

SKY ZONE

UDC **ULTIMATE** **DODGEBALL** **CHAMPIONSHIP**

LOCAL QUALIFIERS **&** **CHAMPIONSHIP** **2016**

OFFICIAL MATCH RULES **+** **EVENT POLICIES**

Subject to Change; Updated 3-18-2016

AMENDMENT - Sky Zone reserves the right to amend these rules, as determined at its reasonable discretion. Any amended Format Rules will be posted on www.skyzone.com/udc

Sky Zone UDC 2016 SEASON SCHEDULE

Ultimate Dodgeball Local Qualifiers

International: May 1 – May 31

North America: June 2 – June 15

Each Local Qualifier takes place in one afternoon/evening on one date in this range chosen by each Host Park

Open to any Sky Zone park that completes host requirements

Ultimate Dodgeball Championship

August 4 -7

*Sky Zone Las Vegas
Runs Thursday through Sunday*

Ultimate Dodgeball League

Fall 2016

*Network wide simultaneous league program with national/global ranking system
Pending further testing; dates and details will be released later this year.*

OFFICIAL MATCH RULES

Terminology

Back Pad – the row of blue pads along the “floor” of the Court at the back of each Team’s Zone; this is the starting area for all Players.

Ball – The dodgeball used in Matches and Games. Every Game has 5 Balls.

Bracket – A competitive structure in which the winner advances to play against another winner, typically eliminating the loser from the tournament.

Building – The structure that the Court is based in, and refers to any architectural elements around the Court, including but not limited to netting, platforms, columns, walls, ceiling, and lights.

Burden – a special temporary status that applies to any Team with the majority of Balls on their side of their Court that delays for more than three seconds in obtaining balls and throwing. A 10 second countdown will be initiated, giving the Team with Burden 10 seconds to throw enough Balls to relieve Burden or they will be forced to give all of their Balls to the other Team.

Captain – The individual player designated by the Team to represent the Team and handle all communication between the Team and Sky Zone, and to be responsible for all clerical duties and deadlines in addition to any Team leadership duties.

Court – The official Sky Zone Trampoline Court, which all Matches for UDC Events are hosted on. Official UDC Courts must have 9 Trampoline Squares for each Team’s Zone, and trampoline walls on at least three sides, including the back wall of each Team’s Zone.

Game – A 3-minute period during which Teams compete against one another, and the winner is determined by whichever Team has more Players at the end of the period, or by one Team entirely eliminating the opposing Team from the Court.

Host Park – A Sky Zone Trampoline Park hosting a UDC Event

Local Qualifier – A tournament open to any Team that completes registration; the winner receives an invitation to the Ultimate Dodgeball Championship.

Match – A series of Games that end as soon as one Team wins a simple majority of the total number of Games, thereby winning the Match.

Neutral Zone – The orange pads dividing the court in half and separating each Team’s Zone. Stepping on the pads before throwing or crossing the Plane on the opposing Team’s side of the pads carries a penalty. Some Neutral Zones may actually be a tumble track; this comprises a row of pads, a long narrow trampoline in the middle, and another row of pads. In this case the entire Neutral Zone comprises all three of those parts, which in effect should be treated as one giant pad, starting on the outer most edge of one team’s orange center pads and ending on the outermost edge of the opposing team’s orange center pads.

Official – A general term for referees who, in various capacities, control each Match, make judgements on plays, and award penalties. This includes the following referee types:

- **Assistant Official** – a specific class of referees that are focused on particular areas of the Court or Game.
- **Head Official** – The lead referee, who oversees all Officials on his Court, is responsible for starting and ending the Game, and makes the final decision in any officiating situation
- **Scorekeeper** – The individual responsible for tracking the score and Match time and assisting the Head Official as necessary.

Park – A Sky Zone Trampoline Park

Plane – an imaginary force field projecting upwards from a designated line on the floor of the Court; generally any action that would cause any body part to break this force field triggers a penalty or change in status of the Player that breaks the Plane.

Player – A member of a UDC Dodgeball team.

Roster – A list of Players that includes their name, age, and contact information.

Side Pad – The row of blue pads along the “floor” of the Court that is touching and/or bordering the floor of the Court entrance.

Suicide – an illegal play wherein the throwing Player purposely lets himself fall across the Neutral Zone and break the plane into their opponent’s Zone in order to more easily hit an opposing Player.

Team – A group of 5-8 Players that is participating in any UDC Event.

Teammate – A Player on the same Team as another Player.

Team Member – a Sky Zone staff member. Confusing we know, but it is official Sky Zone terminology and it’s engrained in all of the staff everywhere.

Timeouts – a pause in gameplay and the game clock that only the Head Official may call.

Top Pad – The row of blue pads that lines the top of all of the Court walls. Usually described in reference to Assistant Official seating positions.

UDC Event – Refers to two different types of UDC Events: a Local Qualifier Tournament, and the Ultimate Dodgeball Championship.

Ultimate Dodgeball Championship; or Championship – the World Championship invitation-only event, open to the winning team from each Local qualifier.

Unsportsmanlike Conduct – Any action including but not limited to verbal and physical abuse of teammates or officials that violates the spirit of the game and the match rules, and may subject the violator to punishments within the bounds of the tournament.

Zone – The designated area of play that each Team operates in during a Game, which they may not leave without penalty unless they have been already knocked out by a Ball.

2016 MATCH RULES

CHANGES & CLARIFICATIONS SUMMARY

PLEASE NOTE: All changes listed below are summaries ONLY. Please refer to the full rules that follow to gain thorough comprehension of the details and terms.

- **1. Roster Changes** – Teams may now adjust their Roster before Local Qualifiers AND between the end of Local Qualifiers and the Roster submission deadline for the Championship. See details below.
- **2.b. Match Attendance** – Rules regarding Match attendance have been moved from Event Format to Match rules for convenience.
- **2.d. Officiating** – A wealth of detail concerning the roles, powers, and physical positioning of each official has been added.
- **2.e. Game Start Position** – The game start position has been adjusted to require each player to start with one foot and one arm touching the back pad (instead of both heels).
- **2.f. Sudden Death** – Sudden Death has been modified such that any Sudden Death that begins with less than five total Players on the Court must be started with three Balls only, one in the center of the Neutral Zone and one with each Team.
- **2.g. Timekeeping** – All Courts must have a visible countdown clock for Game time during every Official Match. An official recommended model will be provided to Local Hosts in event communication.
- **2.h. Time-outs** – Time-out conditions and restarting after a Time-out have been clarified.
- **3.b. Clothes and Hair Hits** – Balls hitting clothing counts as a hit, Balls that *only* hit loose hair do not count as a hit. See the rule for details.
- **3.c. Leaving the Court** – Players holding a Ball when knocked out may now toss the Ball to or near their Teammates immediately (and before leaving the Court).
- **3.d. Ball Retrieval** – rules are clarified to relieve Head Official of this duty
- **3.g. Immunity** – Immunity when re-entering the court has been clarified
- **4.c. Simultaneous Hits** – The officiating of simultaneous hits has been clarified.
- **4.d. One-on-one Scenarios** – The officiating of one-on-one scenarios has been clarified.
- **5.a. Burden** – The exact time that an Official starts the Burden countdown has been clarified for consistency. Additionally, the Scorekeeper is now responsible for yelling out the Countdown to enable the Head Official to focus on the Game in general.
- **5.a.iv End of Game Burden** – No new Burden countdowns will be started once the Game reaches 10 seconds remaining; any existing countdowns will continue though.
- **5.c. Suicides** – Suicides are defined and further clarified
- **5.h. Unsportsmanlike Conduct** – Any argument with an Official or attempt to influence or change an Official's call may now be considered Unsportsmanlike Conduct. Additionally, there are new punishments for engaging in any Unsportsmanlike Conduct.

