

# 2019 DUTCH DODGEBALL BLAST

1:00 PM Saturday, March 2, 2019

## Tournament Information



- 1 All teams will be placed in "pool" where they will play against all the other teams in their pool. At the conclusion of pool play, teams will be seeded and placed into a single elimination playoff bracket.
- 2 The Tournament will follow 'National Amateur Dodgeball Association' (NADA) rules. A copy of the NADA rulebook will be given to each captain upon payment of the registration fee. It is the responsibility of the captain to know & inform all team members of the rules prior to the start of play. In order to fit our venue there may be slight changes to field sizes, number of referees, ball type & size, etc.
- 3 Teams can be comprised of 6-10 players. Only 6 players will compete at a time on a side. Substitutions may be made at the start of game play or in the case of a disabling injury to a team member. Upon substitution for injury, the injured team member will not be allowed to rejoin play for the remainder of the tournament. Non-playing team members may be used to retrieve balls during play.
- 4 Younger players may choose to play up to a higher age bracket. This must be indicated on the registration form.
- 5 Prizes will be awarded for the most original Team Name & most original Team Uniform. Uniforms are not required but similar styled/colored T-shirts are recommended for ease of differentiating teams and team members.
- 6 Champions of each age and gender bracket will be awarded Tournament T-Shirts at conclusion of the Tournament.
- 7 ***The following is an abbreviated version of the rules printed in the Official NADA Rule Book each captain will have a copy of the rules at the tournament:***
  - A **THE EQUIPMENT**  
The official ball used in tournament and league play will be a rubber-coated foam ball.
  - B **THE GAME**  
The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
    1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
    2. Catching a LIVE ball thrown by your opponent before it touches the ground.Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc)
  - C **BOUNDARIES**  
During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.
  - D **THE OPENING RUSH**  
Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown
  - E **TIMING AND WINNING A GAME**  
The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played. Details on overtime can be found in the NADA Rule Book.
  - F **TIME-OUTS & SUBSTITUTIONS**  
Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.
  - G **5-SECOND VIOLATION**  
In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. More details can be found in the NADA Rule Book
  - H **RULE ENFORCEMENT**  
During pool play or regular-season matches, rules will be enforced primarily by the "honor system"\*. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor\*. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.
  - I **N.A.D.A. Code of Conduct**
    1. Understand, appreciate and abide by the rules of the game.
    2. Respect the integrity and judgment of game officials and N.A.D.A staff.
    3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
    4. Be responsible for your actions and maintain self-control.
    5. Do not taunt or bait opponents and refrain from using foul or abusive language.

**PLEASE SEE REVERSE SIDE FOR TOURNAMENT REGISTRATION**

**For Additional Information Contact David Hartlaub 717-397-5231 ext. 1071 (dave\_hartlaub@conestogavalley.org)**