



## Kno'dgeball® 3.4TN (2026)

Overview of **Knodgeball®** a.k.a. Knodgeball /'prɒnəʊnsd nɔːdʒ.bɔːl /

Why combine Trivia and Dodgeball?

- The joy of play is that dodging and trivia require different parts of the brain.
- The challenge is unique, addictive, and supremely fun.

*"The ultimate combination of trivia and athletics. I'm surprised it's not illegal in some states."*

— Brad Rutter, *Jeopardy's* all-time biggest money winner

### Brief History:

Knodgeball was created in 2012 by 14-time *Jeopardy!* contestant and TV writer Bob Harris (*CSI*;, *Bones*), Paul Bailey, founder of the Trivia Championships of North America (TCONA), the Game Show Congress (GSC), and the Game Show Boot Camp (GSBC), and director Jason Perlman, whose work has amassed over 20 million YouTube views. Joining the team in 2015, Bob Boden is an EMMY-nominated Media Professional in Production, Development and Consulting on Reality, Game Show, Non-Scripted entertainment projects.

To create a form suitable for live events, run-thrus were held at TCONA, in various L.A. parks, and at the GSBC tweaking the number of players and balls, court size, sequence of questions and ball play, etc. Multiple versions work well — combining trivia and dodgeball is just fun— so our first priority became maximizing the number of players who could take part and enjoy a live event, with an eye on evolving into a form suitable for a broadcast or webcast series.

### Exhibition August 9, 2026

**South Point Hotel and Casino, Las Vegas (07:30-09:30 & 18:30-19:30)**

#### Setup & Warm up

Practice and discussion of game rules with ad hoc teams cycling through Knodge and

Ball phases in short segments

#### Drills

There will be a number of drills to warm up

#### Games

There will be a number of games to 21 points, 3 vs 3

## Teams and Players

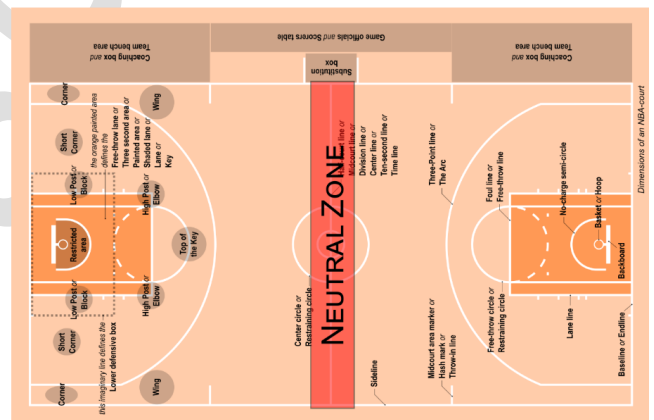
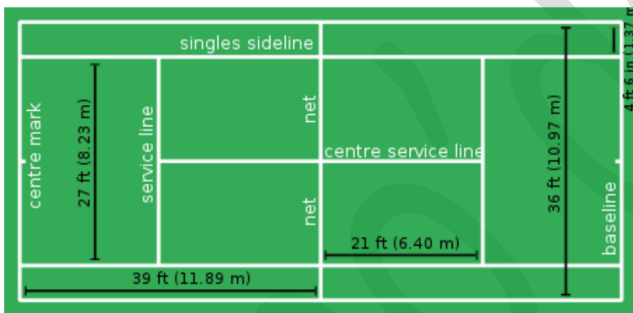
There shall be two teams of up to three players each, one of whom is designated as the captain for each side. Ad hoc teams will be formed, and players may drift from team to team between games with the goal of getting all attending that have interest a chance to play, even if they arrive in progress.

## Officials

There shall be a strike observer for each team, a judge, and a scorekeeper. When less officials are available, the Judge can assume scorekeeping duties and teams may have self-reporting of strikes. Officials will typically be stationed in the periphery of the neutral zone or near the neutral zone or net (see Court), but may be located elsewhere.

## Court

Kno'dgeball® is ideally played in the area the size of a tennis court -- length 78 ft (23.77 m), width 36 ft (10.97 m) but may be played in other areas as space is available (e.g. a dodgeball court 60 ft x 30 ft, or a basketball court 94 ft by 50 ft). Players will occupy only one side of the court at any time and cannot occupy any part of the other side during play -- the game will stop and team in such violation shall be penalized. Repeated violations may result in forfeit of a game. When using a tennis court the net shall remain in place for Kno'dgeball®, and players must not break the plane of the net with any part of their body, nor touch the ground beyond the plane of the net including the continuation of that plane to the sides.



When using an area other than a tennis court, an area approximately 2 yards or 2 meters wide at the midcourt line will be a neutral zone where no player may touch the ground in or beyond. Other than the net or neutral zone lines, other existing markings can be ignored – the entire area to either side up to any fences, walls or ceiling is within the play area, but that same area may contain officials, spectators, or other appurtenances. Officials and spectators will generally occupy the extreme perimeter of the area. Players on the court cannot mingle within or shield themselves with officials or spectators.

