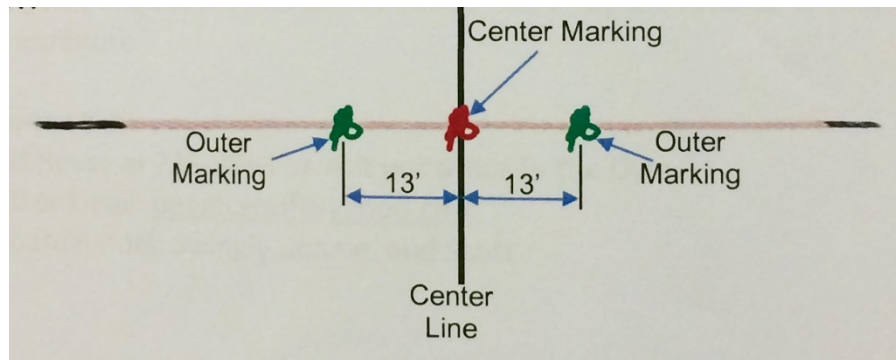


TUG OF WAR RULES

TOURNAMENT RULES:

- Double elimination tournament
- 15 players per team
- One pull
- All players must wear proper shoes, pants/shorts, and shirt. Team shirts are optional.
- No changes to the roster after the start of the first game
- Lineup is due 5 minutes before the game starts
- Game time is forfeit time if no roster is submitted and players are not ready/present to play
- Referee will control the game

FIELD LAYOUT:



START OF GAME:

- All players will obtain gloves. No player will participate without it.
- Team players will align themselves along the rope in alternating positions
- The referee will give the commands
- On the command "PICK UP THE ROPE!" all players will pick up the rope with both hands. At no time will any player wrap the rope around their hand, arm, or body.
- On the command the "TAKE THE STRING!" all the players will take the slack off the rope to make it straight. But, will listen to the referee to adjust the rope so that the center marking is above the center line
- ON the command of "PULL!" or when the whistle is blown indicating when to pull, the teams will start pulling
- Teams will continue to pull until the OUTER marking of the rope is pulled across the centerline. The referee will decide when this occurs and will declare the winner of that pull

FOULS:

- When a player or players have their elbow below their knee level while pulling the rope. This is considered “locking” and is grounds for disqualification
- When a player or players touch the ground for a long period of time, this is a judgment call of the referee and can result in disqualification

OTHER INFORMATION/UNSPORTSMAN-LIKE CONDUCT:

- Respect the judgment of the game referee(s)
- Any questions or disputes will be discussed only with the team captain. Disputes will not be heard after the game has been completed
- **Do not taunt or bait opponents** and refrain from using foul or abusive language on and off the court

Players violating these rules will be called “OUT” by the referee or a team may forfeit that game

FRISBEE GOLF RULES

OVERVIEW:

- Frisbee Golf is played in a similar fashion to ball golf, but instead of using a ball and club, a frisbee is thrown toward a basket that serves as the hole.
- Though typically played on 9- or 18-hole courses, the President's Cup Frisbee Golf course consists of three holes.
- The game will be played with two teams of two players each (one male, one female) starting at each hole and playing simultaneously.
- There will be three shotgun starts in this manner – at 3:30 p.m., 4:15 p.m., and 5 p.m. – to accommodate all teams.

TEEING OFF:

- For each shotgun start, two teams must be at each hole.
- One player from Team A will make the first throw, followed by one player from Team B. The throw must be made from inside of the tee box marked on the ground. The player may run or take steps before the throw. If a player steps outside of the tee box before the disc is released, a penalty stroke is incurred.

SUBSEQUENT THROWS AND THROWING ORDER:

- The teams then move to where their team's disc landed, and the team farthest from the hole throws next.
- Teammates should alternate throwing opportunities.
- When throwing from where the previous disc landed, the players' planting foot must not pass the point where the disc was.
- Teams continue alternating throws until the discs are in the goal.
- The discs must be fully inside the basket to count – not on top of the basket.
- At the second hole, teams should wait until the hole is clear from the previous players.
- The team with the lowest score (fewest number of throws) on the previous hole throws first.

