



Are you ready to Duck, Dodge, Dive and Dodge?

The United Way's GenNext Cabinet is pleased to bring to Thunder Bay the 5th Annual Sun Life Financial GenNext Dodgeball Tournament. All proceeds from this tournament will go to the United Way of Thunder Bay, which supports 27 agencies and 66 needed programs and services in our community. The tournament will be held on **Saturday, March 24th** at The Sports Dome (141 Northern Ave). Teams of 8-10 (**with at least two females in play**) will compete for the title in this annual event. Prizes and awards will also be given for the Top Individual Fundraiser, Top Fundraising Team, Best Dressed and Team Spirit.

There have been some changes to the Player Handbook and Dodgeball 101: Rules & Regulations of Play for both the team games and Last One Standing. Please attentively read this package in its entirety to ensure that the tournament runs as smoothly as possible.

In this package you will find a roster form, pledge forms, official Dodgeball rules and 2 waiver forms for all teammates to sign. Enrollment for the tournament is based on a first come, first served basis as space is limited to the first 32 teams. To enroll, **a \$150 registration fee (non-refundable and non-receiptable) is required per team, submitted along with the completed roster form and 2 waiver forms signed by all team members no later than 4:30pm on Friday, March 9th**, to ensure your spot in the tournament. These may be brought in to Jackie Brusset at the United Way office (1093 Barton St.).

Additionally, each team is cumulatively required to gather a minimum of \$450 in pledges*, using the pledge forms provided. We encourage you to get as many pledges as possible, individually and as a team, as this may result in you and/or your team winning a prize! Pledges may be paid by donors online at www.unitedway-tbay.on.ca (participant's name and team name must be entered by the donor in the 'Comments' section). **Please return all paid pledges and pledge forms to Jackie Brusset at the United Way office by 4:30pm on Wednesday, March 21st.**

For more information, e-mail Jackie at GenNext@unitedway-tbay.on.ca or call 626-1759.

Good luck to all and start stretching!

Scott Schooler
GenNext Dodgeball Tournament Chair

* \$450 minimum required **pledges** are separate from and do not include the \$150 registration **fee** per team.



Procedure to Enter a Team

- Registration is accepted on a first come first served basis.
- A complete registration package consists of:
 - A complete roster form
 - \$150 registration fee per team (non-refundable and non-receiptable)
 - Two waiver forms per player (The Sports Dome and United Way).

Please mail or drop off registration fee and package by 4:30pm Friday, March 9th to:

United Way of Thunder Bay
 Attn: Jackie Brusset
 1093 Barton Street
 Thunder Bay, ON P7B 5N3
 Phone: 626-1769

Important Dates to Remember

Friday, March 9th before 4:30pm	Registration Fee and Package Required at the United Way Office (First come, first served basis)
Wednesday, March 21st before 4:30pm	All Paid Pledges with Pledge Forms brought in to the United Way Office
Sunday, March 18th 3:30pm – 5:00pm	Mandatory Team Captains' Meeting at The Sports Dome
Sunday, March 18th 5:00pm – 6:00pm	Optional Team Open Practice at The Sports Dome
Saturday, March 24th <i>Please arrive before 9:00am</i>	Day of Event! The Sports Dome



ROSTER FORM

Team Name: _____

Team Captain: _____

Phone: _____

Email: _____

Name	Phone	Email
(mandatory female player)		
(mandatory female player)		

2nd in Command: _____

By signing up to play in the 5th Annual Dodgeball Tournament hosted by the United Way's GenNext Cabinet, you agree to pay a \$150 registration fee per team, as well as a minimum of \$450 in pledges per team, which can be sponsored privately or corporately.



