Name
Company
Address
City State Zip

Dear Name,

Thank you so much for your support of the **Boy Scouts of America Dodge for Detroit Dodgeball Tournament**, which will take place at Cadillac Square at Campus Martius Park **at 5:00pm on Thursday, August 2nd!** Your involvement and contribution will help put underserved youth through the Scouting program for a full calendar year, a proven curriculum that provides character development, leadership skills, and helps instill lifelong values in Southeast Michigan's most socioeconomically disadvantaged youth.

With your purchase of an Individual Team, you are entitled to one (1) team. We are looking forward to a fun and exciting day. To ensure a smooth event, we would like you, as the team captain, to help us "Be Prepared." by helping us with the following items:

- Please share the Event Details (Page 3) and Dodgeball Rules (Page 5) with your teammates
- Populate the roster, have each team member sign a waiver (Page 4) and return to the Scout office by Friday, July 20th. The form can be faxed to 313.897.1970 or scanned/emailed to Jaime Bochenek at Jaime.bochenek@scouting.org.
    - Please ensure your team has TWO females participating
- Populate the marketing form and send a high-resolution logo for signage
- Review the BSA Highlights sheet to see the impact of your support

Awards will be provided for overall tournament winner and best team costume so get creative! The event is open to the public, so please invite your friends, family, and colleagues to come out and spend the evening in Cadillac Square in support of both your team and the youth that we serve.

The Great Lakes Field Service Council ranks as one of the largest councils in the Boy Scouts of America. Our ongoing mission is to encourage the positive development of our young people through Scouting programs that help instill values in them, and prepare them to make ethical choices that allow them to achieve their full potential throughout their lifetime. Yours is truly an important investment into our collective future, and greatly appreciated.

To donate to this event to help underserved youth, please visit our website: www.dodgefordetroit.org

Thank you for your support, and we look forward to seeing you on the courts! If you have any questions, please feel free to contact Jaime Bochenek with the Scouts at (313) 897-1965.

Sincerely,

Charles Dabrowski
Dodgeball Event Chairman



Please return this form on or before Friday July 20th to Jaime.Bochenek@Scouting.org

Company:_____

Team Captain:_____

Team Name (if different than company name): _____

Email Address: _____

Cell Phone Number: _____

Please list the team players below. Your team may consist of 6 players and 4 alternates for a maximum of 10 players total. Team must consist of at least two female players.

First Name	Last Name	Email Address
**		

** Denotes Team Captain

DODGE FOR DETROIT
BOY SCOUTS OF AMERICA
DUCKDIVEDODGEBALL

Event Details

Times and Location

- 5:00PM – Registration opens
- 5:45PM – National Anthem and brief program
- 6:00PM – Tournament begins
- 8:00PM – Winners announced

Food and Drinks

- Beverages will be available provided Tito's Vodka and Faygo Beverages
- Food and beverages will be for sale at various food trucks
- Water and Faygo products will be available for all participants

What to Bring

- ID
- Cash for parking, food, and beverages
- Sunscreen
- Signed waiver
- Bag for personal belongings during play
- A fun, friendly, competitive spirit, along with your best Dodgeball arm!

Activities and Entertainment

- Live entertainment
- Awards at the end of the tournament

WAIVER AND RELEASE OF CLAIMS AND ASSUMPTION OF RISK

Dodge for Detroit Dodgeball Tournament, August 2, 2018, Cadillac Square at Campus Martius Park (Detroit, MI)

Please read this information carefully

This Waiver and Release of Claims and Assumption of Risk is voluntarily and knowingly entered by _____ ("PARTICIPANT").

I recognize and acknowledge that there are certain risks of physical injury to me or other participants in this event, which include but is not limited to playing or observing dodgeball on Cadillac Square on Thursday, August 2, 2018 ("EVENT"). I voluntarily agree to assume the full risk of any injuries, damages, or loss, regardless of the severity, that I may sustain as a result of my participating in (including being a spectator or observer in) any activities connected with or associated with the EVENT.

I further waive, release, and relinquish all claims I have or may have (or accrue to me) as a result of participating in this EVENT against Boy Scouts of America, Great Lakes Field Service Council, City of Detroit, Downtown Detroit Partnershp, and any of their affiliates, agents, servants, employees, officers, volunteers, sponsors and directors (collectively, "PROVIDERS").

This release is a full release whereby PARTICIPANT is releasing PROVIDERS from various inherent risks, known and unknown, involving various recreational activities including, but not limited to, dodgeball and other recreational activities at the EVENT and further releasing PROVIDERS from PROVIDERS' negligence, if any, and, further releasing PROVIDERS from any results of the inherent risks and PROVIDERS' negligence, such results including, but not limited to, property damage, bodily and personal injury, illness, paralysis, or death.

I fully release and forever discharge the PROVIDERS from any and all claims I may have for injuries, damages, or loss that I may have, or which may accrue to me, and arising out of, connected with, or in any way associated with this EVENT.

This release shall not be canceled, modified, or changed in any manner. The invalidity of any portion of this release shall not affect the validity of the remaining release.