SCORING:

- The score for each hole is the number of throws taken to reach the goal.
- The final score is the total number of throws from each hole.

PENALTIES/OUT OF BOUNDS:

- Should the frisbee land in a tree, on a building, on a road, it is considered out-of-bounds, and the player must take a penalty stroke and must re-throw the disc from the previous lie.

WINNER:

- After the third hole, the game is over, and the team from all three shotguns with the lowest score wins the game.

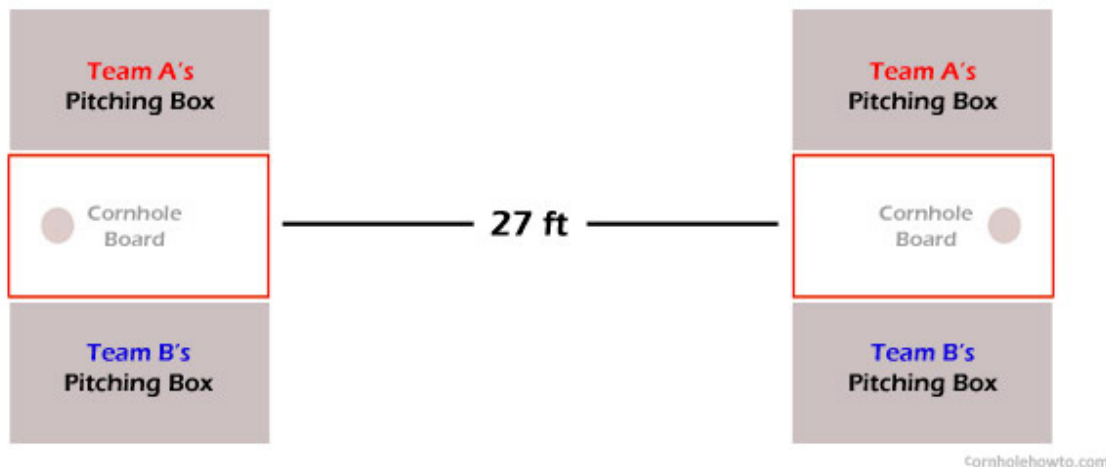
BEAN BAG WAR

GAME SETUP:

Set up your boards directly facing each other with 27 feet between the front edge of each board. In a 4-player game, your partner's pitching box will be directly across from you. Hand out bags (4 for each team) and get ready to play!

GAME PLAY:

Each team will have teammates on opposite sides of the board facing each other. Rock, Paper, Scissors to see who will toss first. All 8 bags will start on one end and players will alternate throws between the two opposing teams until all 8 bags have been thrown. The team that scores the most points in the frame will have honors and throw first in the next frame.



NUMBER OF PLAYERS:

- 4 player game (2 from each team)
- Must be a guy/girl combo
- Must stay the same set of pairs throughout the match. UNLESS, there is an injury.
- If there are any subs, that would have to be done before the set.

SCORING AND WINNING:

The object of the game is to score points by tossing beanbags onto, or through the hole of, the Cornhole Board opposite from you.

*****First team to reach 21 points wins that set*****

SCORING SYSTEM:

- Beanbag goes through the hole - **3 points**
- Beanbag knocked into the hole - **3 Points**
- Beanbag landing on the board - **1 point**
- Beanbag half on the board - **1 Point**
- Beanbag half on the board/touching the floor - **0 Points**
- Beanbags landing on board after hitting the floor - **0 Points**

- Beanbag resting on the board, then getting knocked off by another bag - **0 Points**

Points are scored at the end of each frame

The first team to win 2 sets wins the match

*****BEST OF 3*****

In the event that the match is tied-

- There will be a **Shootout**. Whichever team tosses the beanbag in the hole first wins. (Ex: If team RED makes the shot team BLUE has to make the shot to stay alive, if they miss than team RED wins.