(Proposed Day of Event Timeline)

(may be adjusted)

8:00am	Arrive/Register
9:20am	Welcome/Team Introductions
9:45am	Playing of the National Anthem
10:00am	Round Robin Begins
2:30pm	Round Robin Ends
2:45pm	Last One Standing Begins
3:30pm	Awards Presentations
4:00pm	Division Semi-Finals
4:30pm	Division Finals and Consolation Playoffs
5:00pm	Quarter Finals
5:30pm	Semi-Finals
6:00pm	Finals
6:30pm	Trophy presentations to 1st, 2nd and 3rd Consolation Winners

Awards/Trophies:

- Best Dressed Team**
- Best Team Spirit**
- Last One Standing**
- Top Individual Fundraiser**
- Top Team Fundraiser**
- Consolation Champion**
- 3rd Place**
- 2nd Place**
- Tournament Champion**



Player Handbook

- Be creative with your team name and uniforms. Have as much fun as possible because this is after all a charitable fundraiser.
- All players are required to sign the waiver forms provided and submit them when registering for the tournament.
- Players are asked to remove all jewellery and leave it safely at home.
- Sports gloves are not to be worn on the field.
- Indoor gym-type shoes are to be worn on the playing field. Cleats, outside boots and bare feet are not permitted. – The playing field is an excellent surface and needs to remain so.
- This is a one day event with a fast paced, high-energy game – be prepared for the activity level.
- Prescription eyeglasses are permitted, but that player assumes all responsibility should damage result from any action within the dodgeball tournament.
- A table and chairs will be provided for each team to use as their “headquarters” for the day.
- Food and beverages (with the exception of water) are not permitted on the playing field. You may have water bottles at the sidelines. Please do not bring in food from outside, support the Sports Dome and their concession provided by Fox on the Run.
- Although the Sports Dome has a licensed area, players will not be permitted to play and will be asked to leave should they appear to be intoxicated.
- Please review the rules prior to game day. You are expected to be knowledgeable of all rules and abide by them.
- Dodgeball participants are expected to operate on the Honour system and the highest level of sportsmanship by calling themselves out when struck, or in the event of a line violation. A missed call by the referee does not remove the obligation of a struck player to call himself or herself out. If there is a controversial play, the referee will make the final call. There is absolutely no protesting a referee’s decision.
- The most important consideration is player safety. Headshots will immediately be addressed with a severe penalty: the thrower is declared out and will remain out for the next game (within the match). No substitution is allowed and the team must play short-handed.
- **Unsportsmanlike conduct will not be tolerated. Please play nice!!**



Dodgeball 101 - Rules & Regulations of Play

The Court

The court is divided into two 30' X 30' areas, with a Rush Line located parallel and 10' from the Center Attack Line. The total court length is 60' from endline to endline, with a total width of 30' from sideline to sideline.

The Queue

The Queue for each team is a designated area where eliminated players will line up according to their order of elimination. When a catch is made by their teammates, players will return to the game in the order of First Out, First In. Players may not leave the Queue to retrieve balls.

Equipment

The ball used will be an official 8.25" rubber-coated foam ball, as used by the National Amateur Dodgeball Association.

Uniforms

Each team is encouraged to be creative in their selection of uniforms, but please remember that your uniform is in play.

Players

Teams will consist of a minimum of eight players to a maximum of ten players. All players must be a minimum of 18 years of age. One of these players must be designated as Team Captain. Six players begin each game on the court, with two other players designated as ball retrievers. Up to an additional two players will remain as substitutes. Both retrievers and substitutes may be used to substitute during any match.

There must be at least two female players in play on the court, at the start of each game.

Ball Retrievers

Ball retrievers will be required to wear vests (provided), designating them as retrievers. These two players are responsible for retrieving all balls on their side of the court that are out-of-bounds. They will retrieve the balls and return them to the court as rapidly as possible. At NO time is a retriever permitted onto the court. Retrievers may not throw the balls at opponents, and they may not be thrown at by their opponents. The retriever position is an important and physically demanding one that will play a great role in determining the success of a team.

Substitutions

Substitutions must be made prior to the start of a game. Once a game has begun, substitutes may enter only during timeouts, or in cases of injury. Substitutions may only be made by players of the same gender, and by players who did not play in that game. Substitute players are not to be in the Queue – they are not actively participating in a game until substituted in.



Time Outs

There is one 30 second time out per team permitted per game. A time out cannot be awarded while any ball is in flight. All play stops during a time out, with each side maintaining possession of dodgeballs held prior to the time out.