THE UNDERSIGNED PARTICIPANT HAS READ AND FULLY UNDERSTANDS THIS RELEASE.

_____ _____ _____

Signature of Participant Telephone Number Date

Printed Name of Participant _____

If Participant is **18 years of age or younger**, Signature of Parent/Guardian _____

Independent Dodgeball Rules
Basic Rules

- There are 6-10 member to each team. Substitutes are allowed to be a part of a team, but the 6 players competing in a match must be determined prior to the start of each match. Substitutes may enter a game by standing in the re-entry line for players who are out and may only enter through the standard re-entry rules. No in game substitutions will be permitted.
- At least two players on each team must be female.
- The objective of the game is to eliminate every member of the opposing team. Elimination occurs when a player is struck with the ball by the opposing team, or if a ball is thrown and the opposing team catches it, then the player who threw the ball is eliminated.
- The game begins with several balls lined up in the center. Players must be touching the wall/line furthest from the center line on their side of the court at the start of the game.
- Once the referee starts the game the players may try to retrieve the balls from the center of the court. All balls are available for either team. Once a player retrieves the ball from the center court he/she must go back to the designated "live line" before that ball becomes available to throw. Players may inadvertently cross the line on the opening rush. A player may not leave his/her feet and dive head first to obtain a ball on the opening rush.
- If a player catches a ball thrown by the opposing team, the player who threw the ball is out and in addition the team who caught the ball gets to bring an eliminated player back into the game. (Substitute players may wait in this line to enter the game).
- Once the referee determines that a player is out, that player must line up in the indicated area in line to wait for the chance to return to the game. The order of reentry is determined by the order the players were eliminated, should a ball be caught. The first player out will be the first player to re-enter (Substitute players may wait in this line to enter the game). If a ball has been caught and a player re-enters the game out of order, he/she will be immediately eliminated.
- The line in the center of the court may not be crossed by either team. If any part of a player's body touches the ground past the center line, the player will be eliminated. The only exception is on the opening rush.
- Anything being worn by a player counts as part of their body. If the ball strikes clothing or hair, it will be treated as if it hit the player directly.
- Each game will have a designated time limit. The referee will announce as the time is approaching. The team with the most remaining players at the end of time will be declared the winner for that game. In the event of a tie, play will continue until 1 additional team member from either team is eliminated. The team who makes the elimination will be declared the winner.

Dodgeball Rules Continued…
Specific Rules

- A player may use a ball to block the throw of a player on the opposing team. If the referee determines that the ball struck the hand of the player attempting to block the ball then that player will be eliminated. Also, if the ball that is being used to block an opponent's throw is dropped in the colliding of two balls, the player who dropped the ball is eliminated.
- If a player chooses to use a ball to block a throw, then the instant the two balls collide the ball that was thrown is DEAD, which means if the ball is blocked and continues on to hit the player, then he is NOT eliminated. If the thrown ball strikes the held ball and then goes in the air and the player who blocked the ball catches it, the player who threw the ball is NOT out.
- If a ball hits the wall at any time it will count as though it hit the ground. If someone is hit with the ball and the ball goes up in the air and hits the side of the court then the player is out.
- A player may not alter the natural shape of a Dodgeball (example: squishing or flattening) and then throw that Dodgeball at an opposing player. If a referee determines that a ball is being flattened prior to being thrown, the ball will be declared DEAD and will not have the opportunity to get an opposing player out.
- A ball may not be on one team's side of the court for more than 15 seconds. This will be determined by the referee and will be enforced to help the pace of the play if necessary.
- High throws or aiming at a player's head will not be tolerated. Such action will result in the elimination of the thrower as judged by the referee. A warning may be offered or immediate elimination may be required. Ducking into a thrown ball will not qualify as a high throw.
- If the ball hits a player, the player is officially still in the game until the ball that hit him/her is dead. A ball is only dead once it makes contact with anything other than players (the wall, the ground, the ceiling, another ball, etc.). If the ball bounces off a player and one of his/her teammates catch it while it is still live, then it will count as a catch and the thrower is out, not the hit player.
- Only one player may be eliminated per throw. If a player attempts to catch a ball that has bounced off another player on his team in attempt to save him/her, then even if he/she touches it and drops it the player that was hit first is out and the player who tried to save his team member is still in the game.
- The only reason that the game would be stopped is if the referee calls timeout to enforce a rule that has been overlooked. There are no timeouts allowed to be called by either team.
- Sudden Death is a rule that will ONLY be enforced if each team is down to its final member. After time has expired, if deemed appropriate by the referee to end the tie, sudden death will be enforced. Once sudden death goes into effect, the center line is eliminated. Each player will receive two balls and be positioned on opposite ends of the court. Once the referee starts the game, the players may go anywhere on the court. The only way to win Sudden Death is to strike the opponent with a ball. Because of elimination, however, if you make a catch you also are not eliminated, and the game continues.

DODGE FOR DETROIT
BOY SCOUTS OF AMERICA
DUCKDIVEDODGEBALL

THANK YOU TO OUR EVENT SPONSORS!

mms midwest mobility solutions

PALATINE HILL
WEALTH MANAGEMENT

Event Partner

Come Play DETROIT