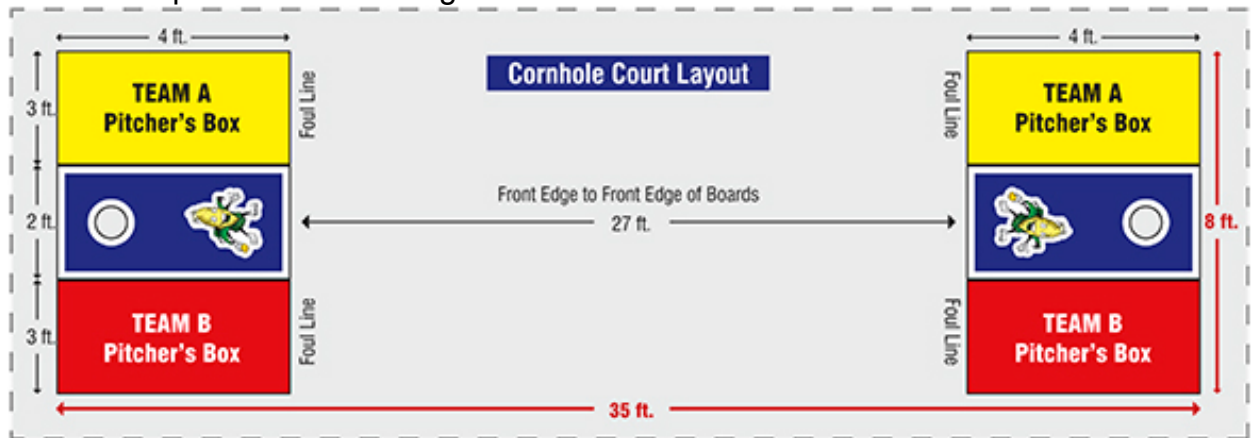
Forfeits-

If your team is not there at the start of game time, it will be counted as a forfeit.

Questions:

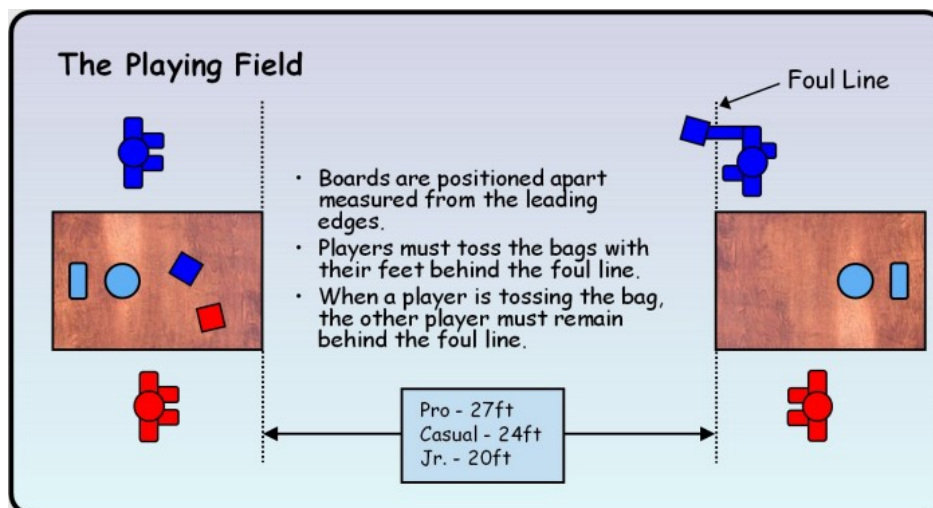
- **Where do you stand when throwing?**

Players may throw right near corn hole board, behind the foul line. You must stay within this space when throwing.



How far can you step forward when throwing?

The front of the box serves as the foul line. Your body cannot come pass that line when throwing.