Matches

Each match will be either a best of 5 or a best of 7 depending upon the number of participating teams. The number of games per match will be announced the day of event. Matches will start on time. Team members are expected to be in place and ready to begin promptly at the scheduled time. If a legal team cannot be fielded, then the game is forfeit. Three minutes will elapse and the second game will prepare to commence at which time the offending team will again have an opportunity to field a legal team. This process will continue in timed three minute intervals until the offending team either agrees to forfeit the match, or enough time has passed that 3 games have been forfeited if best of 5, or 4 games have been forfeited if best of 7, ending the match.

Scheduling

Matches will be conducted in a round-robin type format. Teams within each division will play each other once. The top two teams in each division will advance to the playoffs. Schedules will be posted on the day of the event and will be available one week prior to tournament day. All teams will be guaranteed a minimum of 5 matches.

Timed Game

Each game will be played until the 3-minute time limit expires or all opponents are eliminated on one side. If time expires, all remaining players are counted. The team with most players remaining wins the game. If the teams have the same number of remaining players, then Sudden Death Overtime immediately results.

Sudden Death Overtime

Each team is given two balls, with two more balls placed on the ends of the Center Attack Line, being available to whomever gets there first. The remaining players start behind their endlines. At the referee's signal, the game begins and the Center Attack Line and Rush Lines are dissolved; the entire court is open. No timeouts or substitutions are permitted in overtime. Overtime continues until all players from one team are eliminated. A catch in overtime results in an out, but not the return of a player on the catcher's side. Outer boundary lines remain in effect; players must stay within the court.



The Opening Rush and Putting a Ball in Play

The game begins by placing the balls along the Center Attack 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 referee, teams must approach the Center Attack Line to retrieve the balls. The signal officially starts the contest and play is then continuous. Teams may only retrieve the three (3) balls to their right of the center hash. At least one player per team must 'Rush' and all balls must be retrieved. An individual player may retrieve any or all of their team's balls. A player may carry a ball across the Rush Line, pass a ball to a teammate who is behind the Rush Line or they may roll it back across the Rush Line onto their side of the court. Any player physically touching an opponent across the Center Attack Line will be called out. Once a ball is retrieved, it must be taken behind the Rush Line. Once the ball has been taken behind the Rush Line, the Rush Line is no longer in play and players can now throw up to the Center Attack Line without crossing it.

Rush Line/Center Attack Line

The Rush Line is parallel and ten feet from the Center Attack Line and runs the width of the court. During the Rush, balls must be returned behind the Rush Line. Once balls have passed the Rush Line, the Rush Line is no longer in play and the Center Attack Line becomes the line in which players cannot cross. A thrown ball that has not crossed the Rush Line on the Opening Rush is considered a dead ball, any hits or catches are voided plays and the thrower is out.

After the Opening Rush, at all times during a game, a player throwing a ball must remain completely behind the Center Attack Line. If in the act of throwing the ball a player crosses the Center Attack Line (momentum or otherwise), they are out, the ball is dead and all play results are void.

Outs

A player shall be deemed "out" when:

- A live ball hits any part of the player's body, clothing, or uniform.
- A defending player catches a live ball thrown by their opponent.
- A player attempting to block a thrown ball loses possession of their blocking ball.
- A player crosses a boundary line.

*Definition of **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).*

Note: As a ball is dead as soon as any contact or an "out" is made, only one player can be eliminated by one ball. Deflections or a multiple hit still only make one "out". Eliminated players will line up in the Queue according to their order of elimination.



Boundaries

During play, all active players must remain within the boundary lines. Players must immediately leave the court when declared out, proceeding out of bounds to the side where their Queue is located. If any part of the player's body crosses an end line, sideline or Center Attack Line while throwing a ball, the player shall be deemed out. To clarify, lines may be stepped on, but not over.

Hit Etiquette

When hit, a player must drop any held balls, raise an arm to signal that they are out and leave the court immediately. Out players shall not intentionally interfere in play, nor kick or pass balls to their teammates at any time. This is illegal and will result in the ball being turned over to their opponents.

Blocking

Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed out. All blocks must be made cleanly; if a ball hits your fingers or hand while trying to block, you are out.

