

A Journey to New Heights



SPORTS TEAM PACKAGE



Sports Team Package

This year, the BC MBA Games 2016 Sports Package consists of the following information;

- General Information
- Dodgeball Competition
- Canoe Relay Competition

General Information

Sports Component Overview

- Saturday October 22, 2016 – Obstacle Dodgeball (6-12 players required to participate - minimum of two members of either gender required on the court)
- Sunday October 23, 2016 – Canoe Relay (8 required to participate - minimum of two females and or males on each canoe)

Attire

All competitors are required to wear appropriate athletic wear including indoor running/basketball shoes, t-shirts, shorts, and swimwear (lifejackets will be provided)

Competitors will be provided with a change room for both event.

Sportsmanship

All competitors must uphold the MBA Games values of fairness, ethics, respect, and a sense of fellowship towards competitors, volunteers, referees, and staff.

Any violations or misconduct at the athletic facility may result in points being deducted from their total Spirit Score.

General Conduct

Team Captains must ensure that their players are healthy and fit to participate during athletic competitions.

Although breakfast and lunch will be provided, teams are recommended to bring snacks to continually refuel themselves during the sports competitions.



The MBA Games Organizing Committee and Athletic Facility are not responsible for the loss or damage of items left in competition venues.

Please keep all areas of the facility clean and free of litter at all times.

Day Lockers may be available for use during Sports Components of the Games; please bring a personal lock in order to use this service.

Obstacle Dodgeball

Team Captains are responsible for ensuring the awareness and adherence of all rules

Reporting

Each participating team must report to the registration desk at the VIU Gym by 7:45am on Saturday, October 22, 2016. Transportation will be provided between the Coast Bastion Hotel and the VIU campus. We encourage the participants to dress in school colors.

The Game: Obstacle Dodgeball

The objective of the game is to eliminate all opposing players by:

Hitting the opponent player with a live ball below the shoulders.

Catching a LIVE ball thrown by your opponent before it touches the ground.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official, or other item outside of the playing field (wall, ceiling, etc.). Obstacles do not neutralize a live ball.

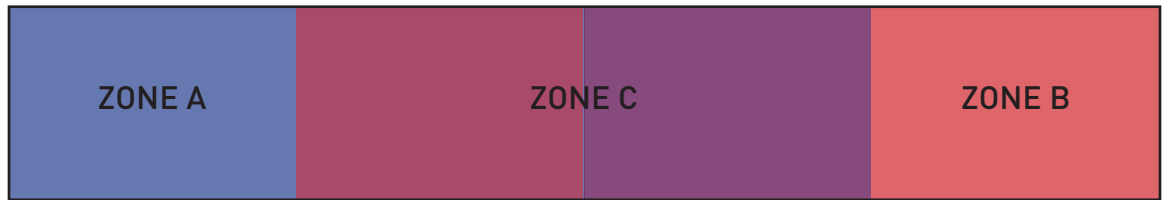
Obstacle dodgeball is played like standard dodgeball except there are slight variations to the court (see Court and Boundaries). Divided into three zones (Zone A, Zone B, and Zone C), the “neutral zone” (Zone C) will feature multiple inflatable obstacles accessible to both teams at all times throughout the game. Objects are considered part of the court which means they do not neutralize a thrown dodgeball (ie. deflections off obstacles keep the dodgeball live and could therefore eliminate a player).

Rules and decisions will be carried out at the referee’s discretion. Arguing with game officials will not be tolerated and may lead to deductions in the overall Spirit Score of a team. During the match the referee has the right to prevent stalling (ie. one team may not hold all balls for an extended period of time). This is to uphold the spirit of the MBA Games virtues of competition.



Court and Boundaries

During play, all players must remain within the boundary lines. Players may only leave the boundaries of their end-line in order to retrieve stray balls. Each game will have 2 designated volunteers to retrieve dodgeballs which roll out of the court (1 volunteer per team).