Foul Line - A foul occurs when a player's foot goes past the edge of the front of the board during a throw. If a foot foul occurs, the player will get the bag back and have one more opportunity to throw the bag. If they go past the line again, the throw will not count.

Can you stand behind the boards to throw?

No, players must throw right beside the corn hole board, behind the foul line.

Do you have to throw underhand?

YES - All players must toss the beanbags with an underhand release.

BADMINTON DOUBLES RULES

TOURNAMENT RULES:

- Double elimination tournament
- 2 players per team (at least 1 female must be in play at all times)
- 15/15 points, two games. First to reach 15 points wins individual game (no 2-point spread required.) Total score of two games win match.
- In the case of a tie in total scores, a 5-point Tie Breaker will be played.
- In the Tie Breaker game, coin toss winner will decide which side to play on or whether to serve first. The coin toss loser will decide on the other option the coin toss winner did not choose (side to play or choice to serve first)
- First team to reach 5 points wins. Every serve is a point.
- All players must wear proper shoes, pants/shorts, and shirt. Team shirts are optional
- There will be no changes to the roster after the start of the first game
- Lineup is due 5 minutes before the game starts
- Game time is forfeit time if no roster is submitted and players are not ready/present to play
- Referee will control the game

START OF GAME:

- Every serve results in a point
- Coin toss winner will decide which side to play on whether to serve first. The coin toss loser will decide on the other option the coin toss winner did not choose (side to play or choice to serve first.) On the second game, teams will switch sides and the other team will serve first
- Game will continue until a team reaches 15 points
- The teams will switch sides for the second game and the other team will serve first. Game will continue until a team reaches 15 points
- The referee will add the scores of the two games to determine the winner of the match
- In the case of a tie, a 5-point Tie Breaker will be played.
- First team to reach five points wins. Every serve is a point
- Serve is made within the serving player's court
- The shuttle must be hit underhand into the service court diagonally opposite server
- Any shuttle hitting the line is in bounds
- Once the serve has been returned, the full court is used
- The server is only permitted one attempt to put the shuttle in play
- The shuttle may hit the net and land in the proper court
- The **first serve** is always started from the right court whenever a team acquires the serve from it's opponent. The server will alternate service courts each time a point is made until the serve is lost

- All returns must be made before the shuttle hit the ground
- The server must call the score after each point
- After the serving team commits it's first fault the service goes to the opposite team (Team B)
- TEAM B (BOTHER PLAYERS SERVE AND THEREAFTER BOTH PLAYERS SHALL SERVE. The player that serves first is the player on the right service court (this will change throughout the match.) Change service courts after serving team wins rally. When the serving team commits its first fault the service goes to the teammate. Do not switch service courts after committing a fault. Team B player 2 will serve next.
- After Team B commits a fault, service games back to Team A (follow same sequence.)

SERVICE FAULTS:

- The shuttle does not cross the net
- The shuttle lands in the wrong court
- The shuttle is not hit on its base
- The shuttle is hit above the server's waist when hit
- The shuttle is hit in an overhand motion
- The server is outside the service court
- The server has a foot or feet off the ground
- The server steps on the line during the serve
- The server misses the shuttle while serving

RECEIVING FAULTS:

- The receiving player is not standing in the service court
- The receiving player moves before the serve is made

FAULTS DURING RALLIES:

- The shuttle touches the ground
- A player blocks the opponent's play
- More then one hit on a side
- A player touches the net
- Shuttle hits a player
- When a let occurs a point does not count and must be replayed. A let is when:
 - Serve is taken out of turn
 - Serve is taken before a receiver is ready

PLAYING COURTESIES:

- Always introduce yourself to your opponent- Shake hands
- Any warm-up period should be non-competitive and courteous
- The server should always call score, server's score first
- Referee's calls should never be questioned
- Return shuttles to the server as a courtesy