A back line representing a plane that the players may not cross may be introduced to increase the likelihood of strikes. A line in the middle of each court side may be introduced where at least one player from each team must in the portion nearer to mid court at any given time.

## Balls

The balls used in Kno'dgeball® will be of a soft child-friendly variety intended to diminish – but perhaps not totally eliminate – the chance of injury. These are lighter and more flexible than traditional dodgeballs. Players may clothe themselves in any desired head, eye, or body protection that they wish.

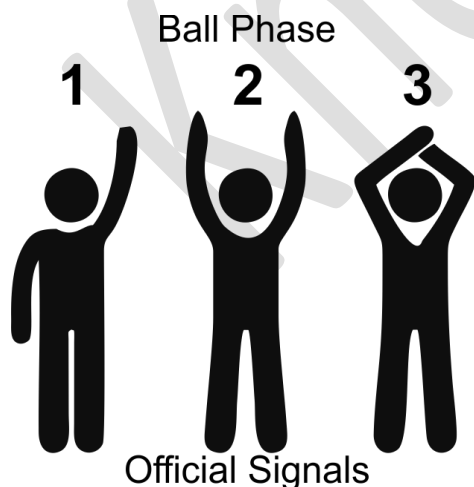
## Game

At the beginning of a match, players may be anywhere on their side of the court, and may have the balls allocated to their side (half of the total) in their possession in any distribution that they wish. The Judge announces a general description of a category for the Knodge phase, (e.g, “The Periodic Table”, or “Horror Fiction” then says “On my signal, play ball”

## Ball phase

At the start of every ball phase, each player may have any number of balls in their possession. The judge will sound a whistle or similar notification, and the game will start. Players will throw balls attempting to strike players on the other side. A strike is made when a ball touches an opposing player, including either their clothing or unclothed parts, before it contacts the ground -- *with the exception of any area above the base of the neck when standing upright in an athletic stance (i.e. knees slightly bent ready to move in any direction, not necessarily standing at attention)*. Inadvertent strikes (as determined by the strike officials) to the head and neck area will not count. Repeated strikes to the head and neck area made by a player may draw a penalty. If a player is in a position with their head and neck lower than when standing upright in an athletic stance, or if (in the judgment of an official) the player shows intent to be struck in head or neck, a strike will count.

When a strike is made, a strike official will call out an increment of the strike number on each side. Once three strikes are made by one team or the other, the judge blows the whistle and the ball phase stops. If the points to gain occur during a ball phase, the ball phase will end immediately.



The possible scoring at the end of each ball phase are 3-0, 3-1, or 3-2 as the ball phase stops when the third strike is made by either side, even if a thrown ball in flight hits an opposing player after that third strike. The only exception is if the score meets the game limit during the ball phase – which may result in a lower overall and/or tied ball phase count.

## Ball phase differences from dodgeball

- There is not an opening rush – players start in possession of one or more balls.
- Players are not eliminated upon being hit – the hits accumulate as strikes, and players may be hit more than one time in a given phase.
- A ball caught on the fly does not count as a hit for either side, and the catch can be made after bobbling.
- Any hit that touches a player or anything they are holding without being caught counts towards the count of strikes – you cannot block a thrown ball with a ball in hand.

A ball that has not yet touched the ground in rare cases may hit more than one player. Such hits could be eliminated by a catch, but not previous hit except when one player is the only one involved, such as in bobbling a catch.

Officials are instructed to only call out and signal a strike after the ball has subsequently hit the ground, a wall, an official, a spectator, or other appurtenances present. There are some situations where a ball could hit a player and bounce into the air to be possibly caught, while another later hit ricochets more rapidly and is called a 3<sup>rd</sup> strike first.

## Safety considerations

- **Players, officials, and spectators on the Kno'dgeball® court must complete a waiver warning them of potential risks prior to participation. Those who have completed a waiver will receive a wristband. No one without a wristband may be in the competition or spectator area.**
- **Players are not required to wear any specific protective clothing – and the balls used are of a skinned soft foam variety suitable for child use – however, players may wear any headgear, eyewear, limb, or body protection that they wish as may relate to their own physical needs. Strikes above the base of the neck when standing upright in an athletic stance are to be avoided and may be penalized.**
- **Players should shuffle their feet when moving and watching for thrown balls to reduce the chance of injury by stepping on a ball. Players should remain aware of the position of other members of their team to avoid collisions.**
- **Players should remain hydrated and have snacks or other energy food available as desired.**
- **Officials may signal a time out for situations involving injury or the potential for injury they observe. An injured player may call for a time out, but fatigue will not be considered an injury in this instance, except at the level of fainting or possible loss of consciousness - a fatigued player may make their way to the far end of the court but is still subject to possible strike.**
- **Players are not allowed to pursue ricochets within one yard or one meter of any officials or spectators. Officials and spectators will take care to return balls to the court area by rolling them or tapping them along the ground with their feet, not throwing them as that could be interpreted incorrectly by officials.**

## Knodge phase

When the 3<sup>rd</sup> strike is called, the ball phase stops and the judge blows a whistle. Players will remain in the position they were in when the whistle blows. Should there be a stoppage for injury or in error, the Judge will again say “On my signal, play ball” and play continues to a 3<sup>rd</sup> strike. Score total after the ball phase is announced. If the game limit has not been reached, there is then a Knodge phase.

