Scenario**: Dice Game**

Imagine you are designing a simple dice game for a board game night with your friends. The rules of the game are as follows:

1. Each player takes turns rolling a standard six-sided die.

2. The player who rolls the highest number wins the round.

3. If two or more players roll the same highest number, they have to roll again until a single winner is determined.

4. The game continues until a predetermined number of rounds have been played.

5. The player with the most round wins at the end of the game is declared the overall winner.

Now, write a JavaScript function called playDiceGame(numRounds) that simulates this dice game for the specified number of rounds. Your function should return the name of the overall winner based on the game's rules.

You can assume that the players' names and the results of each round (dice rolls) are provided in some data structure that you can access within your function.

You can also provide a sample input data structure to help illustrate how your function works.