



Dodgeball Benefit Tournament

Rules and Information*

Thank you so very much for your interest in this fun dodgeball benefit tournament. Without your participation and the generosity of our community, this fundraiser would not be successful. First of all, I would like to extend a special thank you to Flatiron Athletic Club for donating use of their amazing facility.

Please share the following information with your team. The information is a guide to how the tournament will run. If you have any questions, concerns, or suggestions, please contact me via email at theresepitterle@hotmail.com or via phone at 303-803-8868. I will do my best to make this work for all of us.

FUNDRAISER

- Inform your team that the primary goal of this tournament is to raise money for Birambye International, a not-for-profit 501(c)(3) organization based in Denver, Colorado. Birambye International was formed to primarily plan and develop integrated sustainable business projects with their Rwandan partner, GSSA. Birambye will also participate, or lead, sustainable development/architecture workshops at any location that serves a community in need (<http://www.birambye.org/>).
- Specifically, the proceeds of this benefit tournament will go towards a Wind Turbine Workshop in Rwanda. The windmill will be installed at the Children's Village Kigarama, so the orphanage will benefit by finally having access to electricity! The primary goal of the workshop is to teach the orphans and NGOs how to build a wind turbine so that they can maintain, expand, and even create a micro-enterprise business out of it, spring-boarding orphans into a future career opportunity. Other goals of the Workshop are to increase access to an inexpensive sustainable energy source in the region while building economic self-sufficiency and maintaining cultural integrity through a sustainable and appropriate technology.
- Currently, the orphanage may get 1-3 hours of electricity in a given week, making it hard to store essential vaccines/medicines. The new electricity will be used for refrigeration to store emergency vaccine, to help dry fruit from the orchards, and to provide lighting for the school and the orphans' studies.
- Any contribution from you will help ensure the health and livelihood of 110 children, as well as supporting technology transfer by teaching Rwandan engineers and contractors about a sustainable energy solution for rural Rwanda.
- Additional tax-deductible donations can be made at <http://www.birambye.org/>.

LOCATION

- We will be using the Flatiron Athletic Club gymnasium located at 505 Thunderbird Court East, Boulder, Colorado.
- The gym will be split in half for tournament play, but the championship game will be full court play.

TIMES

- The tournament play will start at approximately 6:00 pm on Friday, March 12th, but not all teams will play at 6:00.
- Game times for each team will be sent to team captains and Misfit players on Wednesday, March 10th.
- Please arrive at least 15 minutes prior to your scheduled start time.
- Each player must sign the roster form, as well as Flatiron Athletic Club's waiver, before being considered an eligible player.

REGISTRATION

- Coed teams will consist of 6 players, 3 men and 3 women, on the court at a time. However, teams may have unlimited players on a roster.
- If you want to play but cannot get a full team together, please sign up for the Misfits team(s). These individuals will randomly be grouped together to form a team.
- Email theresepitterle@hotmail.com or call 303-803-8868 by Wednesday, March 10th.
 - Please include in your email your team name with the names/number of people or your team, or the name(s) of the individual signing up for the Misfits team.
- Donation of \$15 per person to be paid at the door (no credit cards).
- If you cannot make the tournament or if you would like to donate additional funds to Birambye International, tax-deductible donations can be made via PayPal or credit card at <http://www.birambye.org/>.
 - If you would like your team to receive credit for an additional online donation, please write "Dodgeball Benefit + Team Name" under the Special Instructions, and email theresepitterle@hotmail.com with confirmation of your additional donation.
- I will have completed brackets to the teams on Wednesday, March 10th.

\$5 TIME OUT CATCHES

- A player can buy CATCHES! If a player wants to buy catches, he/she can tell the referee PRIOR to the beginning of each game and may buy catches for \$5.00 each.
- The time out catch allows one additional player to enter the game, but does not have any effect on the opposing team (i.e., when a time out is called, an additional player may enter the game for the team that purchased the time out catch while the opposing team continues with the same number of players).
- One team can buy as many as 2 catches per game (10 per match).
- This does include the championship game.

PRIZES

- There will be prizes for the first place team and the team that raises the most money (2 prizes total). Individual/team registration, time out catches, and any additional donations made to Birambye International shall count towards a team's fundraising total.
- Additional tax-deductible donations can be made via PayPal or credit card at <http://www.birambye.org/>. Please write "Dodgeball Benefit + Team Name" under the Special Instructions, and email theresepitterle@hotmail.com with confirmation of your additional donation.

REFEREES

- The referees are all VOLUNTEERS. This is a long day for NO PAY! Under NO circumstance will the referees be treated with disrespect.

DOUBLE ELIMINATION TOURNAMENT BRACKETS

- Every team is guaranteed two games, starting with Round 1 Blind Draw Tournament Brackets.
- The International Dodgeball Federation rulebook shall govern all games with the exception of local league rules.