Catching

If a player catches a ball thrown by an opponent, then the thrower is out and one player returns to the catcher's side from the Queue in the order of first out, first in (to the maximum of 6 players per side). If a ball deflects off of a player's body, only that player can catch it afterwards to make an out through a catch. The ball is deemed dead if another player catches it, or if it hits anything else before it is caught. The player that was hit and failed to make a catch is out.

Ball Technique

The act of squeezing or pinching the ball in order to alter the thrown or blocked ball is not allowed. At no time may a ball be kicked or punched at the opposing team. The result is a dead ball and a foul with the offender declared out.

Stalling

The act of intentionally delaying the game. In order to reduce stalling, a violation will be called if a team has all six balls on their side of the court for more than 5 seconds. All balls are considered dead and are forfeited by immediately rolling them over to the opponent's side.



Headshots

A headshot occurs when a player is hit directly in the head by a **high** thrown ball. Any thrower committing a headshot, as determined by the referee, will be deemed out for that game and for the next game as well, within the same match. No substitution will be permitted for this penalized player; the offending team must play short-handed. The defender hit in the head by an illegal headshot will not be called out. At the discretion of the referee, *accidental headshots* (i.e. due more on the part of the defender's attempts to elude the thrown ball) will not be penalized, and the defender will be considered out. **The referee has wide latitude when calling a headshot, with regards to player safety.**

Rule Enforcement

It is ultimately up to the players to enforce and uphold the rules of Dodgeball when playing. Dodgeball relies on the Honour System in which officiating is determined more between players and less from the referees. Players shall observe the highest level of sportsmanship and promptly call themselves out when struck. A missed call by the referee does not remove the obligation of a struck player to call himself or herself out. If there is a controversial play, the referees will make the final call. They have the right to stop a game and discuss the incident before proceeding. In respect for the spirit of the game and for your fellow players, there is absolutely no protesting.

Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect your opponents and congratulate them in a courteous manner following each match, whether in victory or defeat.
3. Respect the integrity and judgement of game referees.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents. Foul or abusive language is not permitted.

Unsportsmanlike conduct will not be tolerated. The referees have wide latitude in determining unsportsmanlike conduct with powers ranging from ejection of players to forfeiture of games and matches at his or her discretion. Play Nice!



Last One Standing

- Fee for entering will be \$5.00 per person. An entrance stamp on the hand (or wristband) will identify a player as eligible to enter the competition. There is no limit to the number of players in this competition, but you must be a registered player from a team in the tournament.
- **The last player remaining will be declared the victor and ultimate player.**
Of course the 'sweet' prize is a nice bonus too
- This competition will be single elimination; i.e. when hit, or your thrown ball is caught, you are out. The game will not be a timed event; play continues until there are two players remaining. If after 3 minutes of play a winner is not determined the game will go to sudden death.
- The rules regarding outs, boundaries, hit etiquette, blocking, catching, ball technique all apply. An exception being: NO player returns to the game when a catch is made. Once again, an illegal headshot will result in the thrower immediately being out, with the hit player remaining in the game.
- Should the number of participants warrant it, the court dimensions for this game will initially double or triple in width over the regular court (to 60' or 90'). The Center Attack Line and Rush Lines remain in play. As the number of players is reduced through play, the court will decrease in width (to 60' or 30'), with only a momentary stoppage in play.
- All 36 balls will be in play and will be distributed across the Center Attack Line for the Opening Rush. As in regular play, each side may retrieve only the balls to their right of the Center Attack Line during the Opening Rush.
- After the Opening Rush is over, any balls not retrieved from the Center Attack Line are available to all players.
- All available referees will officiate the game. Participants are still expected to operate on the Honour System and the highest level of sportsmanship by calling themselves out when struck, or in the event of a line violation. However, the referee's decision is final; there is absolutely no protesting.
- The Head Referee will be responsible for keeping each side relatively even in player numbers. As determined by this referee, players will be randomly chosen to switch sides and even out the numbers as required. This referee will also determine when the court size will be reduced from 90' or 60' wide down to the regular court dimensions - 30' wide.
- When a player is chosen to transfer to the other side, only they are momentarily suspended from play (i.e. may not throw a ball, or be hit). They immediately must exit the court directly out the closest sideline. Once out-of-bounds, they must quickly travel to the back line of the opposing side and then re-enter the competition by crossing that back line onto the active court. No stalling is permitted. They may retain any ball(s) in their possession.
- Ball retrievers will be supplied for the Last One Standing. Retrieved balls will be rolled back on to the court on the same side from which they were retrieved.
- When there are more players than balls available, a player may only hold a ball for a maximum of 30 seconds without a throw. A throw must be made or the ball will be turned over to the opposing side.
- If a player becomes injured and leaves the game, no substitution is permitted.
- Unsportsmanlike conduct will not be tolerated and will result in eviction from the game, at the referee's discretion.
- Neither United Way nor GenNext Cabinet members are eligible to compete in the Last One Standing event.
- The Last One Standing competition is scheduled for play after completion of the Round Robin. Once the Last One Standing is determined, the Awards Presentations will take place before heading into the Division Semi-Finals, etc. This proposed timeline is subject to change.

