



St. Valentine's Day Massacre Dodgeball Tournament Details

When: Sunday, Feb. 14, starting at 1 p.m.

Where: Cumberland Recreation Hall (2665 Dunsmuir Ave.)

Who: Up to 16 co-ed teams (max 10 players/team). Two tiers, if possible.

Why: Make this Valentine's Day one you'll definitely remember. Costumes are optional, and prizes for the best!

Awards: Immediately following tournament finals.

Wrap-Up Party: Optional. Starts about 7/8 p.m. at Cumberland's Waverley Hotel. Door prizes galore.

Note: There is an upstairs balcony at the Recreation Hall with lots of seating for teams when they aren't playing and we're hoping to license that area for a bit of a "beer garden." Bring water and snacks for between games. There are also a number of food options not far away in Cumberland, including the Waverley.

1. Match Play: Each team plays a series of round robin games to determine seeding heading into the playoffs. Each playoff game will be best-of-five (first to 3 points), including the finals.

2. Players: There is a max of 10 players per team. Six players start each game behind their back line. At least two must be women. Teams can play with as few as four players, as long as at least one is a woman.

**Default – A team is in default if it can't meet the minimum players or number of women on the court to start each game and the result goes down as a 5-0 win for their opponent. Team captains can agree to waive the default and play for keeps, but the resulting score will count.

3. Equipment: Six vinyl coated foam dodgeballs will be used for each match. The field of play for each game will be coned/lined

off. A centerline will separate the two teams. Players are eliminated if they touch or cross the centerline during gameplay or improperly leave the boundaries.

4. Scoring: A team registers a game point each time it has eliminated all six opponents from a game. The team with the most game points at the end of play gets the win. Both captains must report the score, and spirit rating of their opponent, to the scorekeeper.

**Two points are awarded for a match win, one for a tie and 0 for a loss. If two teams are tied in round robin play, their head-to-head match will decide ranking. If that doesn't work, the team with the highest spirit rating gets the nod.

5. Spirit Points: After each game, team captains are to report a "spirit rating" between 0-to-5 for their opponent. High points go to teams that are honest with their calls, are fun to play against, and make your own team's experience better for playing them. Spirit points may be used to help determine rankings going into the playoffs, and a prize will be given to the team with the most spirit points at the end of round robin play.

**Why Spirit Points?: Even though dodgeball is a fun, goofy game from our childhood, it can get quite competitive. So we love to reward teams that are honest with their calls and know how to have a good time – because that makes these events better for everyone.

6. Game Rules: The games will be started and played by the same rules used in CVSSC league play.

-- For more info, go to our dodgeball page and click on the rules link.

7. Abuse/Alcohol Policy: This is a for-fun tournament. Verbal, physical, or any other kind of abuse will not be tolerated. A verbal warning can be given for a first offence, but the CVSSC also reserves the right to eject a player, players, or team without warning and without refund. Please encourage good sportsmanship at all times.

**Smoking and drugs are not allowed in the hall at any time. The CVSSC cannot police players outside of, or away from, the hall. We may license the event and station a "beer gardens" in the bleachers, but no outside alcohol is allowed on the premises and please enjoy in moderation.