

## **2016 RULES AND CODES: All players/All Divisions – A Must Read**

**MUST BE A PLAYER'S CARD HOLDER (MEMBER) OF THE WPH PRIOR TO YOUR FIRST MATCH TO RECEIVE PRIZES OR MONEY IN THIS EVENT. PURCHASE ON SITE BEFORE YOUR FIRST MATCH FOR \$20 OR THRU THE R2SPORTS REGISTRATION PAGE OR THEHANDBALLSTORE.COM**

- Eye ware is mandatory during all matches in all divisions. Eye ware is also mandatory during all warm ups and practice games. First offense for not wearing eye protection is a warning, second offense is a forfeiture from the event per Stratosphere Insurance & Stratosphere Security
- The World Players of Handball or Stratosphere Security reserve the right to remove any player or fan from the premises for gambling without a permit to do so. Alcohol can be purchased and consumed on premises only. Bringing your own cooler full of spirits is not allowed by the Stratosphere; No referee shall be a part of any bets or gambling. This is a criminal act and will be treated as fraud. A referee is described as the lead ref, line judge or instant replay judge. This will result in a termination from the event indefinitely; please report to event staff if you witness betting
- Players must report to the tournament desk 15 minutes before their scheduled start time or could be subject to a forfeit. A player forfeited from one division may be removed from all divisions; lose ranking points, trophies and cash. A player that forfeits in a money round will not receive cash
- A player who shows up to their match 10 minutes late can be forfeited from the match; a player who shows up for their match after the scheduled court time shall not be granted warm up time and their opponent is given a point for every minute they are late (minutes to be calculated starting 10 minutes after the conclusion of the previous match or at the top of the schedule hour, in the favor of the late player); See Tournament officials for rule clarification
- All who enter this event are doing so knowing that they are or could be filmed live or later playback. Your image or likeness can be used to promote the sport of handball. Playing means, you agree
- All players on the show court must wear WPH approved clothing. If you are sponsored by a third party, please have your approved WPH logo on your shirt or clothing. No offensive clothing shall ever be displayed during a live filmed match; WPH reserves the right to remove a player from an event for not appropriately wearing proper gear. A removal could equal a suspension, ranking point deduction, forfeits, trophy & cash deletion
- Losers must referee on the same court and be ready within 5 minutes after the loss to start the next match, no exceptions. Refs from the previous match must have the score card ready for the next match to immediately present to the loser
- In the case of round robin, the winner will be determined by the player/team with the most victories. In the case of a tie, the player with the most combined points from their first two games will be used, then head-to-head matchups to break any further ties
- Instant replay is available for those on the show court during WPH Filmed matches. Please ask if Instant replay is available for your match. If so, a player can challenge twice per match; if successful, a player can keep challenging until two unsuccessful challenges occur. WPH broadcast booth will phone New York for a decision. If the booth is undecided or neutral with the ref's call than the Player will lose that challenge
- There are no warnings in Vegas; Refs will call avoidable, foot-faults, etc, as they see them; there are no discussions with referees over calls; a referee will say, "resume play," and then call the score. A server can serve after the score is called. If the arguing player is serving, the ref can call, "side-out" to move the game along. Referees that engage in a back-n-forth dialogue with an arguing player can be removed from the event
- See the USHA Rulebook for all other rules
- WPH Staff: David Vincent, David Fink, Tom Flores, Steve Soto

## **ALL 3 WALL DIVISIONS (WALLBALL/BIG BALL/SMALL BALL)**

1. Scoring format: Big Ball: 12-12-12, Small Ball:15-15-15, traditional scoring, points are scored by server only; win by two; 3-minute break between games; two 60-sec time outs per game; If there are playoffs or drop downs, those matches will be one game to 21, traditional scoring, win by two; two 60 sec time outs (3<sup>rd</sup> place is considered a playoff); \*Bring water to the match & hydrate!
2. Quadrant serving in singles in **Small Ball Singles**: Receiver chooses the side to which he or she wants to receive the first serve and the server alternates on each point thereafter; referee will state which side to serve to when calling the score
3. Only one server per inning in doubles. Partners can change servers only when coming into the service area on a change of hands; but not in the middle of an inning; Two consecutive foot faults are a side out (singles or doubles)
4. Doubles partners must stand in the service box when partner is serving; leaving the box early will be deemed a fault (like a foot fault: two consecutive faults will be a side out); partner who is struck while in the box w/a serve will also be deemed as a foot-fault; player struck outside the box on the serve will be deemed as a side out
5. Ball must bounce twice before a point is officially scored. Catching the ball on one bounce results in a point or side out (#burn); unless the referee has announced otherwise to all player's prior; A ball that enters the stands is still playable; a ball that interferes with a fan walking or standing near the court could be deemed over; otherwise, all obstacles are in play
6. Play all bad bounces; a ball that "pops" up (meeting the crack and the ground at the same time) will be considered down; a ball that hits the top of the front wall or on top of the side wall and comes back into play will be considered a down ball (dead ball)
7. A ball that hits the opponent en route to the front wall is a replay if the referee determines that the ball had a chance of making the front wall; the opposite of that rule is valid too
8. Referee shall get two line judges whenever possible before the match starts. If a Ref gets two line judges after the match begins, then those linesmen must be announced to both players immediately; each linesmen shall be positioned on each side line. A line judge may call the ball out and play will stop. Referee can refer to his/her own judgement and the opposite line judge in order to make the proper call. A player can appeal a call. If the referee is outvoted by both line-judges, then that referee must change the call. A ref can also change their call if only one-line judge opposes the original call; this change of call is not a mandatory one
9. Total points scored between the first two games will determine the server of the tiebreaker; in the event of a tie in combined points, the ref will flip a coin. Coin flip shall determine who serves to start the match (not players throwing the ball, not players picking a number, etc)

### **1 WALLBALL (BIG BALL) SINGLES/DOUBLES - Same rules as 3 Wall except as follows:**

1. Scoring format: one game to 25, traditional side out scoring (only points scored come from the server), win by two; Traditional two serves: A short or long serve is considered such and the server will serve a second serve. A serve that is hit outside the sidelines is a side out; Both partners serve in each service inning, after the first serve of the match

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