Team Structure

- (i) Teams will consist of 6 players on the court at the beginning of each round
- (ii) 6 players are required to start and continue the match
- (iii) Each game must begin with a minimum of 2 male and 2 female competitors
- (iv) Substitutions may not be made during the course of a game

A team may make substitutions between each game

Only one of the six starting players in a game may re-enter upon a caught ball (see outs)

Teams can consist of a max of 12 members

Opening Rush

Game begins by placing the dodgeballs along the center line – six in total. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. The signal officially kicks off the competition. Once a ball is retrieved, it must be taken outside of the neutral zone (Zone C) before it can be legally thrown.

Outs

An out is considered legal in the game when:

- (i) A live ball hits any part of the player's body, clothing, or uniform below the head. If a player crouches or takes a position with their head below their standing shoulder height (ie. Kneeling, sitting, diving, rolling), the player is out and the throw is considered legal.
- (ii) A player throws a ball that hits an opponent, who is standing upright, above the shoulder; the player who threw the ball is OUT.



(iii) A live thrown ball is caught by a defending player; the player who threw the ball is OUT

If a player catches a ball thrown by the opposing team, they may return one player from the bench, assuming they have less than 6 players in play

The defending team shall choose which player returns to the court

(iv) Should a catch be made after the ball has hit a player but not yet deemed "dead" (ie. Hit the ground, roof, walls), the catch is legal and only the thrower is OUT

(v) A legal catch must be made in the court of play

(vi) A player touching the line denoting the end of their team's "zone" with any part of the foot or any other part of the body

(vii) A ball makes contact with an obstacle and then rebounds onto a player without being neutralized (ie. hits the ground, another dodgeball, etc.)

When a player is OUT, they must immediately drop any balls in hand and exit the court. Once a ball touches the floor, sidewall, or anything else that is not a person or obstacle in the game, an OUT cannot be scored.

Round-Robin

The event will begin with a single Round-Robin schedule; each team will play against every other team once.

Round-Robin matches will be played within fifteen-minute (15) periods of time featuring as many games as possible

The team to win the most matches and at least two games shall be declared the winner of the match; all additional game wins add to the total round-win score

If a Round-Robin match is not completed prior to the elapse of 15 minutes, the team with the most remaining players shall be declared the winner

- In the case where equal players remain in a given game, a sudden-death will begin where the next player to be eliminated ends the game

There will be a 60-second break between each game as to allow a reset of the court and substitutions to be made if necessary

A game is won when one team has eliminated all players from the opposing team



| | | Court 1 | | | Court 2 | |
|---------|------|---------|------|-----|---------|------|
| | | Home | Away | Bye | Home | Away |
| Match 1 | 8:20 | A | B | C | D | E |
| Match 2 | 8:40 | E | A | D | B | C |
| Match 3 | 9:00 | C | E | B | A | D |
| Match 4 | 9:20 | B | D | E | C | A |
| Match 5 | 9:40 | D | C | A | E | B |

Playoffs

All teams will advance to playoffs following the Round-Robin

Seeding positions for playoffs are determined by total points earned during the Round-Robin

Points are won as follows:

3 points for each round win

1 point for a tie

0 points for a loss

In the event of a tie for points following the Round-Robin, seeding will be prioritized by total round win

Playoff matches are best of five (5) games

The first team to win three (3) games shall be declared the winner of the match

Each Playoff game will have a five-minute (5) time limit

If five (5) minutes have elapsed and a game is still in progress, the team with the most remaining players is declared the winner

In the case where 5 minutes has elapsed and both teams have equal players remaining, "sudden death" overtime occurs until the first player on either team is eliminated

Important: match wins (last game of a match) cannot be ended with players on both teams remaining. (ie. a team's 3rd win is not declared at the end of five minutes if players on the opposing team remain) This is to prevent stalling.