MATCH RULES

1. ROSTERS

- a. ROSTER: Each Team must provide a Team Roster (including names, contact information, telephone number, e-mail address, date of birth and signature) of up to eight eligible Players prior to the first Game of the first Match of any UDC Event.
- b. IDENTIFICATION: Each Player must provide a government-issued, photo identification, verifying a minimum age of sixteen years and residency, prior to the start of any Local Qualifier or Championship.
- c. RELEASE: To participate in any UDC Event, each Player must sign any and all release agreements/waivers required by Sky Zone and each independent Sky Zone Trampoline Park.
- d. PARTICIPATION LIMIT – There are limits to how Players can participate on Teams and how Teams can participate in UDC Events. How this works for each of the two types of UDC Events is listed below:

i. Local Qualifiers

- 1. Any individuals may create a Team and enter a Local Qualifier (see Eligibility below for details).
- 2. Teams may remove up to two players and add up to two new Players to their Roster before the Local Qualifiers begin but may not exceed eight Players total at any time. All roster changes must be communicated to the Host Park AND emailed to udc@skyzone.com. Any change not communicated thusly may not be legitimate and could subject the team to disqualification.
- 3. Added Players cannot come from another Team's Roster even if the other Team disbands or chooses not to continue competition.
- 4. The Roster may change as listed above up until registration closes for the Local Qualifier, but may not change again until the Local qualifier ends. Only Players from the final submitted Roster prior to the start of the event may participate in the Local Qualifier.
- 5. Violation of roster change rules may result in the offending team(s) being disqualified from Local Qualifiers and/or the Championship and/or being stripped of their title and any prizes.

ii. Championship:

- 1. Only the winning team of each Local Qualifier will be invited to compete in the Ultimate Dodgeball Championship. If the winner declines the invitation, no other invitations for teams in that Park will be offered. See the Championship section below for more details on admittance.

2. After the Local Qualifier ends and before the Ultimate Dodgeball Championship Roster submission deadline, any Team that is invited to the Championship may change their Roster by adding up to two players and removing up to two players. They may still not have more than eight players at any point in time.
3. No Player may transfer between Teams, including Teams that did not advance from Local Qualifiers or registered and withdrew. This also includes Players who may have been removed from another Team's Roster.
4. Violation of roster change rules may result in the offending team(s) being disqualified from the Championship and/or being stripped of their title and any prizes.

2. MATCH STRUCTURE & FUNDAMENTALS

- a. **MATCH COMPOSITION:** Each Match consists of the best two of three Games (except for the final championship Matches of the single elimination playoff brackets during the Local Qualifier, and Championship Tournament, which will be the best three of five Games per Match).
- b. **MATCH ATTENDANCE** - Each Team must be fully assembled and prepared to play at the designated start time and location for each Match in which it is assigned to play. Any Team not appearing at the designated start time of any scheduled Match is deemed to have forfeited the Match, two Games to zero (or three Games to zero for best of five Matches), with a score of one to zero for each Game.
- c. **TEAM FORMATION & ROTATION:** Each Team may start each Game with five Players on the Court (Teams may have up to eight on a Roster). If they have less than five Players on their Roster, the Team will "play short." Any additional Players may rotate as substitutes, provided the Head Official is aware, on a first off/first on basis. If a Player chooses not to be in that Game's rotation, they must notify the Head Official prior to that Game starting.
- d. **OFFICIATING:** Each Match must be officiated by one Head Official, at least two and no more than six Assistant Officials, and one Scorekeeper. All Officials with the exception of the Scorekeeper must receive a 100% score on the UDC Rules Exam. The responsibilities of each Official are outlined below:

i. HEAD OFFICIAL

1. Ensure that both Teams have arrived in time for the Match start, and notify the Tournament Director of automatic forfeitures by Teams failing to arrive on time.
2. Inspect Teams and Players for proper equipment/uniforms before the start of each Match.
3. Be aware of the full Roster for each Team and the order of substitutions for catch-ins/injury in advance of the Match start.
4. Make sure that all Assistant Officials and the Scorekeeper are in place and properly equipped before the Match start.
5. Stand at the Court entrance in the middle of the Neutral Zone for best viewing ability.

6. Blow the whistle to signify the start or re-start of the match (one blast), the end of the match (three long blasts), and any time-outs (short double blast).
7. Blow the whistle (one short blast) with an accompanying pointing finger to signify hits and catches that an Assistant Official did not observe or to reinforce an Assistant Official's call.
8. Award any violation calls including Neutral Zone violations to the offending Teams and ensure that the violation penalties are noted on scorecards and enforced.
9. Call out "Burden" for any instances where one Team has Burden and ensure that the Scorekeeper is aware and begins countdown immediately, and blow the whistle in the event of any team failing Burden and taking additional action (see Burden in the Violations section below). Yell "Clear" whenever the Team with Burden relieves their Burden before time runs out.
10. Observe players exiting and re-entering the Court on outs and catch-ins in order to evaluate for violations and the end of the five-second Side Pad immunity.
11. Call time-outs for injuries or to review a play/call with Assistant Officials. Note that the Head Official should not respond to any Player requests or comments on any particular call; any reviews should be initiated by Officials only.
12. Uphold or overturn any calls by Assistant Officials that the Head Official deems to be incorrect, whether discerned by the Head Official or pointed out by another Official.

ii. ASSISTANT OFFICIALS

1. Position themselves in clear view to observe hits, catches, and violations.
2. Assistant Officials (AO's) should be positioned in the following arrangements:
 - a. Two AO's – Sitting on the top Back Pads against the netting, facing each other across the court. Each AO is responsible for watching the five Players on their side of the court.
 - b. Three AO's – Same scenario as above, but one AO must sit on the center of the Top Pads, opposite the entrance, directly above the center of the Neutral Zone; their primary responsibility is to watch the Neutral Zone for line violations; their secondary responsibility is to provide additional perspectives on any hits/catches near them.
 - c. Five AO's – One AO will sit on the Top Pad in each of the Court's four corners, and one AO will sit at the Neutral Zone Top Pad position described above and be responsible for managing the Neutral Zone calls. Each of those AO's will be responsible for watching one Ball and must keep their eyes on that Ball at all times; the fifth Ball will be observed by the Head Official.

