

RIVERSIDE POLICE DEPARTMENT

In partnership with "A Foundation for Kids" and The GROVE COMMUNITY CHURCH

TURKEYBALL

Community Dodgeball Tournament

TEAM REGISTRATION PACKET

Included:

Team Roster
Player Participation Waiver
Parent Permission Waiver *(for players ages 14-17)*
Rules & Regulations

Each player must sign a waiver in order to participate. All players ages 14-17 must have their waiver signed by a parent in order to participate.

Entry Fee: 3 Frozen Turkeys

Saturday, November 23, 2013

12:30 p.m.



THE GROVE
COMMUNITY CHURCH



For any questions, please contact the RPD Community Services Bureau at (951) 826-5959, or email rrailsback@riversideca.gov

TEAM NAME: _____

ROSTER:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

ALTERNATE PLAYERS

7. _____

8. _____

TURKEYBALL

Community Dodgeball Tournament

EACH TEAM MUST HAVE 6 PLAYERS ON THE COURT DURING TOURNAMENT PLAY IN ORDER TO PARTICIPATE. EACH TEAM MAY ALSO HAVE UP TO 2 ALTERNATE PLAYERS.

Tournament Registration Use Only

(Check Here) **Entry Fee Paid with** _____ **Turkeys**
(How Many)

Registrar Initials

DODGEBALL TOURNAMENT RULES & REGULATIONS

THE TEAM

The game shall be played between two teams of 6 players. Two (2) other persons will be available as a substitute. Substitutes may enter the game only in the case of injury, or at the start of a new game. A substitute is not a player eliminated; he/she must be the 7th/8th player at the start of the game. Adult teams may carry two substitutes for a total of 8 players.

THE COURTS

The games will be played indoors at The Grove Community Church gymnasium. The playing court shall be the boundary of the marked volleyball court, divided into two (2) equal sections by a center boundary line. There will be at least 2 courts used throughout the tournament, and a third outside court may be used if time/weather permits.

THE EQUIPMENT

The official ball used in tournament will be an 8 1/4" rubber-coated foam ball. Participants must wear athletic shoes that will not leave behind scuffmarks. Teams are encouraged to dress in costume and/or theme, but shall refrain from images of violence, sexual content, inappropriateness, and conduct not conducive of the police or church.

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 thrown ball.
2. Catching a ball thrown by your opponent before it touches the ground or back wall (includes deflected balls).
3. Causing an opponent to drop a live ball as a result of contact by another thrown live ball. (usually occurs when a ball is being used as a shield to block a thrown ball.)
4. An opposing player stepping out of bounds. (To avoid getting hit and not because he or she is retrieving a ball - in which case you have 5 seconds to retrieve a ball, and come immediately back into the playing field.)
5. If a person deflects a thrown ball with another ball, they cannot get out (even if they are hit by the deflected ball). If someone catches the deflected ball, the person throwing the ball is out.
6. If a team has more players and all the balls they will have 10 seconds to throw a ball, or a player will be eliminated.
7. Any ball hitting the back wall is dead (as if it hit the floor). If a ball hits you, then the wall you are out. If the ball hits the wall then you, it is a dead ball. A ball laying on the floor shall be considered part of the floor.

Game begins by placing the dodgeballs along the center line. Players then take a position at their back end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. Sliding IS NOT permitted. This signal officially starts the contest.

RUSH RULE:

Each and every ball retrieved at the opening rush must first be taken to the back wall before it may be legally thrown at an opponent.

Sliding is not permitted; you must approach the center line under control. If you cross the line, you are out.

WINNING THE GAME:

The first team to legally eliminate all opposing players will be declared the winner. A 3-minute time limit has been established for each game. If neither team has been eliminated at the end of the 3 minutes, the team with the greater number of players remaining will be declared the winner. All balls are dead (even if they are in the air) when the 3 minute whistle sounds. In the case of an equal number of players remaining after regulation, a 3-minute sudden-death overtime period will be played. Three-on-three, first man out.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 60 second timeout per game. At this time, a team may substitute players into the game. Substitutes may also enter the match between games.

RULE ENFORCEMENT

Players will be expected to rule whether or not they were eliminated by a legal hit. All contests will be supervised by at least two (2) court monitors. The court monitors' responsibilities will be to rule whether or not hits they observe are legal. ***THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.***

BOUNDARIES

1. During play, all players must remain within the boundary lines.
2. Players must only leave from the back line to retrieve balls and must return to the court by the back lines.
3. A player may be handed a ball, provided the player receiving the ball remains completely within their team's court boundaries. Players may be passed a ball while standing out of bounds. Spectators CANNOT pass balls.
4. A player shall not:
 - a. Have any part of their body contact the playing surface on or over the sideline.
 - b. Enter or re-enter the field through their sidelines.
 - c. Leave the playing field to avoid being hit, or attempt to catch a ball.
 - d. Have any part of their body cross the center line and contact ground on their opponents' side of the court. This rule includes the rush at the beginning of the game.

Penalty: Player will be declared out.

Note: A player not immediately re-entering the playing area may be declared out.

MATCH PLAY

Matches will be decided using a "Best of Five (5)" format in which the first team to win Three (3) games will be declared the winner.

CODE OF CONDUCT

Any conduct or behavior not conducive of the values of the Riverside Police Department and The Grove Community Church, may lead to team disqualification.

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and volunteer 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..
6. No tobacco products, alcohol, or illegal narcotics are permitted on The Grove Community Church grounds.
8. This is a community food drive event and families and children may be present. Please refrain from foul language, taunting, and/or similar behavior.

Anyone in violation of this code of conduct as declared by the tournament personnel will be disqualified from the tournament without refund and will leave the premises immediately.

NOTE: The dodgeball tournament coordinators reserve the right to cancel this tournament in the event there are not enough teams to compete. If that were to occur, the registered teams will be notified immediately.