- Avoid unnecessary smashing of the shuttle when the point could easily be won by hitting it elsewhere
- Avoid wasting time. Always keep play moving
- An opponent's exceptional shots should be complimented
- Avoid offering player advice to opponents
- Equipment should never be thrown in anger
- Always shake hands with your opponent after a match
- Do not hit the birdie when it is on the ground. That is how the rackets break

OTHER INFORMATION/UNSPORTMAN-LIKE CONDUCT:

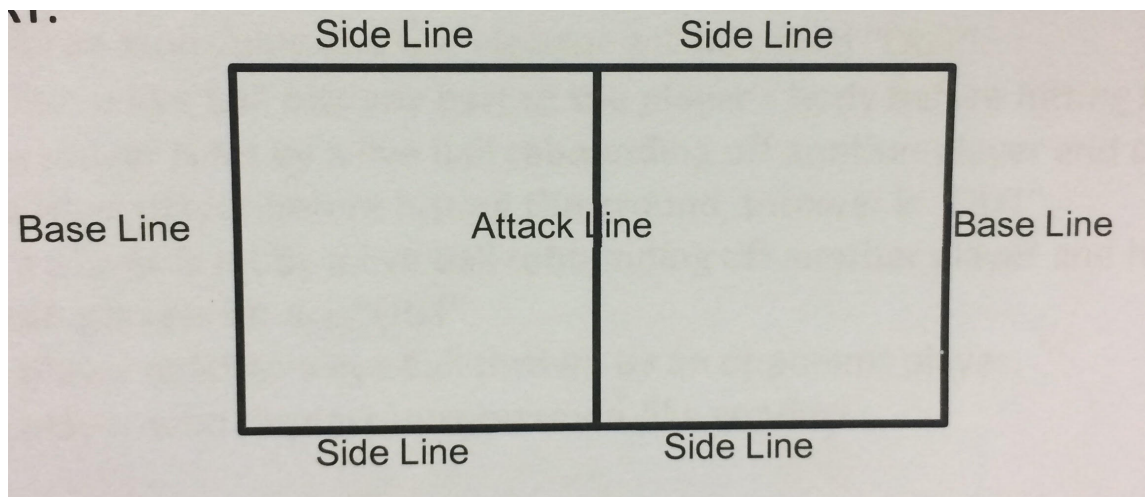
- Respect the judgment of the game referees
- Any questions or disputes will be discussed only when the team captain. Disputes will not be heard after the game has been completed
- **Do not taunt or bait opponents** and refrain from using foul or abusive language
- Players who violate these rules will be called "OUT" by the referee or team forfeiture.

DODGEBALL RULES

TOURNAMENT RULES:

- Double elimination tournament
- 15 players per team
- First team to legally eliminate all opposing players to finish with more players after 3 minutes regulation of play wins the game
- In case of an equal number of players remaining after the 3 minutes of regulations, a 1-minute sudden death overtime period will be played. 3-3, first person out loses (must have at least 1 female player in play)
- All players must wear proper shoes, pants/shorts, and shirt. Team shirts are optional
- There will be no changes to the roster after the start of the first game
- Lineup is due 5 minutes before the game starts
- Game time is forfeit time if no roster is submitted and players are not ready/present to play
- Referee will control the game

THE COURT:



START OF GAME (RUSH RULES)

- The rush occurs at the beginning of each game or reset
- At the start of the game, all balls are lined at the attack line
- Upon the signal, both teams rush to attack line to retrieve as many balls as possible
- A team may rush with as many or as few players as it wants, but at least one person from each team has to "rush"
- There is no limit to how many balls an individual player may retrieve

- Players may not slide or dive head first into the attack line area or they will be called out
- Players may not physically grab and pull another player across the attack line or prevent them from returning to their side of the court

PUTTING BALL IN PLAY AND USING THE BALL:

- The player and the ball must go completely behind the base line. During the Rush, all ball retrievers must return behind the base line before he/she can throw a ball at an opponent. A ball retriever that has not crossed the base line is considered ineligible to throw a ball, and any ball thrown is considered a dead ball. A retriever can be hit by an opponent ball
- Players can use the ball in hand in deflect balls thrown at them
- Players can only hold the ball for 10 seconds and have to throw it. Players cannot hang on the ball longer than that
- You are not allowed to go out of the playing area to retrieve a ball

OUTS:

- Any live ball caught without dropping from the opposing team will result in an “OUT” by the thrower on the other team
- A player that steps out of the base, side, or attack line
- Hanging on to the ball for more than 10 seconds. A violation will result if the referee stops play and the violator will be called “OUT”
- When a live ball hits any part of the player’s body before hitting the ground
- If a player is hit by a live ball rebounding off another player and caught by another player before hitting the ground, thrower is “OUT”
- If a player is hit by a live ball rebounding off another player and hits the ground, both players hit are “OUT”
- A player catches a live ball thrown by an opponent player
- A player who displays unsportman-like conduct

LIVE BALL:

- A ball that has been properly taken past the base line after the Rush period
- A ball thrown from the opposing team that has touched the ground, wall, or ceiling

DEAD BALL:

- A ball that has not been properly taken past the base line after the Rush period
- A ball thrown from the opposing team that has touched the ground, wall, or ceiling

BLOCKING:

- Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed “OUT”

- Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball before hitting the ground deemed “OUT”

10-SECOND RULE:

- To prevent from stalling games, players have only 10 seconds to hold the ball after retrieving or catching
- If a player holds the ball for longer than 10 seconds, the ball is considered dead and placed on the ground

OTHER INFORMATION/UNSPORTMAN-LIKE CONDUCT:

- Respect the judgment of the game referees
- Any questions or disputes will be discussed only with the team captain. Disputes will not be heard after the game has been completed
- Honesty and integrity are the best policy! If you witness the ball in or out or a flagrant violation, be honest and call the findings appropriately to the referee. The referee has the final call
- **Do not taunt or bait opponents** and refrain from using foul or abusive language on and off the court
- Players violating these rules will be called “OUT” by the referee or a team may forfeit that game

VOLLEYBALL RULES

TOURNAMENT RULES:

- Double elimination tournament
- 6 players per team (at least 2 females must be in play)
- A team must have a minimum of 5 players to start the game. If a game starts with 5 players, 2 must be females
- 15/15 points, two games. First to reach 15 points wins individual game (no 2-point spread required.) Total score of two games win match
- In case of a tie in totally scores, a 5-point Tie Breaker will be player
- In the Tie Breaker game, coin toss winner will decide which side to play on or whether to serve first. The coin toss loser will decide on the other option the coin toss winner did not choose (side to play or choice to serve first)
- First team to reach five points wins. Ever serve is a point
- All players must wear proper shoes, pants/shorts, and shirt. Team shirts are optional
- There will be no changes to roster after the start of the first game
- Lineup is due 5 minutes before the game starts
- Game time is forfeit time if no roster is submitted an players are not ready/present to play
- Referee will control the game

START OF GAME:

- Ever serve results in a point
- Coin toss winner will decide which side to play on or whether to serve first. The coin toss loser will decide on the other option the coin toss winner did not choose (side to play or choice to serve first.) On the second game, teams will switch sides and the other team will serve first
- Game will continue until a team reaches 15 points
- The teams will switch sides for the second game and the other team will serve first. Game will continue until a team reaches 15 points
- The referee will add the scores of the two games to determine the winner of the match
- In case of a tie, a 5-point Tie Breaker will be players
- First time to reach 5 points wins. Ever serve is a point

OTHER INFORMATION/UNSPORTMAN-LIKE CONDUCT:

- Respect the judgment of the game referees
- Any questions or disputes will be discussed only with the team captain. Disputes will not be heard after the game has been completed
- Honesty and integrity are the best policy! If you witness the ball in or out or a flagrant violation, be honest and call the findings appropriately to the referee. The referee has the final call