Rule 1: Team

1. Coed teams will consist of 6 players, 3 men and 3 women, on the court at a time.
2. Teams must have a minimum of 5 players to start a game; less than 5 players will result in a forfeit.
3. Teams may have unlimited players on a roster.

Rule 2: Play Area and Markings

1. The matches will be played in the gym using the entire allowed gym space.
2. The centerline will serve as the center boundary between the two teams; no other lines will serve as a boundary.

Rule 3: Boundaries

1. During play, no players may cross the center line boundary. Crossing the center line and making contact with the ground on their opponent's side of the court will result in an out.
2. Players may retrieve **stray** balls at any time since there are no boundary lines other than the center line, players are susceptible to being hit at any time.
 - a. A **stray** ball is one that has not been picked up and is lying on the ground.
3. If retrieving a ball, a player must do so as quickly as possible.
4. Players who are out may help put balls back into play by **rolling** them back onto the court.

Rule 4: Uniforms

1. Matching uniforms are not required, but are encouraged.
2. Athletic shoes must be worn at all times.
3. No wristbands or jewelry may be worn on the fingers or wrists

Rule 5: Equipment

1. The official ball used in tournament and league play will be an 8 ½" rubber/plastic coated foam ball.
2. The standard number of balls for a game is six (6).

Rule 6: Game Play

1. Winners of a match will be declared after a best of five series of games. If one team has won three games, a fourth game will not be played.
2. Each match will have a time limit of fifteen minutes.
3. The object of the game is to eliminate all opposing players by getting them OUT.
4. Uniforms are considered part of a player's body.
5. Any ball that touches the ceiling, ground, wall, etc. is considered a dead ball.
6. If a player is hit in the head while in a vertical standing position, they or the thrower are not out. If that player is attempting to dodge or in a non-vertical position and is hit, they will be considered out.
7. If a defender catches a "live" thrown ball, the thrower is out and one player then returns to the defenders side on first out, first in basis.

Definition: LIVE: A thrown ball that has not touched anything, including the floor/ground, official, or other item outside of the playing field: wall, ceiling, net, etc.
8. If a defender deflects a thrown ball **with a ball** in their possession, it can be deflected to one of their players and if caught, the thrower is out and one of the defending team's players may return to the game.
9. If a thrown ball hits a defender and is then caught by a defending teammate, before becoming dead, the thrower is out as well as the defender hit by the ball. Then a player from the defending team may re-enter because of the catch.
10. If a defender deflects a thrown ball (with either their body or a held ball) and their teammate touches it, but does not catch the ball, that player who did not catch the ball, is out. A ball is considered "live" till it touches an inanimate object.

11. If a defender deflects a thrown ball, with a ball in their possession, the thrown ball is still alive and if it then hits the person who deflected it, that person is out.
12. If a defender deflects a thrown ball, then drops the original ball in their possession they are out.
13. If a ball hits a defender, then is deflected and caught by a fellow defender, the person who was hit is out, the thrower is safe and a member of the defending side may re-enter from the sideline.
14. If a defender attempts to catch a live ball, but drops it, the defender is out.
15. Players who have been called out must form a line in order of being called out, at the designated area, until it is their turn to rejoin the game.
16. A player may only hold the ball for 5 seconds; a dribble is allowed to restart the 5 second time limit. If the ball is held for more than 5 seconds, the player will be out.
17. **Unsportsmanlike conduct, in any form, will result in immediate ejection from the game. Respect needs to be given to the game official at all times.**

Rule 7: Beginning the Game

1. Prior to each game, each team will be given 3 balls to start the match.
2. Players take positions along the end line, with one hand on the wall, balls in hand.
3. Following signal by official (whistle), teams may move and begin throwing the balls.

Rule 8: Time-outs, Substitutions, and Re-entry

1. Each team will be allowed one, 60-second time out per game.
2. A timeout will be called when the official has recognized the request and signaled for time out by blowing their whistle. Any player may signal the timeout.
3. Any balls that are "in play" when the whistle is blown are still considered live. Ball must have left the hand before or while whistle is blown.
4. During a time-out is the ONLY time a team may substitute players into a game.
5. Substitute players can be of either sex, however only 75% of one sex can replace the current sex on the floor.
 - If 3 women are left on the floor, only 2 of them can be replaced with a male.
 - If 2 women are left, only 1 can be replaced with a male.
 - Exception: If 1 woman is left on the floor, she can be replaced by a man.
6. If a time-out is called due to injury, a substitution may be made for the injured player only. **Re-entry rule:** If a defender catches a "live" thrown ball, the thrower is out and one player then returns to the defenders side in order of first out, first in. The player who threw the ball is still OUT. If the team catching the ball has no players OUT, play simply continues with no player re-entering the contest.

Rule 9: Stalling Violation

1. A team trailing in number of players requires a ball to be at their disposal for the opportunity to eliminate opposing players.