The players on the team that scored three strikes turn their attention to the Judge. The judge announces the first question, and each player in turn has 3 seconds to respond, beginning with the player closest to the judge. Players may not confer verbally about an answer but may make physical gestures when another player is answering.

### Questions

Questions in Kno'dgeball® are discrete lists of at least 6 to around a dozen possible answers. Question sets may be **published** as a set of lists made available for all players to study prior to play, or **unpublished** where players are not previously informed about possible material to be presented.

### Example Kno'dgeball® Prompts

Topic: Science/Elements

Question: **Name an element designated as a noble gas**

Answers: **Helium, Neon, Argon, Krypton, Xenon, Radon, Oganesson**

Reference: <https://www.thoughtco.com/noble-gases-list-606657>

Topic: Cinema/Awards

Question: **Name a film awarded a best picture Oscar for 1970-1979**

Answers: **Patton, The French Connection, The Godfather, The Sting, The Godfather - Part II, One Flew Over The Cuckoo's Nest, Rocky, Annie Hall, The Deer Hunter, Kramer vs. Kramer**

Reference: <https://www.imdb.com/list/ls033238095/>

Topic: Politics/Leaders

Question: **Name one of the first 10 people to serve as US Vice President**

Answers: **John Adams, Thomas Jefferson, Aaron Burr, George Clinton, Elbridge Garry, Daniel D. Tomkins, John C. Calhoun, Martin Van Buren, Richard M. Johnson, John Tyler**

Reference: <https://presidentsusa.net/vicepresidents.html>

Topic: Team Sports/Baseball

Question: **Name a MLB top 10 career batting average player through 2026**

Answers: **Ty Cobb 0.366, Rogers Hornsby 0.358, Joe Jackson 0.356, Ed Delahanty 0.346, Tris Speaker 0.345, Billy Hamilton 0.344, Ted Williams 0.344, Dan Brouthers 0.342, Harry Heilmann 0.342, Babe Ruth 0.342**

Reference: [www.espn.com/mlb/history/leaders](http://www.espn.com/mlb/history/leaders)

Topic: Mythology/Greek

Question: **Name a muse from Greek mythology**

Answers: **Calliope, Clio, Erato, Euterpe, Melpomene, Polymnia, Terpsichore, Talia, Urania**

Reference: <https://www.greekmyths-greekmythology.com/nine-muses-in-greek-mythology/>

## **Answers**

If an answer provided is correct, that team receives 1 point, and the next closest player on that team to the judge may provide the next answer. If a player takes more than 3 seconds to respond they lose their chance to answer. When all the players on the first team have attempted one response, the question is offered to the opposing team.

If the opposite team member is correct, their team receives 1 point and the next closest player on that team may provide another answer. Once all opposite teams have had one opportunity to respond, the answers are tallied. If either team has 3 correct responses, the Knodge phase ends. If neither team has 3 correct responses, then there is a one-time Knodge **rebound**.

On a rebound, each player on the team that answered first may attempt to answer again. If at any point on the rebound a team has a total of three correct, the Knodge phase ends, even if the opposing team has not had the opportunity to respond. The opposing team will have one more attempt as well if this goal is not met. At the end of the Knodge rebound the scores stand, even if less than three points for each side, but can be no more than 3 points for each side.

Score total after the Knodge phase is announced. The Judge then says "on my signal, play ball" and another ball phase commences.

## **Winning the game**

If at the end of any Knodge or Ball phase a team has scored 21 or more points, and is also ahead of the opposing team by at least 2 points, they are declared the winner. If a team has 21 or more points, but is tied or only leading the other team by 1 point, the next alternating Knodge or Ball phase is conducted until one team is two points ahead after a phase, ad nauseum.

## **Game management**

### **Penalties (Ball Phase)**

Plane (Minor): Should any player cross the plane of a net (if present) or step into the neutral zone the opposing team will be awarded one point.

Delay (Minor): If at least one player is not between the net or neutral zone and a mid court mark (when present) within 3 seconds, a point is awarded similar to a strike during the ball phase. This is roughly equivalent to the inverse of a basketball lane violation.

Court (Major): Should any player touch the opposing team court or any opposing team player with any part of their body, that team will forfeit a match.

### **Penalties (Knodge Phase)**

Interrupt (Minor): Should any player answer out of turn the judge will ignore the response and the player in phase may choose to use a response they hear or offer a differing one. If in the opinion of the judge the player interrupting is attempting to distract the player in phase, a point may be awarded regardless of response.

## **Strategy**

Players may know what their teammates strengths or weaknesses are, and thus may attempt an answer perceived more difficult in a given set, to leave a potentially less difficult one for their teammate. In turn, a team may all try to answer potentially easier answers in a set to leave more difficult answers for the other team.