

## **Battle of the Ad Stars 2010 Official Game Rules**

A "Team" will include a minimum of 10 members, consisting of any combination of men and/or women. Some events will require all 10 contestants participating while others will call for 3 to 5 contestants. Each team member must participate in a minimum of 2 games.

Judges will be volunteers contracted by AWRT Houston from an outside market and will be the final say in rule infractions and scoring.

There are seven ways for a team to score points at Battle of the Ad Stars.

- Five physical events  
(10 points to 1<sup>st</sup> place, 7 points for 2<sup>nd</sup>, and 4 points for 3<sup>rd</sup> place)
- One team branding competition (5 points)
- Raffle ticket sales\*\*

**\*\*\*You can earn Extra Points from Raffle sales!!!\***

10 Points - \$500 in tickets sales

2 Additional Points for each \$100 sold in tickets above \$500

**\*\* ALL RAFFLE \$\$ IS DUE BY COB the day prior to Battle of The Ad Stars and must be done online\*\***

**Non-Physical Events Include -**

**BRANDING CONTEST – T-shirt & Name Entire Team**

Teams develop and wear themed T-shirt to earn points for most original theme.

Teams will be judged on creativity and originality of their "Battle Gear." (NO SKIT!!!)

**Physical Events Include -**

**Sponge Toss - 10 team members**

Each team will line up with all 10 members in a straight line. At one end of the line there will be a large tub of water with a large sponge. At the other end of the line there will be a bin that will be empty. The object of the game is to use the sponge to carry water from the bin with the water in it to the bin with no water in it. At the end of 3 minutes the judges will measure each bin to determine the team with the most water in the bin. The sponge must be passed by each team member from one side to the other. If for some reason, on the way down or on the way back, the sponge is not passed by each member that team will be disqualified.

**DRAG RACE – 8 team members**

4 members (preferably male) line up on one side of the track and 4 members (preferably female) on the other. The first team member dresses in female clothes and

runs across the lane carrying male clothes. Then the 2<sup>nd</sup> team member puts on male clothes while 1<sup>st</sup> member undresses. Then 2<sup>nd</sup> member wearing female clothes runs back to other side carrying male clothes. This continues until all 8 members have completed the relay. Males must have dress over their neck and pulled below their waste with arms in armholes, hats must be on head and purses on their arm. Females must have the overalls on their legs, their neck ties around the neck and baseball cap on their head. Anything that is dropped, while going from one side to the other, must be retrieved by the person who dropped it. Clothes start on the ground, untouched, at the start until the starter says, "Go." The first team to have all eight contestants complete their relay in the fastest time wins.

#### **DIZZY BAT- 6 team members**

All 6 members line up on same side of track. Each Team member will take a bat & spin around 5 times, then run to the other end of the track & back. The team where all members finish in the fastest time wins.

#### **BEACH BALL RACE – (tie Breaker) 6 team members**

Similar to the Drag Race, 3 members start on one side of the track and 3 on the other. Each contestant will run with a beach ball between their legs, without using their hands, to the other end of the track and hand it to the next contestant. If a contestant drops or kicks the beach ball outside of their lane, they may retrieve it with their hands, go back to the approximate point that they lost the ball, and continue with no penalty. IF A BEACH BALL IS KICKED INTENTIONALLY BY ANOTHER TEAM, that team will be disqualified. The first team to have all eight contestants complete their relay in the fastest time wins.

#### **Dodge Ball Tournament- 5 team members**

##### **DODGEBALL Official Rules:**

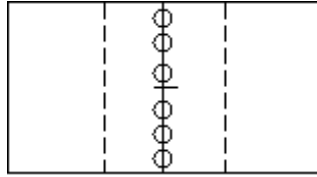
##### **THE TEAM**

Teams will be made up of 5 players. Five (5) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

##### **THE FIELD**

The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline.

IDEAL MEASUREMENTS: 60' x 30' – Identical to a volleyball court.



### **THE EQUIPMENT**

Balls of all sizes may be used, a total of 10 balls can be active on the field at one time, and no more than 10 balls. All balls must be soft and rubber.

### **THE GAME**

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

Hitting an opposing player with a LIVE thrown 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*

### **BOUNDARIES**

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.

### **THE OPENING RUSH**

Game begins by placing the dodgeballs along the center line – five(5) on one side of the center hash and five (5) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the Five (5) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

### **TIMING AND WINNING A GAME**

The first team to legally eliminate all opposing players will be declared the winner. A 3-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 3 minutes, the team with the greater number of players remaining will be declared the winner.

### **TIME-OUTS & SUBSTITUTIONS**

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.

### **5-SECOND VIOLATION**

In order to reduce stalling, a violation will be called if a team in the lead controls all Ten (10) balls on their side of the court for more than 5 seconds. This also applies to tied teams.

### **RULE ENFORCEMENT**

Rules will be enforced primarily by the "honor system"\*. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court referee. The referee's responsibility will be to rule on any situation in which teams cannot agree. THE REFEREE'S DECISION IS FINAL – NO EXCEPTIONS.

### **Code of Conduct**

Understand, appreciate and abide by the rules of the game.

Respect the integrity and judgment of game officials and staff.

Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.

Be responsible for your actions and maintain self-control.

Do not taunt or bait opponents and refrain from using foul or abusive language

**QUESTIONS REGARDING BATTLE SHOULD BE E-MAILED TO:**

[kgipson@khou.com](mailto:kgipson@khou.com)