- d. Six AO's – Same scenario as above, but the sixth AO will sit next to the Neutral Zone AO on the top pad and watch the fifth Ball. In this setup the Head Official will observe that Match overall, provide additional perspective on AO calls, make the final decision where necessary, and fulfill other duties described above.

iii. SCORE KEEPER

1. Ensure that the Countdown Clock is in position, visible to Players on the Court, and functioning, prior to the start of each Match and Game.
 2. Check that there is a steady supply of Scorecards available for the next Match and the following Matches and alert the Head Official and/or relevant Sky Zone Team Members to a need for any additional Scorecards.
 3. Start the Countdown Clock at the beginning of each Game, and stop and restart the Clock accordingly during Time-outs. Call out remaining time at the two-minute, one-minute, and 30 second marks, and call out the final 10-second countdown out loud for all Players to hear. Be available to answer questions on remaining time from the other Officials, and if not distracted by other important duties, the Players as well.
 4. At the Head Official's instruction, call the Burden Countdown out loud for all Players to hear, and end the call once the Head Official yells "Clear."
 5. Observe Players re-entering the Court. If those players linger at all on the Side Pads, begin a countdown out loud, starting at five. See Re-Entering the Court for more details.
 6. At the end of the Match, ensure that the Captain of each Team has signed the Scorecard, and take a photo of the Scorecard with a smartphone owned by the Scorekeeper or another Official as a backup copy. During downtime between Matches, email those images to an email address designated by the Tournament Director.
 7. Keep the Scorecards secure until they are collected by a designed Sky Zone Team Member.
- e. **STARTING THE GAME:** All Players must start with at least one foot and one hand touching the Back Pad. At the beginning of every Game, each Team starts with two Balls on their respective side of the Court and one Ball in the middle. The Ball in the middle will be placed in the Neutral Zone in the center of the Court (no rolling; use rubber band if necessary to hold in place). Play begins when the Official blows the whistle.

- f. **TIES & SUDDEN DEATH:** If the Game is tied after three minutes, the Game enters Sudden Death. Play restarts (Players with at least one hand and foot on their Back Pad, Balls reset) with the same Players left on the Court at the end of regulation time. There are no Sudden Death substitutions, except in the case of injury. Sudden Death play resumes until the next Player of either Team is eliminated. At the beginning of Sudden Death, each Team starts with two Balls on their respective side of the Court and one Ball in the middle. However, if there are less than six total Players (both Teams combined) remaining on the Court at the end of regulation time, Sudden Death will begin with just one Ball per team and one Ball in the middle. The Ball in the middle will be placed in the Neutral Zone in the center of the Court (no rolling; use rubber band if necessary to hold in place). Play begins when the Head Official blows the whistle.
- g. **TIMEKEEPING:** Each Game lasts up to three minutes or until all Players on a single Team are eliminated. The official Scorekeeper for each Match keeps the official time. There must be a countdown clock on each Court that is reasonably visible to all active Players on the Court. The Scorekeeper will be responsible for maintaining an accurate display on the clock.
- h. **TIME-OUTS:** There are no time-outs during the Game/Match. Only the Head Official can call a time-out, signified by a double blow of the whistle. Time-outs may only be called in the following conditions:
 - i. A Player is injured and requires substitution or has volunteered to be subbed out (see injuries below).
 - ii. The Head Official needs time to consult with other Officials or pause a Game for any other reason.

Play is restarted with all Players on their Back Pads as at the start of the Game. However, Teams will retain the number of Balls on their side as they did when play was stopped. They may start with the Balls in hand and each Player may hold more than one Ball if necessary; or they may place the Balls that were on their side of the Court anywhere on their side of the Court. Any plays that took place during or after the whistle will be disregarded.

- i. **WINNING THE GAME:** The winning Team of each Game is the Team with the last remaining Player on the Court or the Team with the most Players left on the Court at the conclusion of the Game.

3. GAME MECHANICS

- a. **OBJECT OF THE GAME:** The object of the Game is to throw the Ball at the opposing Team and for it to have contact with one or more of the opponent's Players. The Game continues until three minutes have elapsed or one Team is entirely eliminated.
- b. **THROWING OUT OPPONENTS & DEAD BALL:** Any Player contacted by a thrown or live Ball is out of the Game (provided the Ball is not caught before it becomes dead). Once the Ball makes contact with any part of the Court or building, the Ball is dead. Hitting a Player's clothing counts as a hit and the hit Player is out. Hitting hair **ONLY** does not count as a hit. Any Player whose hair is touched by the Ball (and their hair only) is not out. If a Ball impacts a Player's hair on their scalp (essentially pressing their hair into their scalp), they would be out; this rule is designed to prevent outs when a Ball touches a pony tail or strands of hair in the air. If the Official believes the Ball touched the Players head or other part of their body or clothing, they are still out.

- c. **LEAVING THE COURT:** Once a Player is knocked out, that Player must immediately leave the Court and stand in each Team's designated "out" area (off the Court, generally on the viewing platform or deck). When a Player leaves the Court they should cup their ears and walk off quickly so as to not interfere with the play. If a Player is holding a Ball at the time they are knocked out, and fully on their Team's side of the Court, they may throw the Ball backwards to their Teammates or in the general direction/area of their Teammates, but this must be an immediate toss. Should a Player, at the discretion of the Head Official, delay too long in making the toss and/or interfere with play when walking off the Court (waving arms, intentionally taking their time, picking up another Ball and throwing it, etc), the Head Official must call a Time-out and the captain of the Team that was interfered with may select one Player on the interfering Team to be ruled out and be removed from the Court. If a Player walking off the Court is unintentionally hit with a Ball (intention is decided at the discretion of the Official), then the Ball will be ruled dead.
- d. **BALL RETRIEVAL:** Any Player leaving the playing area to retrieve a Ball thrown outside the regulation playing Court will be deemed out. If a Ball does leave the Court during play and the Official needs to put a new Ball into play, it should be retrieved by a Sky Zone Team Member and rolled evenly down the middle of the Neutral Zone by the Scorekeeper.
- e. **CATCHING OUT OPPONENTS:** If the Ball is caught on the fly by the opposing Team, the Player throwing the Ball is out of the Game, and any Player that came into contact with the Ball prior to the catch remains in the Game.
- f. **CATCHING-IN TEAMMATES:** If a Player catches a ball thrown by an opposing Player while the Ball is live, the player that threw the ball is out AND a Player from the catching team may enter or re-enter the game. This is only permitted if the catching Team has fewer than five Players on the Court. In order to be an approved catch, it must be caught using body parts only; no assisted help from clothing, at the sole discretion of the Official, can be used to secure a catch (ex. shirts, shorts, etc.). If a catch is made using assistance from clothing then the catching Player will be ruled out. This rule applies to Balls that bounce off of any Player.
- g. **RE-ENTERING THE COURT AFTER A CATCH-IN:** The incoming Player may walk down the Side Pad closest to their entry point. While on the Side Pad, with no part of their body breaking the Plane of the Side Pad into the Court, the incoming Player is immune to hits and any Ball that hits them will be instantly dead and have no effect. If the Player lingers on the Side Pads and does not immediately enter the Court, the Scorekeeper must start a Countdown by announcing "Immunity" and point at the Player. The Head Official must be on the alert to fill this role if the Scorekeeper is counting any other countdowns. At the end of five seconds, immunity ends and the Player will be treated as any other Player on the court no matter where they are. Immunity will also end if the incoming Player breaks the Plane of the Side Pad before the five second period ends. The five seconds will be judged by the Scorekeeper unless the Head Official needs to be involved as above.
- h. **NEUTRAL ZONE:** The Neutral Zone is the tumble track or pads that divide the playing Court in half. A Player may go/step into/on this area to retrieve a Ball, but may not throw the Ball from/in this area (in which case they will be ruled out). However, if their foot slips under the Neutral Zone pads before, during or after a throw they will not be ruled out. A Player will be ruled out by the Assistant Official and/or Head Official if the Player crosses over into the other Team's zone for any reason, including to retrieve a Ball, or if the Player is hit with a Ball while in the Neutral Zone. If momentum takes a Player who is throwing a Ball on to the Neutral Zone pads AFTER the throw has been released, they will not be ruled out UNLESS momentum causes them to break the Plane into the other Team's Zone.

