

Teams need to arrive by 9:00 AM; games will start at 10:00. The day will wrap up around 3:00 after an awards presentation.

Cost is \$9 per person, including spectators. Lunch is included.

The camp snack shop and gift shop will be open throughout the event. While teams are waiting to play we will have several other activities available: spike ball, bunkerball, 9-square, mini-golf, cornhole, pickleball (you may want to bring your own paddle) and the gameroom.

Here are the rules for the tournament:

Camp Victory Dodgeball Tournament rules

1. Teams consist of no more than 10 players and no less than 6.
2. Games are 6 vs 6. Each team can have 1 *leader (anyone out of high school) on the court at any time.
3. Games will be officiated by 1 referee. Referees are stationed at the end of the centerline. Referees start the game, confirm hits and catches, and keep time.
4. Games are won by: 1) completely eliminating the other team; 2) if the game is timed, the team that has more players still "in" at the end of set time wins.
5. There are 6 balls, split into 2 even groups near the ends of the centerline. During the opening rush (when the game starts), you may only grab the balls to your right (balls can be thrown immediately).
6. You are out if: 1) you step over a sideline or the centerline; 2) a thrown live ball hits your body; and 3) you throw a live ball and it is caught by an opponent.
7. A thrown live ball can only hit out 1 player. Thrown balls that hit the ground, other balls, or other objects before hitting an opponent are considered dead balls, therefore are ineligible to hit players out. A caught ricocheted ball does NOT save the player it ricocheted off of, but it does eliminate the "thrower".
8. You may block a thrown live ball with a held ball. However, if you drop the blocking ball during the act of blocking, or if you fail to make a clean block (as in, the thrown ball still ends up hitting or grazing your body afterwards), you are out.
9. (Once "Pool Play" is finished) If you get out, line up on your sideline in the order you got out. If your teammate catches a ball, the player at the start of your team's "out" line comes back into play (the teammate must be in the line at the time of the catch to be eligible to be brought back in). A caught ricocheted ball does NOT save the player it ricocheted off of, but it does eliminate the "thrower" (also allows a teammate in the "out" line back in).
10. *Substitutions: teams who have more than 6 players can sub players ONLY before a new game starts.

There will be a brief leader meeting in the gym at 9:50 am