The first team to legally eliminate all opposing players will be declared the winner.
 - ii. **If neither team has been eliminated at 3 ½ minutes into the game, the whistle will blow 3 times signaling the start of "Gladiator".**
 - 1. During Gladiator, teams can cross the center line and go as far as their oppositions attack line. If a team crosses over their opponents attack line, they will be out. All other regulations apply.**
- e. Section 5: Stalling and 5-Second Violation
 - i. It is illegal for any team to control all the balls for more than five (5) seconds. If a team controls all the balls (all the balls are located on their side of the center line), they must make a legitimate effort to get at least one ball across the attack line and into the opponents' backcourt. If this is not done within 5 seconds, a "5-second violation" will be called. At this time, the trailing team will be supplied with a ball, and play will resume "ball in hand."