- i. **BLOCKING:** If a Player attempts to block a Ball with a held Ball and drops the held Ball, that Player will be ruled out. If a Player blocks a shot, does not drop the Ball he/she is blocking with, but deflects the incoming shot into him/herself and/or another Teammate, then he/she and/or the Teammate will be ruled out. Likewise, if the incoming shot is deflected and then caught by a Teammate prior to it becoming dead, then the Player who threw the Ball will be ruled out.
- j. **GLASSES & UNIFORMS:** Players wearing glasses must either remove the glasses or play with safety goggles on top of the glasses (unless the specific type of glasses have been deemed 'acceptable' by the Head Official and/or tournament coordinator). All uniforms, footwear (SkySocks) and other equipment must be approved by the Head Official prior to the start of the Match.
- k. **GLOVES & TAPE:** No gloves may be used by participants during the Ultimate Dodgeball Championship, or any of the affiliated Local Qualifier Tournaments. Athletic tape is permitted, but adhesive must be skin-side down.

4. COMPLEX SCENARIOS

- a. **COLLIDING SHOTS:** If two (or more) Balls are thrown by opposing Players and they collide, all Balls involved in the collision will be ruled dead on contact. If two (or more) Balls are thrown by Teammates and they collide before crossing center Court, they will be ruled dead. However, if they collide once they are across mid Court, they will remain live Balls until caught or hitting the Court or Building.
- b. **DEFLECTING:** If a Ball hits a Player on the opposing Team and then deflects (while live) back across the Court to the original Team's side that threw the Ball, the Ball will be ruled dead once/if it crosses back into the throwing Team's Zone. Any Player/Players hit in this instance prior to the Ball becoming dead by deflecting back into the throwing Team's Zone will be considered out.
- c. **SIMULTANEOUS/CLOSE HITS & RELEASES:** A Player is not out until the Ball that hits them becomes dead (i.e. touches the Court or building). If two Players are hit at the same time (and neither Ball is caught mid-air on a rebound), both Players are out. It does not matter which Player released the Ball first. A Player may still throw a Ball after they have been hit but before the Ball that hits them becomes dead. As long as they were not yet out when they released the Ball (see above), the Ball they released remains live even after the Ball that hits them becomes dead. Any Player struck by a Ball released in such a scenario is out. However if a Player is struck by a Ball and the striking Ball hits the Court or building and becomes dead **BEFORE** they release their own Ball, their throw is no good even it hits an opposing Player. However, there is one exception to this rule (see one-on-one scenario below).
- d. **ONE-ON-ONE SCENARIOS:** simultaneous or near-simultaneous hits are treated differently in one-on-one scenarios because the moment that one Player is officially out (when a Ball hits them and becomes dead; i.e. is not caught on a mid-air rebound), the Game instantly ends and anything that happens after that moment is null and void. The following scenarios are treated thusly:
 - i. If the last remaining Players from both sides are eliminated simultaneously (Balls hit opposing Players at the same time or a close time **AND** then hit the Court or building at the *exact same time*), both Players are counted as safe and play continues until the next Player of either Team is eliminated.

- ii. If both Players hit each other at the same time, but one Ball becomes dead first, the Player hit by the first Ball to become dead will be out and the other Player will be safe – the safe Player's Team wins in this case.
- iii. In a near simultaneous hit, if one Player is struck before the second Player, the second Player will still be out first if their Ball becomes dead first.
- iv. If a Ball remains live after hitting a Player (i.e. pops up in the air) and that same Player catches the Ball, that Player is safe. If both Players are struck and both Balls pop up and are then caught, both Players will remain safe and the Game will continue, regardless of who caught the pop-up first.

5. VIOLATIONS

- a. **BURDEN:** a 10 second countdown will be enforced at the ref's discretion (to prevent delay of Game) when one Team has a Burden to throw (see definition below), and has delayed their throw for more than three seconds after assuming Burden. This three second grace period is at the ref's discretion and should not be called out loud. After the grace period passes the Head Official must signal the Scorekeeper to start the 10 second countdown out loud. After the 10 second countdown, if the Team failed to give up Burden, they will forfeit all of the Balls on their side, by tossing them across the Neutral Zone. Any opposing Player struck by a forfeit toss will not be counted as out, nor will the throwing Player be out if the forfeit toss is caught. The objective of this rule is to prevent delay of Game.
 - i. **Countdown Procedure** - To start the countdown, the Head Official must yell "Burden" and point at the Team with Burden. Then the Scorekeeper must count down from 10 out loud. They should look at the Countdown Clock to make sure they are timing their seconds correctly.
 - ii. **Definition** – A Team will have Burden any time that they have three or more Balls (the majority of the five total Balls in play) on their side of the Court and delay more than three seconds in picking up and/or throwing their Balls. A Team may throw as many Balls as they like but it must be enough for that Team to lose the Burden. For example, if they have five Balls, they must throw at least three; if they have four Balls, they must throw at least two; if they have three Balls they must throw at least one. If a countdown begins on a Team Players must throw the Ball – placing it just over the edge of the Neutral Zone, for example (thereby baiting their opponent), or rolling it along the ground, is not permitted. Any Player that rolls or places a Ball in an attempt to give up Burden may be ruled out.
 - iii. **Successive Burden** – Once the Burden countdown begins, it does not matter if additional Balls are thrown on to that Team's side of the Court – the countdown will continue to zero or until that Team gives up its *ORIGINAL* Burden. For example, if a Team has three Balls, and the Head Official and Scorekeeper start the countdown, and two more Balls are thrown on to their side during the countdown, that Team still only has to throw one Ball. After throwing that Ball, they will now have four Balls (three original, minus one they threw away, plus two thrown at them). If they appear to be taking too long to throw (now with four Balls), the Head Official and Scorekeeper must start a new Burden countdown.

