

Registration Form

Registration deadline is March 4, 2012

\$100 if registered by February 5 at 11:59 pm
 \$125 if registered by February 19 at 11:59 pm
 \$150 if registered by March 4 at 11:59 pm



Online Registration

To register your team online please visit www.stmarysmd.com/recreate. Select Online Registration from the left side of the page.

CURRENT CUSTOMERS (have previously enrolled in childcare, summer camps, gymnastics, basketball or any leisure classes) - use your household number as your user name and password. Users will be prompted to change their password after the initial login.

NEW CUSTOMERS - create a household account at least one week prior to registration. An e-mail confirmation will be sent within two business days informing you of your username and password.

If you are unsure of your household status call 301-475-4200 x 1800 or email webtrac@stmarysmd.com.

Walk In Registration

Complete the registration form below and bring it to our main office at the Patuxent Building, 23150 Leonard Hall Drive, Leonardtown, MD. Office hours are Monday - Friday, 8:00am - 5:00pm. Payment is due at the time of registration. Payment can be made by cash, check, money order, or credit card.

Captain's Name:	Team Name:
Address:	Phone #:
	E-mail Address:

Payment Method: ___ Cash ___ Online Registration ___ Check ___ Credit Card

Division: Adult Division _____ High School _____

NAME	SEX	PHONE	T-Shirt Size
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			

Please read and sign: I/WE agree(s) to participate in this /these program(s) knowing that proper safety precautions will be taken, but realizing that there is inherent risk involved in participation in recreational activities and realizing that the St. Mary's County Department of Recreation and Park is not providing accident or hospitalization insurance for the participants of this program. I do hereby release and hold harmless St. Mary's County, its officials, employees, instructors, and volunteers from any and all liabilities (including attorney fees and court costs) arising from any injuries that might occur during the supervised program(s). I also authorize St. Mary's County Department of Recreation and Parks to take photographs of me/us children for promotional and/or education purposes. It is hereby stated and declared by me that the released information stated is freely, willingly, and voluntarily made.

Team Captain's Signature

Date



Spring Classic

March 31, 2012
Leonard Hall Recreation Center



Kyle Kebaugh, Tournament Coordinator
301-475-4200 ext. 1803
kyle.kebaugh@stmarysmd.com

Overview

The object of the game is to eliminate all opposing players by getting them "OUT". The following rules will govern all R&P Dodgeball games. The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner.

Round Robin Format

In a single round-robin schedule, each participant plays every other participant once. The team with the best record after all games have been played will be declared a winner. If there is a tie among records, the head to head result of those two teams will determine the winner.

Official Lineup

1. Teams will consist of 6-10 players. Each game begins with 6 players competing on a side. The additional players can be used for future games. No substitutions during play except for injury or at the referees' discretion.

Team Manager/Captain Responsibility

1. Each team manager is responsible for the conduct of his/her players before, during, & after all games.
2. Each team manager is responsible to ensure team compliance and knowledge of all league rules.

The Court & Equipment

1. The playing field will be divided into 2 equal sections by a center court line.
2. Measurements: 60' x 30' - Official Sized volleyball court.
3. The official ball used in league play will be an 8.3" Gator Skin® Official Dodgeball.
4. Participants must wear shoes, shirts and shorts/pants.
5. All clothes/uniforms are considered part of the player's body.

Starting the Game

1. Prior to the match, the referee will conduct a coin toss with both team captains to determine choice of ends. Teams switch sides every game.
2. Game begins by placing the dodgeballs along the center line: 3 on one side of the center hash and 3 on the other.
3. 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.
4. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

The Game

The object of the game is to eliminate all opposing players by getting them OUT.

An OUT is scored by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders. (NOTE: If a player ducks or takes a position with their head below where their shoulders would normally be when standing, i.e. crouching, kneeling, sitting, diving, rolling, flipping, or laying, and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is considered legal.)
2. Catching a LIVE ball thrown by your opponent.
3. Causing an opponent to lose control of a held ball as a result of contact by a thrown LIVE ball.
4. An opposing player stepping out of bounds.

A LIVE ball is one that strikes or is caught by an opposing player without/before contacting the ground, another player, a non-held ball, official, or other object.

- If a player catches a LIVE ball thrown by their opponent, in addition to the thrower being declared OUT, a player from the catcher's team that had previously been eliminated can re-enter the game.
- A player may block a thrown ball with a ball being held, provided the holder does not lose control of the held ball as a result of the contact with the thrown ball.
- A LIVE ball deflecting off a held ball and/or striking the holder remains live only to the holder.
- A LIVE ball deflecting off the body of Player "A" remains live only to Player "A." If "A" legally catches the deflected ball, the thrower is out. Teammates of "A" may not legally catch the ball.

Eliminated Player Area

1. Once a player is OUT, they must drop any balls in hand and exit at the nearest sideline, taking care not to intentionally interfere with game play or any live balls.
2. Eliminated players can re-enter game on a "caught" ball in same order in which they were eliminated.
3. Eliminated players may throw an out of bounds ball back to their team; they may not throw a ball at the other team or hold onto a ball.

Timing & Winning a Game

1. A 3-minute time limit has been established for each contest. 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.
2. In the event of a tie, 1 minute sudden death overtime, involving only those players still active at the end of regulation will be played.
3. Matches will be best of 3 games and have a 10 minute time limit and the first team to achieve 3 wins is declared the winner.

10-Second Violation (Stalling)

1. 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 10 seconds.
2. One warning will be issued, if a team continues this act an eliminated player from the opposing team will be allowed to re-enter the game.