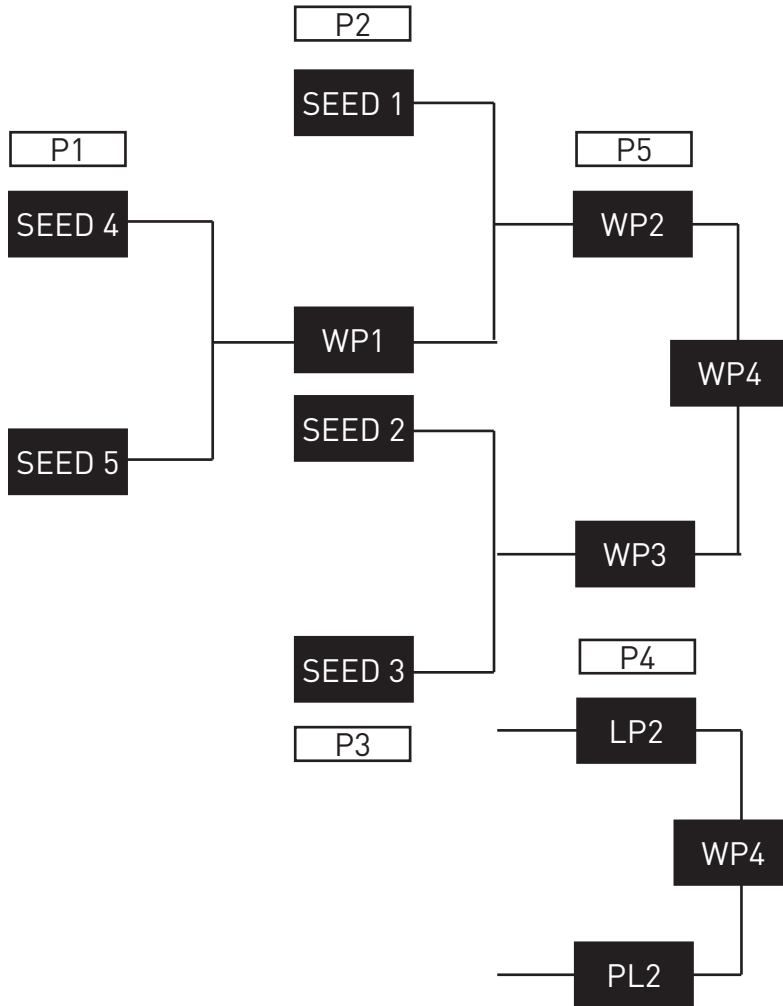
There will be a 2-minute break between each game as to allow a reset of the court and substitutions to be made if necessary

A game is won when one team has eliminated all players from the opposing team

These are subject to change based on any disruptions, updates to competition rules, or team additions



5 Team Single Elimination



Playoff Schedule

| | | | | |
|----|-------|--|--|--------------------|
| P1 | 10:00 | | | Quarter Finals |
| P2 | 10:30 | | | Semi-Finals A |
| P3 | 10:30 | | | Semi-Finals B |
| P4 | 11:00 | | | Bronze Medal Final |
| P5 | 11:00 | | | Gold Medal Final |



Canoe Relay Race

The Team Captain is responsible for ensuring their team is aware of the following rules:

Reporting

Each participating team must report at the registration desk at Matteo Sutton park by 7:45am on Sunday, October 23, 2016. Transportation will be provided between the Coast Bastion Hotel and Maffeo Sutton Park.

The Game

The total distance each canoe will travel will be 350m

The heat starts once each team is in their respective lanes, and has their second canoes ready on deck.

The race will consist of two canoes facing off in a head to head race starting from the beach, through a course guided by floating markers, and back to the beach

Once the first Canoe reaches the beach, a team member will race to ring a bell located 10m from the waterline

Upon ringing the bell, the team's second canoe will be signaled to leave.

When a competitor rings the bell for their team a second time, the heat is over.