- iv. **End of Game Burden** – As soon as the Game time clock reaches 10 seconds remaining or less, no new Burden calls/countdowns should be started. However, any Burden countdowns already in play should be continued until the Burden count reaches zero or the Team with Burden gives up Burden.
- b. **DELAY:** Delay of Game may also be called at the discretion of the Head Official. Additionally, no Player may stand on the Back Pad (after the Game begins), for any period of time longer than it takes to pick up, throw, catch, block or avoid a Ball. If a Player does this, the Head Official must rule that Player out. Additionally, any Player who is judged by the Head Official to be purposefully delaying the Game in any matter may be ruled out, or if they are already out, the Head Official can allow the opposing Captain to select a Player on the violating Player's Team to be out.
- c. **SUICIDES:** A Suicide is when a Player intentionally leaps across the Neutral Zone dividing line before or while throwing so as to get closer and make the shot easier, knowing that they will be out for crossing the line and thereby sacrificing themselves to take an opponent out. Suicides are not allowed in Ultimate Dodgeball. Any Player hit by a Suicide play will be ruled safe. Additionally, as described in Section S of Game/Match rules above, Players who step on the Neutral Zone to throw, or break the Plane into their opponent's Zone for any reason, will be ruled as out.
- d. **PINCHING:** "Pinching" or "crushing" the Ball will not be permitted while throwing. A Pinch is when a Player squeezes the Ball tight enough that the inside material of the Ball is folded in upon itself. One warning per Match per Team may be given by the Official, and any Player who violates a pinch or crush after the Team warning will be ruled out at the Official's discretion. The following diagram demonstrates what a typical 'pinch' or 'crush' looks like.



- e. **HEADSHOTS:** Headshots are not encouraged, but are allowed as an acceptable hit and will result in the hit Player being out.
- f. **KICKING:** Kicking a Dodgeball across the Court is not allowed repeatedly and does not result in an out even if it hits an opponent. If a Player repeatedly kicks the Ball across the Court after a warning, the Head Official may declare the Player out.
- g. **SUBSTITUTIONS:** Substitutions will be allowed due to an injury on the Court (following a "significant" injury identified by the Head Official that requires a stoppage in play signaled by the Head Official's double blow of the whistle). In the event of a Player substitution for injury, that Player becomes inactive for the remainder of the tournament. The Player who subs in for an injured participant, must be the next available Player in line to enter the Game. In the event a Team has no available subs and an injured participant is not able to continue, the Team will play short. An injured Player can choose to rule himself /herself out and choose not to bring a sub in, causing him/her to remain active/eligible for the duration of the tournament.

- h. **UNSPORTSMANLIKE CONDUCT:** Any of the following behavior from active or inactive Players will be grounds for punishment:
- i. Arguing with the Official or with a call
 - ii. Making unsolicited comments or applying pressure to an Official during a call or deliberation
 - iii. Excessive and/or vulgar arguments or language
 - iv. Verbal or physical abuse
 - v. Fighting, pushing, shoving, or other unwanted physical contact
 - vi. Any other conduct reasonably judged to be unsportsmanlike

Punishment may include, as follows, at the discretion of the Official (during a Game) or Tournament Director (between Games/Matches), based subjectively on the severity of the action:

- vii. **WARNING:** Verbal warning
 - viii. **PLAYER OUT:** Declaring the violating Player (if active) as out; this will result in the violating Team losing if the violator is the only Player left on the Court.
 - ix. **OPPOSING PLAYER OUT:** Allowing the captain of the Team opposing the violator to pick one Player from the violator's Team to be out this will result in the violating Team losing the current Game if they have only one Player left on the Court.
 - x. **STARTING DOWN:** Starting the next Game with 4 Players if the conduct takes place between Games and/or Matches. Note that a catch-in will allow the Team to return to 5 Players, and this will only apply to the first Game in a Match series.
 - xi. **FORFEITING THE GAME:** Forfeiture of the current Game, upcoming Game, or multiple Games; this may result in the Team losing a Match and therefore being eliminated from the tournament in single-elimination or not advancing out of round-robin play.
 - xii. **FORFEITING THE MATCH:** Forfeiture of the current Match, upcoming Match, or multiple Matches; this may result in the Team being eliminated from the tournament in single-elimination or not advancing out of round-robin play.
 - xiii. **DISQUALIFICATION:** Disqualification of the Team from the Tournament.
- i. **DISQUALIFICATION DETAILS:** Certain conduct (such as intentional, unwanted physical contact with a Player of another Team or with any spectator, Official or Tournament employee; violence; threats; etc.) are grounds for the immediate, automatic disqualification of a Team from the Tournament, again at the discretion of the Head Official and Tournament Director. This policy is to be abided by both on tournament grounds and off. A disqualified Team forfeits all claims for any refund or for any prize. All Players of a disqualified Team must leave the premises immediately upon disqualification.

6. MASTER RULES

- a. **RULELESS PLAY:** If a play or situation should occur for which there is no written rule or basis for ruling by the Official, then it will be assumed that the play didn't happen (at the Official's discretion), and play will be blown dead and reset.
- b. **APPEALS & FINAL DECISIONS:** Except for the disqualification of a Team from a Tournament all calls and decisions of the Head Official supervising the Match, including, without limitation, all decisions to forfeit any Game or Match, are final and are not subject to appeal. Captains may ask a tournament Official or director for an explanation of a call after a Game is over, but due to the live nature of a tournament event, all Officials and directors have the right to refuse or postpone response to such a request at any time and for any reason.

EVENT POLICIES

2016 CHANGES & CLARIFICATIONS SUMMARY

General – The formats and policies have been re-ordered and organized for more intuitive structure and easier reading.

- **4.e. Tournament Minimum** – The Team Minimum at Local Qualifiers for the Local Champion to be invited to the Ultimate Dodgeball Championship has been reduced to four Teams. The definition of what causes a team to count towards a Local qualifier minimum has been clarified.
- **4.f. Refunds & Transfers** – Teams and players may no longer transfer from one roster to another, or one event to another, after team formally registers and submits its roster, unless that event is cancelled. Payments to one Local Qualifier may not be transferred to another Local Qualifier.
- **4.g. Cancellations & No-Shows** – Clarifying language regarding the impact of cancellations and no-shows on the tournament minimum has been added
- **4.i. Ineligible Winners & Fraud** – Language concerning ineligible winners and registration fraud has been added.
- **4.j.** Local Qualifier format has had clarifying and descriptive language added (although the content has not been altered).

1. OVERVIEW

- a. **ANNOUNCEMENT** - Sky Zone is pleased to announce the 2016 Ultimate Dodgeball UDC Events, including Local Qualifiers, and the Ultimate Dodgeball Championship. The rules and policies set forth below govern all official UDC Events at various Sky Zone Parks throughout the United States, Australia, Canada, Mexico, Saudi Arabia, and other nations that may be added to the Sky Zone network. By signing and submitting the Registration Form, each Team and each Player agree to be bound by these rules for all official UDC Events.
- b. **LAWS** - The conduct of all UDC Events and the award of all prizes are subject to all applicable federal, state and local laws and regulations and are void where prohibited.
- c. **DECISIONS** - All decisions by Sky Zone with respect to the conduct of the UDC Events and the Matches played thereat are binding and conclusive upon all Teams and Players.