RELEASE OF LIABILITY



ALL PARTICIPANTS MUST SIGN THIS RELEASE IN ORDER TO PARTICIPATE

In consideration of accepting my registration for participation in the **GenNext Dodgeball Tournament** (the "event") on March 24, 2012 at the Sports Dome (141 Northern Ave. at the CLE Grounds), I, (print name) _____ (the Releasor), my heirs, assigns, executors and personal representatives, hereby release, hold harmless and discharge forever GenNext and the United Way, together with its respective officers, directors, employees, agents, sponsors, insurers, promoters, and affiliates (collectively or singularly the "Releasee") from any and all liability, claims, loss, damage, costs or expenses however caused, including but not limited to liability, claims, loss, damage, costs or expenses caused by negligence or otherwise of the Releasee (claims) and waive any claims against the Releasee arising directly or indirectly from or attributable in any legal way to any action or omission to act of the Releasee in connection with the sponsorship, organization and execution of this event.

I hereby assume, as Releasor, full responsibility for any risk of bodily injury, death or property damage arising out of the event and related activities, whether foreseen or unforeseen, and whether caused by negligence or otherwise.

I HAVE READ THIS RELEASE AND WAIVER OF LIABILITY AND UNDERSTAND ITS TERMS. I ALSO UNDERSTAND THAT I HAVE GIVEN UP SUBSTANTIAL LEGAL RIGHTS OF THE RELEASOR BY SIGNING IT. I HAVE SIGNED IT FREELY AND VOLUNTARILY AND INTEND MY SIGNATURE TO BE A COMPLETE AND UNCONDITIONAL RELEASE OF ALL LIABILITY TO THE RELEASOR TO THE GREATEST EXTENT ALLOWED BY LAW.

As the Releasor, in consideration of the acceptance by the Releasee of such registration, I personally agree to indemnify and hold harmless the Releasee for any Claims which the Releasee might incur as a result of my participation in this event, including but not limited to Claims arising from bodily injury, death or property damage, whether caused by the negligence or otherwise of the Releasee.

Witness

Signature of Participant

Print name

Print name

Address

Address

Date

Date



March 24th 2012

Hosted by United Way of Thunder Bay's

GenNext Cabinet

Record of pledges raised by: _____

Team Name: _____

Team Captain's Name: _____

Team Captain's Number: _____



United Way
Thunder Bay

#	Donor Name (Company Name)	Daytime Phone #	Address	Postal Code	Amount Pledged	Cash Rec'd	Cheque Rec'd	PAID ONLINE	Notes
1	ABC Company	807-555-5555	123 Industry Lane	A1A 1A1	\$100.00		✓		
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									
17									
18									
19									
20									
TOTAL RAISED \$									

Receipts will be issued for all pledges of \$20 or greater

All donations and pledge forms are to be returned to the United Way no later than March 24th

**** PLEASE MAKE CHECKS PAYABLE TO UNITED WAY OF THUNDER BAY

The United Way of Thunder Bay is committed to protecting the privacy and confidentiality of your personal information.

For complete details of our privacy policy, please visit our website at www.unitedway-bay.on.ca or call 823-5420.

