

2026 DASH AND DODGE
Dodgeball Team Structure, Requirements, Incentives & Power-Ups

TEAM STRUCTURE

1. All team members must be current on-campus students, alumni, or staff/faculty.
2. Each team must consist of:
 - **(1) General Manager/Coach** (Must be a current on-campus student or staff/faculty)
 - **(2) Female Student Players**
 - **(5) Male Student Players**
 - **(1) Alumni/Staff/Faculty Player** (Optional)
3. Team rosters must be submitted via Google Forms. Any changes after submission must be emailed to **athletics@mcstn.org**.

TEAM REQUIREMENTS

1. Each team member, including the GM/Coach, must pay a **\$25 participation fee** (due **April 8, 2026**).
2. Each team **must** raise a **minimum of \$250 in sponsorships/donations** to participate. **Businesses** can have their **logo featured** on the event t-shirt with a **minimum sponsorship of \$250 (deadline for t-shirt sponsorship is April 8, 2026)**. Teams can raise money without an official sponsor.
 - Any money raised **beyond \$250** can be used to purchase **Power-Ups** (not available in the championship game). All donation funds must be submitted by **April 23, 2026**.

TEAM & FAN PARTICIPATION

- Teams can recruit as many **fans** as they want. Fans must pay the **\$25 participation fee** (due **April 8, 2026**) to receive a team t-shirt.
- Fans are encouraged to **raise sponsorship/donation money** for their team. Fans can raise money without an official sponsor.
- The role of fans is to **support their team** and help **fundraise**.

TEAM & FAN INCENTIVES

1. **T-Shirt Color Selection:**
 - Teams pick their shirt color in the order of **roster submission**.
 - The first team to submit gets first pick, the second team gets second pick, and so on.

- The deadline for roster submission is **April 7, 2026**.
- Changes after **April 7th** place the team at the **end of the color selection order**.
- Rosters will be finalized on **April 8, 2026**. No changes allowed after this date unless approved by the athletic department.

2. **Winning Prizes:**

- The **middle school and high school championship teams** will receive a **day off from school** (dates provided by administration).
- The **top middle school and high school individuals** who raise the **most sponsorship money** will also receive a **day off from school** (dates provided by administration).

POWER-UPS

- **Power-Ups** provide strategic advantages during tournament play (excluding the championship round).
- Teams purchase **Power-Ups** using **sponsorship funds raised beyond the \$250 minimum**.
- Each team receives **Power-Up cards** before the tournament. The **GM/Coach** is responsible for using them.
- **Each Power-Up can only be used once per game. They can only be used against the same opposing player once, during a match-up.**

POWER-UP DESCRIPTIONS

1. **THE SHIELD** – One player receives a **toy shield** to use.
 - If the player is hit, they **cannot** pass the shield.
 - If a ball **bounces off the shield and hits someone**, that person is **out**.
 - If a **deflected ball is caught**, the **thrower is out**.
 - **Must be played before the game starts.**
2. **EXTENDED TERRITORY** – Players can **cross midcourt** and advance to the opponent's retreat line after the initial rush.
 - **Must be played before the game starts.**
3. **MAGIC CATCH** – The **first caught ball** of the game **revives all eliminated players**.
 - If no catch is made, the card **cannot** be reused.
 - **Must be played before the game starts.**
4. **LIFESAVER** – The GM/Coach can **bring one player back into the game** at any time.
 - Must be presented to the **referee**.

5. **NO BLOCKS** – The opposing team **cannot block throws** (except if they have *The Shield*).
 - If they block, they are **out**.
 - **Must be played before the game starts.**
6. **HOG TIE** – One opponent must **tuck their arms inside their shirt** and **can only dodge** for the game.
 - **Must be played before the game starts.**
7. **MAN DOWN** – One opponent is **out for the entire game**, even if a teammate catches a ball.
 - **Must be played before the game starts.**
8. **TWO MAN DOWN** – Two opponents are **out for the entire game**, even if a teammate catches a ball.
 - **Must be played before the game starts.**
9. **DOCTOR** – One player is designated as the "**doctor**" and can **revive teammates** by touching them.
 - If the doctor is hit, they are **out** and can't revive teammates.
 - If they are first in line and a ball is caught, they **can re-enter**.
 - **Must be played before the game starts.**
10. **GAMESAVER** – The GM/Coach can bring **three players back** into the game at any time.
 - Must be presented to the **referee**.

TIER 1 (\$100)
 The Shield
 Extended Territory
 Magic Catch
 Lifesaver

TIER 2 (\$250)
 The Shield
 Extended Territory
 Magic Catch
 Lifesaver
No Blocks
Hog Tie
Man Down

TIER 3 (\$500)
 The Shield
 Extended Territory
 Magic Catch
 Lifesaver
 No Blocks
 Hog Tie
 Man Down
Two Man Down
Doctor
Gamesaver

Each team will automatically receive **(1) The Shield** and **(1) Extended Territory** upon completing registration, paying individual participation fees, and raising the required **\$250 minimum**. Any funds raised beyond \$250 can be used to purchase Power-Up tiers. If a team purchases **Tier 3**, they gain the option to buy additional Power-Ups at a discounted rate:

- **Three Tier 1 Power-Ups** for **\$25 each**
- **Two Tier 2 Power-Ups** for **\$50 each**
- **One additional Tier 3 Power-Up** for **\$100**