2. ELIGIBILITY

- a. **PARTICIPATION** - Except where prohibited by law, participation in UDC Events is open to all persons over the age of 16 who are legal residents of the nation in which any participating Sky Zone is located (the "Eligible Participants"). Participation in the Championship is open to all Players at least 16 years of age on the official submitted Rosters of invited qualified Local Qualifier Champion Teams who met the Roster submission deadline and officially accepted their invitation by providing proof of travel.
- b. **PROOF** - All Eligible Participants must provide proof of age and residency (pursuant to a valid, government-issued photo identification document, i.e., driver's license, passport, etc.).
- c. **MINORS** - The parent or legal guardian of any Participant under the age of 18 must sign a consent and waiver form, including a publicity and privacy release on behalf of the minor. The parent or legal guardian of a Participant under the age of 18 must be in attendance at all practice sessions and Games in which his or her minor participates, unless Sky Zone and Sky Zone Park Host(s) agree otherwise in writing.
- d. **PRIZES FOR MINORS** - Any prize consideration payable on behalf of a minor Player will be paid to the parent or guardian of the minor for the benefit of the minor. The participation of any minor and the award of any prize are subject to all applicable laws and regulations.
- e. **ONE PLAYER, ONE TEAM** - Eligible Participants may participate on only one Team, and each Team may only participate in one Local Qualifier. See the Match Rules for details and exceptions.
- f. **RELEASE** - All Eligible Participants (and the parent and legal guardian of any Eligible Participant under the age of 18) must sign the Sky Zone Publicity and Liability Release Agreement.
- g. **EMPLOYEES** - All current or former Employees ("Sky Zone Team Members") who were employed by Sky Zone within 60 days prior to the start date of the Local Qualifier are eligible to participate in UDC Events. Additionally, no Team may have more than one (1) individual defined as a Sky Zone Team Member under these terms.

3. PLAYERS AND RESPONSIBILITIES

- a. **PERSONAL CONDUCT** - At all times throughout all UDC Events, all Players must conduct themselves in a professional, courteous, and sportsmanlike manner. Teams that engage in Unsportsmanlike Conduct on or off the Courts may be penalized (see Match & Game rules for details).
- b. **CAPTAIN** - Each Team must appoint a Team Captain (as designated on the Registration Form) who is the sole contact liaison with Sky Zone with respect to all matters. All communications, representations, agreements and decisions by the Team Captain are binding for all Players.
- c. **TEAM NAME** - Each Team must use its selected Team Name. No Team may adopt a name or slogan that contains any offensive or objectionable words, slogans, or images. Team Names may also not contain or use any commercial trademarks, trade names, or slogans, without formal approval from the trademark/name/slogan owners. Once an approved Team Name exists, that name must remain consistent throughout all UDC Events unless otherwise directed by the Sky Zone Championship Coordinator. In the Elite 8 World Championship Bracket, original Team Names will be supplemented or replaced with their Sky Zone Host Park (e.g., Sky Zone St. Louis vs. Sky Zone Sacramento), as determined by the Championship Director.
- d. **TRAVEL** - Each Team and its Players are solely responsible for all travel, lodging, and incidental expenses associated with participation in all UDC Events, unless otherwise covered by a sponsor.
- e. **CHECK-IN** - Each registered Team must check in at the appropriate check-in time(s) for all UDC events (as applicable) unless Sky Zone specifies another time. They must also possess all necessary documentation (including all proof of age and residency documentation, parent/legal guardian consents, etc.).
- f. **UNIFORMS** - Teams are encouraged but not required to wear matching uniforms (e.g., jerseys/shirts, shorts, headbands, wristbands, arm sleeves, leggings, etc.) at their own expense. Team uniforms may not limit a Player's safety in any way as determined by the sole discretion of UDC Event Officials. A Team may have small banners or signs which bear the name and/or commercial symbol of any entity that is sponsoring the Team, subject to the following:
 - i. Sky Zone must approve of the sponsorship at their sole discretion. Sponsors that represent products or services that are inconsistent or competitive with Sky Zone's business model and standards will not be approved.
 - ii. The Team must provide Sky Zone with written authorization and publicity release from the sponsor.
 - iii. For Local Qualifiers, these approvals/releases must be collected by local Park hosts; for the Championship they will be collected by Sky Zone Corporate.
- g. **ELITE 8 UNIFORMS** - All Teams participating in the Elite 8 World Championship Bracket will be provided with full uniforms by a UDC sponsor. Teams may permit their respective Players to wear additional apparel accessories, including headbands, wristbands, arm sleeves, and leggings. No hats or belts are permitted.
- h. **SKY SOCKS** - All Players must wear approved SkySocks (at Players' cost) during every Game at all UDC events. No other socks, shoes, footwear, or bare feet will be permitted.

- i. **BANNERS** - For the Ultimate Dodgeball Championship, Sky Zone will designate a banner space with grommet hooks at the end of each Court in which Games are played. Each Team at its discretion may display a Team banner on the designated banner space. All Team banners must be approved by Sky Zone and must be purchased through Sky Zone's approved, independent print company N-Ovation Systems (Contact: Danny Lunow; email: danny@n-ovations.com).
- j. **AMATEUR STATUS** – In recognition of the cash prizes available at some or all UDC Events, each Player acknowledges that it is the sole responsibility of each Player to determine the impact of that Player's participation in the Championship upon that Player's possible status as an amateur athlete in other sporting activities in which that Player may also be participating, both currently and in the future.
- k. **FRAUD** - Each Team and Player are required to provide truthful and accurate information regarding the Team and/or each Player. Sky Zone reserves the right to disqualify any Team and/or Player upon the discovery that any Team or Player has provided any false or fraudulent information. Upon such disqualification, no Team or Player is entitled to receive any refund or prize. Any prizes, awards, or cash previously given to any such disqualified Team or Player must immediately be returned.
- l. **PENALTIES FOR DRUG USE OR OFFENSIVE CONDUCT** - Each Team and Player acknowledge and agree that all Sky Zone Parks are tobacco, alcohol, and drug-free venues and that all Tournaments are tobacco, alcohol, and drug-free events. Each Team and Player acknowledge and agree that there is zero tolerance for alcohol and drugs as well as offensive behavior, language, or violence of any type. Any Player who possesses alcohol or drugs at any Sky Zone Park, participates in any UDC Event or activity under the influence of any alcohol or drug, or who engages in any offensive behavior, language, or violence of any type, including without limitation any abusive behavior towards any Official, Sky Zone Team Member, Player, or spectator, as determined by Sky Zone at their sole discretion, is grounds for the immediate disqualification of the Team from any or all future UDC Events, and, in such case, neither the Team nor any Player will be entitled to receive any refund or prize. Sky Zone reserves the right to impose a lesser penalty, including without limitation ejection or suspension of the offending Player from any UDC Event, forfeiture of a Game(s) or Match(es), or other penalties as determined at the sole discretion of Sky Zone or a relevant Event Manager.
- m. **AUTHORITY** - The authority of Sky Zone or UDC managers to take action under these Format Rules is not limited to the time in which a particular Match is underway, but applies to any time preceding the first Local Qualifier up until after the awarding of prizes at the Championship Tournament. All decisions of Sky Zone under these Format Rules are final and binding for all Teams and Players, and are not subject to further appeal or challenge for any reason whatsoever.

