



MULTIPLY
CHURCH
calgary

Youth Day 2019: Tournament Rules

Welcome! We are excited to have you join us for one of our Youth Day Tournaments!

Below you will find the basic rules and details for the Dodgeball, SpikeBall©, and Super Smash Bros Ultimate© tournaments. These rules are so you will know what to expect at the event, and how to be prepared.

For the Dodgeball and SpikeBall© tournaments we suggest you put together your team in advance of the event, but we will do our best to round out your team or add single players to a team at the Youth Day. Multiply Church will provide all equipment needed for the tournaments, unless you would prefer to bring your own controller for the Smash tournament.

Whether you are playing a sport or a videogame, always remember to be kind and respectful to others. There is no room for unsportsmanlike conduct, physical or verbal abuse, crude language, or any other action that detracts from anyone's enjoyment at the Youth Day.

Remember: Even though there are prizes and rules the main idea is to have fun and make new friends. Be sure to enjoy yourself!

If you have any questions about the event, tournament, or anything else feel free to reach out to me. We are excited for you and your friends to join us on Thursday July 18, see you on the field!

Sincerely,

Jeremy Hall
Pastor of Children, Youth, & Missions
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Dodgeball Rules:

- **Format: Double Elimination**
- **Team Size: 5 Players**
- **Time Limit: 5 Minutes**
- **Win Conditions:**
 - **The first team to eliminate all other players will win.**
 - **If five minutes are reached without a winner, the team with most players remaining wins.**
 - **If teams are tied in remaining players, sudden death commences.**
 - **Sudden Death: All Players return to the game. Balls must be “activated” by returning them to the back line before being thrown. First team to have a player eliminated loses.**
- **Starting the game: Players will stand at their own back line. Three dodgeballs will be placed on each teams side near the centre line. Play will begin on the referee’s call.**
- **Out:**
 - **Call yourself out if hit anywhere but the head, referees will also be watching.**
 - **No hits above the shoulders will count.**
 - **If a thrown ball is caught by the other team before it hits the ground, the player that threw the ball is out.**
 - **The referee’s call will always stand.**
- **Returning Players: If a ball is caught, one player from the opposing team can return in the order they were eliminated.**

Rules Adapted from the Calgary Sport & Social Club:

<https://www.calgarysportsclub.com/tournaments/dodgeball/indoor-dodgeball/rules>

SpikeBall© Rules:

- **Format:** Single Elimination
- **Number of Players:** 48 (24 Teams Max) **Tournament Type:** Single Elimination
- **Rules:**
 - **During Play:**
 - All players except the receiver must begin the point at least 6 feet from the net.
 - The receiver may stand at any desired distance
 - Once the server strikes the ball, players may go anywhere they choose.
 - Possession changes when the ball contacts the net.
 - Each team has up to 3 touches per possession.
 - Determine a serving order which alternates players from the two teams (e.g. Player 3 follows Player 1, etc.).
 - **Scoring:**
 - SpikeBall© is played using rally scoring; points can be won by the serving or receiving team.
 - Games will be played to **15 points**.
 - Games must be won by two points.
 - The rally ends and a point is awarded when:
 - The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
 - The ball is hit directly into the rim at any time, including on a serve.
 - The ball bounces and falls back onto the net or rim.
 - The ball clearly rolls across the net rather than bouncing.
 - **Rallies:**
 - Touches must alternate between teammates. Consecutive touches by one player result in a loss of a point.
 - The ball must be contacted cleanly, not caught, lifted, or thrown. Players may not hit the ball with two hands, even if placed together "volleyball style".
 - Players may use any individual part of their body to hit the ball.
 - After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
 - A shot which lands on the net, rolls into the rim and then off the net (i.e. roll-up) is played as a pocket, not a direct rim hit.

- If teams cannot determine the legality of a hit, replay the point.
- **Infractions:**
 - Remember: Player safety always comes first
 - Defending players must make an effort not to impede the offending team's possession or play on the ball.
 - If an offender collides with a defender, or a defender's position prevents a makeable offensive play on the ball, the infringed player may call "hinder" to force a replay of the point.

Rules adapted from Official SpikeBall: <https://spikeball.com/pages/official-rules>

Super Smash Brothers Ultimate© Rules:

- **Number of Players: 32 Max**
- **Type of Matches: 1 Vs. 1**
- **Stock: 3**
- **Time: 6 Min**
- **Rounds: Best 2 out of 3**
- **Tie Breaker:**
 - **If no player has depleted the stock of the other player, the player with the higher stock remaining wins the match.**
 - **If both players have the same stock left, the player with the lower percent remaining wins the match.**
 - **If both players are still tied with the same stock and percent, then a rematch will take place with 1 stock each, 3 min on the clock, with the same characters and stage as before.**
- **Stage Selection Method: Rock Paper Scissors (2 of 3)**
 - **Winner selects first and third (if needed), loser selects second.**
- **Allowed Characters: All Smash Ultimate characters may be selected, including DLC Characters. Characters may be changed between matches.**
- **Allowed Stages:**
 - **Battlefield**
 - **Final Destination**
 - **Smashville**
 - **Town & City**
 - **Lylat Cruise**
 - **Dream Land 64**
 - **Most Omega Forms Except:**
 - **Fountain of Dreams**
 - **Windy Hill Zone**
 - **Gamer**
 - **All other stages banned**
 - **Exception - Gentleman Rule: Any stage may be played if both players agree to it.**
- **Restrictions: No Hazards or Items, Including Smash Balls**
- **Controllers: All standard controllers may be used, including GameCube and Pro controllers.**
 - **The tournament will provide a few basic controllers such as Joy Cons, GameCube Controllers, and Pro Controllers.**
 - **Players are allowed to bring their own controllers as well.**
 - **If bringing a controller that requires an adapter please bring your own as we cannot guarantee they will be available for every player.**