Teams

Each team will have two (2) canoes

The maximum number of rowers per canoe will be four (4)

Each canoe is still required to have two (2) females and two (2) males.

Round-Robin

The event will begin with a single Round-Robin schedule; each team races against every other team once in a heat.



| Heat | Time | Red Side | Blue Side |
|---------|---------|----------|-----------|
| Heat 1 | 8:20 am | A | B |
| Heat 2 | 8:30 am | C | D |
| Heat 3 | 8:40 am | E | A |
| Heat 4 | 8:50 am | B | C |
| Heat 5 | 9:00 am | D | E |
| Heat 6 | 9:10 am | A | C |
| Heat 7 | 9:20 am | B | D |
| Heat 8 | 9:30 am | C | E |
| Heat 9 | 9:40 am | D | A |
| Heat 10 | 9:50 am | E | B |

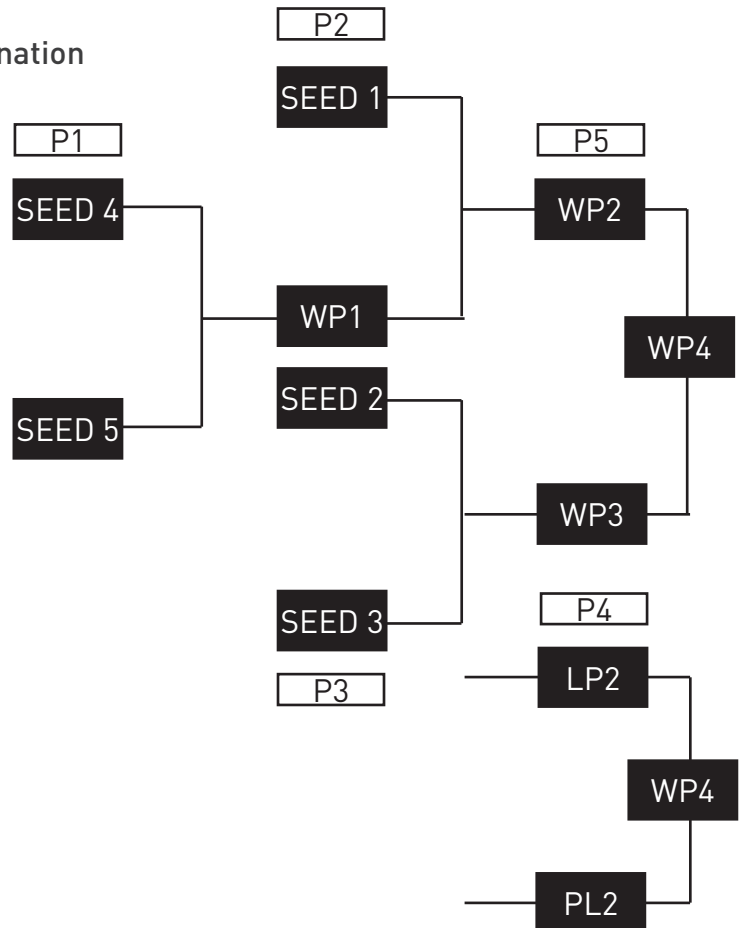
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- 3 points for each heat win
- 1 point for a tie
- 0 points for a loss

5 Team Single Elimination



Playoff Schedule

| | | | | |
|----|-------|--|--|--------------------|
| P1 | 10:00 | | | Quater Finals |
| P2 | 10:10 | | | Semi-Finals A |
| P3 | 10:20 | | | Semi-Finals B |
| P4 | 10:30 | | | Bronze Medal Final |
| P5 | 10:40 | | | Gold Medal Final |

Sports Points Allocation

| Dodgeball | Points | Canoe Relay Race | Points |
|-----------|--------|------------------|--------|
| 1st Place | 75 | 1st Place | 75 |
| 2nd Place | 60 | 2nd Place | 60 |
| 3rd Place | 45 | 3rd Place | 45 |

Contact Details

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