4. LOCAL QUALIFIERS

- a. **SUMMARY** - The Local Qualifiers are conducted at corporate Sky Zone Parks, as well as at independently owned and operated Sky Zone Parks. Each Local Qualifier host reserves the right to limit the number of Teams, but must meet a minimum requirement of four Teams to host a Local Qualifier (see details below). Any Park with less than this number of Teams will not be able to send their winner to the Championship and is encouraged to cancel their Event; however this one exception to this policy, see "Cancellations & No-Shows" below.

- b. **DECISIONS** - All decisions by the Local Qualifier Host (subject to the approval of Sky Zone) with respect to the conduct of the Local Qualifier and the Matches played thereat are binding and conclusive upon all Teams and Players.
- c. **PARTICIPATION** - To participate in any Tournaments, you must comply with the following requirements:
- i. **TEAMS** - All Games/Matches have a 5 vs. 5 format. Up to eight Eligible Participants (the "Players") may be on a Roster. Teams may play with fewer Players, if necessary.
 - ii. **REGISTRATION** - Each Team must register for the Local Qualifier prior to the Tournament start time or the tournament's designated Registration Deadline.
 - iii. **FORM** - On the Tournament date, a Registration Form will be required that must identify the Team name, provide the name, address, telephone number, e-mail address and date of birth of each Player; and designate a Team captain. All Players must sign the Registration Form.
 - iv. **PROOF** - Each Player needs to provide proof of age and residency prior to participating.
 - v. **FEES**
 - Local Qualifier – Any Team that wishes to sign up for the Local Qualifier must pay \$99 to participate. They may register online or with the Local Host.
 - Championship – There is no fee to compete in the Ultimate Dodgeball Championship; only the winner of each Local Qualifier will be invited. Teams are responsible for covering all of their own travel and equipment costs unless otherwise sponsored by a partner or Local host Park.
 - vi. **REFUNDS** - Registration fees are not refundable, except in the event that the Local Qualifier is cancelled.
- d. **RESPONSIBILITY** - By signing the Registration Form, each Player agrees to be jointly and severally responsible for all activities of the Team in connection with the UDC Events, and each Player agrees to be bound by these Rules.
- e. **TOURNAMENT MINIMUM** - Each Local Qualifier must have at least four Teams. In order to count towards the minimum, each Team must complete or meet all of the following criteria:
- i. Pay registration prior to the event start or deadline
 - ii. Submit a Roster prior to the event start or deadline
 - iii. Participate in the tournament – OR – cancel/no-show within 48 hours of the tournament start-time.

Remember that after signing up (steps i. and ii.), Teams will not be allowed to transfer to another Local Qualifier. The only exception to this rule is for Local Qualifiers in the event of cancellation.

- f. **REFUNDS & TRANSFERS** - There are no refunds for registration unless the Local Qualifier is cancelled, in which case the team will be refunded its registration in full. Payments for one Local Qualifier may not be transferred to another Local Qualifier.

- g. **CANCELLATIONS & NO-SHOWS** - If a Team notifies the host that they will not be attending the event within 48 hours of the Local Qualifier, or does not show up at the Local Qualifier, their registration still counts towards the minimum as long as their payment and Roster have been submitted to the Local Qualifier AND the Local Qualifier Host has submitted the Roster and confirmed payment receipt to Sky Zone Corporate. Remember that a Team that cancels or does not show up, like all other Teams, is not eligible to compete in another Local Qualifier (unless their original Local Qualifier is cancelled). If a Team cancels prior to 48 hours before the Local Qualifier, they do NOT count towards the four-Team minimum for Champion advancement.
- h. **INELIGIBLE WINNERS** – In the event that a Team violates any policies that would disqualify the Team from competing in a specific event, but that Team manages to compete in the event nonetheless, Sky Zone reserves the right to strip the Team of any winning record, prizes, championship invitations or other special perks or statuses earned through the disqualified win. In the event of any intentional breaking of Roster or registration rules, Sky Zone may disqualify any Team from further participation in the current season and/or any future season(s).
- i. **REGISTRATION FRAUD** - Any concrete evidence of the creation of “fake” Teams created - and then cancelled in the 48 hour window prior to the event - in order to meet the minimum (i.e. registration of a non-existent Team or a Team that never intended to compete) by Teams or individuals competing or otherwise participating in that Local Qualifier (or connected to/colluding with a registered Team or Player) may result in punitive measures for the individual(s) and/or Team(s) involved, including but not limited to being disqualified from the current or future league(s), Local Qualifier(s) and/or Championship.
- j. **LOCAL QUALIFIER FORMAT**
 - i. **SCHEDULE** – Each Local Qualifier Host will be given a date range to host their Local Qualifier, and will select and announce the date of their event within this date range. The Park must allocate enough time and Court space to conclude the tournament within one day. Most Local Qualifiers can be concluded within a few hours.
 - ii. **MATCHES** - Each Team is guaranteed at least three Matches. (All Matches are a best 2 of 3 Game format, except for the final championship Match of the Local Qualifier, which will be a best 3 of 5).
 - iii. **ROUND ROBIN** - Initial rounds are based on a round robin method. (The exact format of the round robin depends upon how many Teams register and participate at each Local Qualifier.)
 - iv. **ADVANCING TO BRACKETS** – The top 8 Teams (or top 4 if there are fewer than 8 Teams registered) will advance into a standard single elimination playoff bracket.
 - v. **BRACKET SEEDING** - Seeding of the top 8 Teams (or top 4 if there are fewer than 8 Teams in the tournament) for a single, elimination playoff bracket is determined by round robin play. Seeding will be ranked using the following criteria, moving to the next criterion on the list in the case of a tie-breaker: (1) round robin Match winning percentages; (2) head-to-head results; (3) the fewest number of Group Game losses; and (4) a coin toss.

- vi. **ADVANCING TO THE CHAMPIONSHIP** - The Local Champion from each Local Qualifier is eligible, at its own expense, for advancement to the Ultimate Dodgeball Championship. Only the Local Champion will be invited, and no other Teams from a given Local Qualifier will be invited if the Local Champion declines the invitation or does not respond to the invitation by the deadline. The exact date/time of the deadline will be included in the invitation, which will be delivered via email to the Team captain and designated Local Qualifier host contact.