*It is illegal for the leading team to control all of the balls for more than five seconds. If the leading team controls all the balls-meaning, all balls are located on their side of the centerline, they must make a legitimate effort to get at least one ball across to the opposing side before a five second violation is called. This may be done by throwing or rolling a ball towards the opponent's side. **Only the official may call a five-second violation.***

Penalty for five-second violation:

1. First offense - A warning will be given to the offending team and all the balls will be given to the other side.
2. Second offense - Results in a member of the offending team being declared OUT automatically.

Rule 10: Declaring a Winner

1. The first team to legally eliminate all opposing players will be declared the game winner.
2. Winners of a match will be declared after a best of five series of games. If one team has won three games, a fourth game will not be played.

3. A time limit of fifteen minutes has been established for each match. If neither team has been eliminated at the end of the time limit, the team with the greater number of players on the floor will be declared the winner of that game, and this game will count towards the overall match total.
4. In case of an equal number of players remaining for each team at the expiration of the time limit, a three-minute sudden death overtime period will be played. The first team to eliminate ONE opposing player will be declared the winner.
5. Should teams remain tied after the first overtime period; each team will add one player to their side and play another overtime period according to the above rules. Overtime play shall continue until there is a winning team.

Rule 11: Scheduling

1. All games are scheduled by the Program Coordinator.
2. Team managers are responsible to alerting teams of all game times.

***All rules are subject to change, at Program Coordinator's discretion**

THANKS in advance for a very **SUCCESSFUL** and **FUN** TOURNAMENT!

Therese Pitterle
theresepitterle@hotmail.com
303-803-8868

Player Code of Conduct

Definitions:

Manager - A person designated as the team spokesperson. One who is either a player or non-player.

Player - A person who actively participates in the game, whether it is playing or sitting on the bench, and who is on the roster.

Spectator - A person who comes out to watch the games for entertainment with no physical involvement.

Official - A person on the field to administer the official rules.

Participation - Any involvement in activities such as spectating, officiating, playing, coaching, or registering the team.

Program Coordinator - The fundraising coordinator designated to organize and supervise the activity.

No player shall:

-At any time, lay a hand upon, shove, strike, or threaten an official, player, or spectator.

-Refuse to abide by an official's decision.

-Be guilty of obscene gestures, objectionable demonstrations, or dissent of an official's decision.

-Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of an opposing player.

-Be guilty of physical attack as an aggressor on school property, any player, official, or spectator.

-Be guilty of using foul language (swearing) or abusive verbal attack upon any player, official, or spectator.

-Appear on the field under the influence of alcohol to the extent that he/she is inclined to cause harm to him/herself or another player.

-Discuss with an official in any manner the decisions reached by an official. Exception: The manager or captain may confer with the official(s) in a reasonable and civil manner.

-Smoke while coming off or going onto the field of play in any recreation facility.

Penalty: Warning by the official or removal from the game, suspension from the team's next game, and placed on probation for the remainder of the tournament.

1. Any player removed from a game must leave the field, court, or facility immediately. This includes any and all school property.
2. Any ejected player must pay the appropriate fine and sit out the designated number of games prior to playing again.

Failure to comply will result in suspension of playing for the remainder of the tournament.

GENERAL POLICY STATEMENT:

The Program Coordinator reserves the right to change any and all rules, regulations, and policies whenever due cause warrants a change. When a change is made, all managers of teams affected by the change will be notified immediately.

GENERAL POLICIES:

The regulations stated under General Policies will govern all tournament play.

-Animals: No animals will be allowed in any sport complex.

-Bottles and Kegs: No bottles or kegs are allowed at the sport complexes.

-Sportsmanship and fair play will be the hallmark of all adult sport programs.

TEAM REGISTRATION:

Entry Fees must be received by the published deadline or late fees may be incurred. Teams will not be considered entered until their entry fee has been paid in full.

ROSTERS:

-Each player must sign the roster/waiver form before playing to be considered an eligible player.

-Teams may have as many players on its roster as desired. All rosters must be turned in either typed or printed in a neat manner. Teams may add players at any time during the tournament.

-Refunds: Absolutely no entry or player fees will be refunded once the deadline has passed.

-Participants must be 16 years of age in order to play in the Adult Sport Leagues.

Release of Liability: It is the manager's responsibility to see that each player is aware and agrees that there are certain inherent dangers and risks involved in playing and participating in dodgeball. All players must realize that they may be exposed to possible injury in connection with participation in the sport. All players are to be notified that Birambye International, Flatiron Athletic Club, the affiliated facilities, and any staff members will not be held responsible for injuries.



Here is an example of the wind turbine that will be built in Rwanda. This was constructed in rural India, under the direction of Dr. Mark Pitterle and Rachel Werther with CU Denver. Dr. Pitterle will be one of the engineers traveling to Rwanda for the Wind Turbine Workshop.