United Way of Thunder Bay

1093 Barton Street, Thunder Bay ON P7B 5N3

(807)623-6420 phone, (807)623-6180 fax



www.thesportsdome.ca

CLE GROUNDS
141 Northern Avenue
Thunder Bay,
Ontario P7V 2V7
Phone: 807-625-0110
Fax: 807-625-1403
email: sportsdome@tbaytel.net

- 1. I understand that 1723022 Ontario Limited o/a The Sports Dome, herein known as the "OWNER", has agreed to allow me to use its services, equipment and facilities to participate in UNITED WAY DODGEBALL TOURNAMENT on the condition that I sign this Participant Release and Acknowledgement of Risk Agreement and I agree to be bound by its terms.
2. In consideration of the services of the OWNER and by signing this Agreement, I agree to WAIVE any claims for and RELEASE and forever discharge the OWNER, its subsidiaries, agents, owners, officers, volunteers, participants, employees, and all other persons or entities acting in any capacity on their behalf from any and all claims, demands, or causes of action, which are in any way connected to my participation in the aforementioned activity or my use of the OWNER'S services, equipment or facilities, including any such claims which allege negligent acts or omissions of OWNER . I further agree to defend, indemnify and hold harmless the OWNER for and from any such claim.
3. I understand and acknowledge that all sports and activities entail known and unanticipated risk that could result in physical or emotional injury, paralysis, death and damage to myself, to property, or to third parties. I understand that such risk simply cannot be eliminated without jeopardizing the essential qualities of the aforementioned activity. The risks include, among other things, broken bones, sprains, strains, and other soft tissue injuries, bruises, abrasions, lacerations, dental injuries, concussions, spinal cord injuries, and death.
4. I understand that wearing safety equipment can reduce the risk of injuries and agree to wear safety equipment. It is my sole responsibility to insure that appropriate safety equipment is properly used when participating in the aforementioned activity using the OWNER'S services or facilities. I understand that I am solely responsible for my personal health and safety and my personal property.
5. I expressly agree and promise to accept and assume all of the risk existing in the aforementioned activity involving the services, equipment or facilities of the OWNER. My participation in the aforementioned activity is purely voluntary, and I elect to participate in spite of the risk.
6. I certify that I have adequate insurance to cover any injury or damage I may cause or suffer while participating in the aforementioned activity, or else I agree to bear the cost of such injury or damage myself. I further certify that I have no medical or physical conditions, which could interfere with my safety in the aforementioned activity, or else I am willing to assume—and bear the cost of—all risk that may be created, directly or indirectly, by any such condition.
7. Should the OWNER or anyone acting on their behalf be required to incur legal fees and/or costs to enforce this Agreement, I agree to indemnify and hold the OWNER harmless for all such fees and costs.
8. I understand and agree that this Participant Release and Acknowledgement of Risk Agreement is intended to be as broad and inclusive as permitted by the laws of the Province of Ontario, and that if any portion of it is held invalid, I agree that the remaining terms shall continue to be in full force and effect.
9. The laws of the Province of Ontario shall govern the rights and obligations of the parties to this release and the construction, interpretation and enforceability thereof. I hereby voluntarily waive any right I may have to a trial by jury in any action or proceeding involving the OWNER.
10. I hereby grant the OWNER the right to use my photo, video, or audio, taken in any of the OWNER'S programs or facilities for promotional purposes and do not require any compensation for such participation.
11. I understand that this Participant Release and Acknowledgement of Risk Agreement is an important legal document and declare that I have read and considered it carefully. I fully understand its terms and agree that no oral representations, statements or other inducements to sign have been made apart from what is written on this form. By signing this document, I acknowledge that if anyone is hurt or property is damaged during my participation in the aforementioned activity involving services provided by the OWNER or the OWNER'S equipment or facilities, I may be found by a court of law to have waived my right to maintain a lawsuit against the OWNER on the basis of any claim that I have released by signing this Agreement.

THIS IS A LEGALLY BINDING CONTRACT, PLEASE READ CAREFULLY BEFORE SIGNING

Printed Name of Participant _____

Date: _____

Printed Name of Participant _____

Signature of Participant _____

(If the participant is under the age of 18, the signature of the participant's parent or guardian is required prior to permission being granted to participate in the aforementioned activity)