5. ULTIMATE DODGEBALL CHAMPIONSHIP

- a. **OVERVIEW** - The 2016 Ultimate Dodgeball Championship ("Championship") will be held in August XX, 2016, at the Sky Zone Trampoline Park owned and operated by Skyzone LV2, LLC, located at 7440 Dean Martin Drive, Las Vegas, Nevada.
- b. **PARTICIPATION** - Participation in the Championship is by invitation only. The winners of each Local Qualifier will receive an invitation in writing to the Championship, sent by email to the Team captain and copying the Local Qualifier host's designated tournament organizer. All qualified Local Champions will be eligible to advance, at their own expense, to the Championship event. Only the winning Team will receive an invitation; no other Local Qualifier participants will be invited if the winner declines their invitation. All Local Qualifier Champions will have a designated amount of time (stipulated in the invitation) to formally accept the invitation. Formal acceptance requires sending proof of travel arrangements to the Championship event via email in response to the original email invitation and/or to udc@skyzone.com with the subject line "UDC Invitation Acceptance". Formal acceptance emails should cc the Local Qualifier host organizer.
- c. **PLAYERS** - Only Players whose names are listed on the final Roster submitted by the Roster deadline (the date of which will be communicated by email to captains of qualified Teams only), are permitted to participate in the Ultimate Dodgeball Championship.
- d. **PRIZE OVERVIEW** - The "Elite 8" Teams that advance to and participate in the Elite 8 World Championship Bracket are entitled to a minimum prize of \$2,750 per Team. The odds of being invited to the Ultimate Dodgeball Championship and advancing to the Elite 8 Bracket are impacted by the number of Teams participating in a Local Qualifier as well as the number of Local Champions that qualify for advancement. There will be no cash prize for winning a Bracket or for being awarded a bid to participate in the Elite 8 World Championship Bracket. However, there will be cash prizes for all Elite 8 participating Teams after the conclusion of the event.
- e. **TOURNAMENT FORMAT**
 - i. **STRUCTURE** - The Championship will consist of three rounds held over four days: a Group round robin, a single-elimination bracket, and an Elite 8 World Championship Bracket. Teams will be divided into groups based upon regional diversity and skill, utilizing past UDC records, Local Qualifier size, and other tournament records. The size and number of the groups will depend on the total number of Teams that formally accept their invitation.
 - ii. **MATCH FORMATS** - A Match format consisting of the best two of three Games will be used for all round robin rounds and all single-elimination rounds for each Group, except for the final Championship Match of each Bracket, which will be best three of five, and any necessary tie-breakers, which will be one Game only.

- iii. ADJUSTMENTS - Sky Zone reserves the right to adjust the Groups and to move Teams from one Group to another to balance the number of Teams in each Group. Sky Zone cannot guarantee that all groups will have an equal size, but all Teams will play an equal number of Matches during round-robin play.
- iv. SEEDING - Teams participating in the Groups will be seeded following their round robin rounds into single-elimination playoff brackets. Seeding for the single-elimination round for each Bracket will be based on (1) round robin Match winning percentages; (2) head-to-head results; (3) the fewest number of Group Game losses; and (4) a coin toss.

f. ELITE 8 WORLD CHAMPIONSHIP BRACKET

- i. ELITE 8 SUMMARY - All qualified Group Teams (the “Elite 8”) will be eligible to advance, at their own expense, to the Elite 8 World Championship Bracket. The Elite 8 World Championship Bracket will be held the same weekend and at the same location as the Group rounds. The Elite 8 World Championship will consist of one single-elimination round
- ii. ELITE 8 SEEDING - The “Elite 8” will be seeded 1–8 for the Championship Bracket based on some or all of the following factors from the preliminary Group play: (1) Winning Place 5-8; (2) Match winning percentages (round robin and single-elimination playoff); (3) fewest number of Game losses; and (4) if necessary, a final tie-breaker of one head-to-head Game.

- iii. ELITE 8 SCHEDULE - The single- elimination playoff round for the Elite 8 World Championship Bracket will be scheduled as follows:

- Quarter-Final Round (Team Seed Ranking)

Match	Team
• Match 1:	1 vs 8 (2 of 3)
• Match 2:	4 vs 5 (2 of 3)
• Match 3:	2 vs 7 (2 of 3)
• Match 4:	3 vs 6 (2 of 3)

- Semi-Final Round

• Match 5:	M1 Winner vs. M2 Winner (2 of 3)
• Match 6:	M3 Winner vs. M4 Winner (2 of 3)

- Championship Match

• Match 7:	M5 Winner vs. M6 Winner (3 of 5)
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- iv. ELITE 8 RULES - All Championship Matches will be conducted in accordance with the Official 2015 Tournament Match Rules.

g. PRIZES

- i. SUMMARY - The “Elite 8” Teams at the Ultimate Dodgeball Championship are invited to participate in the Elite 8 World Championship bracket and will each receive a minimum prize of \$2,750 upon their completed participation in the bracket.
- ii. BREAKDOWN - All “Elite 8” Teams that are eligible to participate, invited and accept a bid, and actively participate in the Elite 8 World Championship Bracket will be awarded a guaranteed cash prize as follows:
 - 1st place overall: \$20,000
 - 2nd place overall: \$10,000
 - 3rd place overall: \$4,500
 - 4th place overall: \$4,500
 - 5th place overall: \$2,750
 - 6th place overall: \$2,750
 - 7th place overall: \$2,750
 - 8th place overall: \$2,750
- iii. WITHHOLDINGS - Cash prizes are subject to any withholdings required by law and will be put in the mail to each participating Player (or to his or her parent/legal guardian, if a minor) within two weeks following the conclusion of the Championship.
- iv. IRS FORMS - Prior to the issuance of any checks for any cash prize, each Player must submit all necessary requested forms and information to Sky Zone in order to issue the Player an IRS Form 1099-MISC or other forms as required by law. The failure of any Player to submit the requested information will result in a forfeiture of the prize for that Player. Any delay in submitting requested information may result in a delay in issuance of the respective prize.
- v. PRIZE DIVISION - Each cash prize is divided equally among the Players, as listed on the Team’s Registration Form submitted to Sky Zone and/or the Local Qualifier Host in connection with the Ultimate Dodgeball Championship.
- vi. SPONSOR - The Ultimate Dodgeball Championship is sponsored by Sky Zone, LLC, 1201 West 5th Street, Suite T-340, Los Angeles, California 90017.
- vii. ODDS OF WINNING - The odds of winning any prize are dependent upon the total number of Teams that enter all Local Qualifiers in the aggregate. If, for example, 12 Teams enter each of 40 Local Qualifiers, the odds of winning a cash prize would be 8 out of 480. Since the number of Local Qualifiers and participating Teams is not known at this time, Sky Zone cannot estimate with accuracy the precise odds of winning. The number of Games and Matches required for a Team to win in order to qualify to participate in the Elite 8 World Championship Bracket, and hence be eligible to receive a cash prize, depends upon the number of Teams participating in the Local Qualifier and Ultimate Dodgeball Championship Group play in which each Team participates. Other than the initial entry fee paid by each Team (and the requirement to purchase SkySocks), there are no other fees or charges required to claim any prize.
- viii. WINNERS - Upon any written request, Sky Zone will send to any interested party, the names of the Elite 8 winners of the Championship.

h. DISPUTE RESOLUTION

- i. ARBITRATION - Each Team and Player agree that any and all disputes or claims which arise out of the participation by a Team or a Player in the Championship, including without limitation any claims for personal injury or damage to property, rights of privacy, rights to use the name, and likeness of an individual and claims to prizes, must be submitted to arbitration pursuant to the Rules of the American Arbitration Association. The venue of any such arbitration proceeding will be conducted solely in Los Angeles County, California.
- ii. EXCLUSIVE PROCEDURE - The parties agree that the aforementioned arbitration provisions are the exclusive tribunal and procedures for resolving all disputes and claims among the parties.

i. CHAMPIONSHIP STATUS & CANCELLATION

- i. LAWS - The Championship is subject to all applicable laws and are void where prohibited by law.
- ii. REMEDY - In the event the Ultimate Dodgeball Championship is cancelled, a Team and its Players' sole joint remedy is to receive a refund of \$99 (the value/price of Local Qualifier Registration).