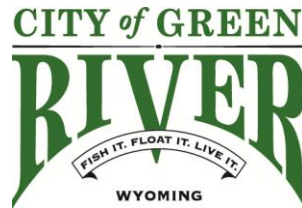


* Entry forms must be received by June 23, 2010.
* Make checks payable to Flaming Gorge Days Dodge ball.

Mail forms to:
Nacho Flores
P.O. Box 115
Green River WY. 82935
307-870-4064

THANK YOU WEEKEND SPONSORS



ABC BONDING



6th ANNUAL FLAMING GORGE DAYS 2010 DODGE BALL TOURNAMENT



June 26, 2010
Expedition Island
Green River, WY.
Outdoor Grass Courts

Noon

RULES

THE TEAM

Teams will be made up of 6 players, will compete on a side; others may be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

THE FIELD

The game may be played indoors or outdoors. The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline.

THE EQUIPMENT

The official ball used in tournament and league play will be an 8" rubber ball.

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)

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.

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.

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.

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.

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.

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.**

*NOTE: During tournament play, All Semi-Final and Final Round matches will be officiated by no less than three (3) Officials. These officials will rule on all legal hits, out-of-bounds and 5-second violations.

Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials.
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

ENTRY FORM DODGEBALL TOURNAMENT

Note: T-shirts Available for first 16 Teams, so sign up early

\$75.00 Per Team

\$50.00 Per Team 12 and Under

DIVISION

Please mark one

12 and Under _____ **13-17** _____ **18+** _____

TEAM NAME _____

PLAYER #1

NAME: _____ **PHONE:** _____

SIGNATURE: _____ **GUARDIAN** _____

PLAYER #2

NAME: _____ **PHONE:** _____

SIGNATURE: _____ **GUARDIAN** _____

PLAYER #3

NAME: _____ **PHONE:** _____

SIGNATURE: _____ **GUARDIAN** _____

PLAYER #4

NAME: _____ **PHONE:** _____

SIGNATURE: _____ **GUARDIAN** _____

PLAYER #5

NAME: _____ **PHONE:** _____

SIGNATURE: _____ **GUARDIAN** _____

PLAYER #6

NAME: _____ **PHONE:** _____

SIGNATURE: _____ **GUARDIAN** _____