- **Do not taunt or bait opponents** and refrain from using foul or abusive language on and off the court
- Players violating these rules will be called “OUT” by the referee or a team may forfeit that game

3 on 3 BASKETBALL RULES

TOURNAMENT RULES:

- Double elimination tournament
- 4 players per team on the roster to allow for 1 substitute (at least 1 female must be in play at all times)
- Games are 10 minutes continuous running time or up to 15 points, whichever comes first
- Tiebreaker is Free Throw shootout by round
- For the Tiebreaker, a player from each team will be chosen to shoot. Each player will shoot one free throw, completing a round. Player missing a free throw during a round loses. If both players miss in a round, they will continue until a winner is determined
- All players must wear proper shoes, pants/shorts, and shirt. Team shirts are optional
- There will be no changes to the roster after the start of the first game
- Lineup is due 5 minutes before the game starts
- Game time is forfeit time if no roster is submitted and players are not ready/present to play
- Referee will control the game

START OF GAME

- All games must start with 3 players on each team. If a team cannot continue with 3 players (1 being female), they will forfeit the game
- Coin toss will determine who will take the ball out first
- Game will continue until 10 minutes expire or a team reaches 15 points, whichever occurs first
- The other team will take the ball out for the start of the second game
- The ball must be thrown (not dribbled) in from mid-court. First violation - warning. Second violation - loss of possession
- No make it, take it - The ball changes possession after each scored basket.
- No stalling is allowed. A 30 second time is shoot is in effect. Failure to attempt a shot within 30 seconds will result in loss of possession. Ball must at least hit rim
- Substitution – Player substitution is permitted during any dead ball situation
- When in play, the ball must be “taken back: on each possession. “Taking it back” means BOTH feet must be behind the three-point arc. Failure to “take it back” is a violation and will result in loss possession.
- A three second rules is in effect. The offensive team cannot stand in the key longer than three seconds

Scoring:

- Baskets made from the inside arc count as one point. Baskets made when the shooter has BOTH FEET behind the three-point arc count as two points. Court monitors or referees will call “two points”. If there is doubt by the court monitor or

referees as to whether they made basket is worth one point or two points, the basket will count as one point

Fouls:

- Any time a basket is MADE and a foul is called:
 - The basket counts
 - The referee or team representative records the foul
 - Defending team receives the ball
- The referee will record each personal foul. Each team member is allowed four personal fouls. Upon receiving the fourth personal foul, the player is disqualified for the match.
- Flagrant foul or continuous misconduct will result in team forfeit and team dismissal from the tournament. All flagrant fouls may be personal technical fouls, violent savage in nature, or a technical non-contact foul, which displays unacceptable conduct. It may or may not be intentional. Personal fouls involve displays violent contact such as striking, kneeing, etc. Technical fouls involve dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct
- **First Offense:** Loss of possession
- **Second Offense:** Team forfeits the game
- **Third Offense:** Team is dismissed from basketball tournament

BASKETBALL GOAL INFORMATION:

- The ball is out of bounds if it:
 - Passes over the edge of the backboard or touches the back side of the backboard
 - Touches the arms attached to the back of the backboard
- The ball remains in play if the ball:
 - Touches the pad in front of the basket
 - Touches the bottom edge of the backboard
 - Touches the top edge of the backboard, but does not pass over the top edge and behind the backboard

OTHER INFORMATION/UNSPORTSMAN-LIKE CONDUCT:

- Respect the judgment of the game referees
- Any questions or disputes will be discussed only with the team captain. Disputes will not be heard after the game has been completed
- Good sportsmanship is expected. A Field House Event Staff member may assist at any time including officiating games, terminating a game, and/or escorting the player or team from the premises
- **Do not taunt or bait opponents** and refrain from using foul or abusive language
- Players violating these rules will be called "OUT" by referee or team forfeiture