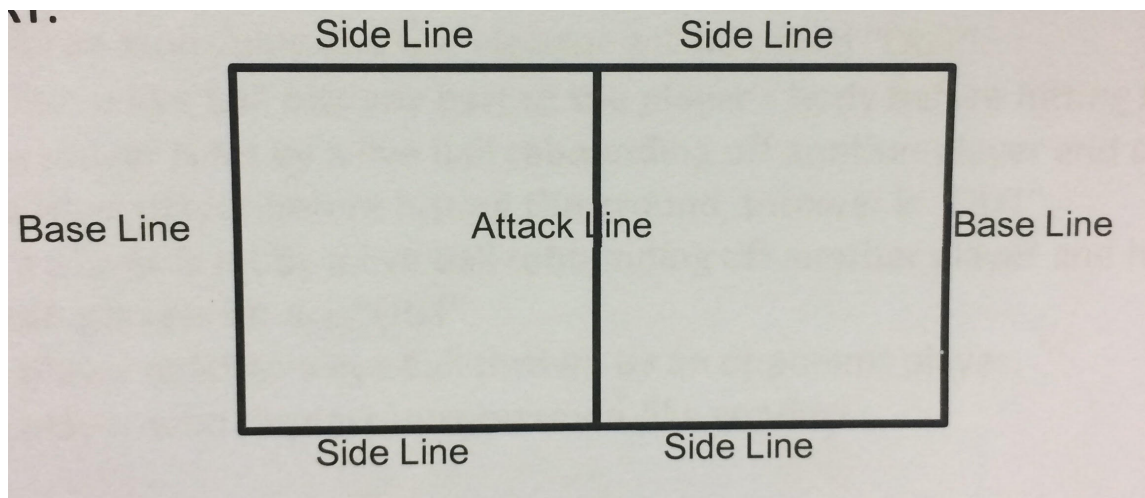


DODGEBALL RULES

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 to deflect balls thrown at them
- Players can only hold the ball for 10 seconds and have to throw it. Players cannot hang on to 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

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 its first fault the service goes to the opposite team (Team B)
- TEAM B (BOTH 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 goes 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 than 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.

FUTSAL INDOOR SOCCER RULES

Rules:

3 minute games with running clock (no stoppage except for injury)

5 person teams, 3 males and 2 females at all times

1 goalie with four other players

Game starts with "Kick-Off" between one player from each side at center court

Referee drops ball or places ball at center court, both players battle for control of ball or passes to other players

No other players within the center court area (10 feet circle) when ball is dropped/placed

No off-sides

Ball that goes out of bounds is played back in by foot at sideline near where ball went out, no overhead pass

Ball from out of bounds cannot be shot at goal, but must be passed to another player (who can shoot)

Defensive players must play ball, not offensive player – No tackles of offensive player, contact is allowed if playing ball first

Game is to 3 goals or who is leading after 3 minutes is played.

Tied Games:

1 minute sudden death period – Ball placed at center court again to start extra time

If tied after sudden death period – Shoot Out (no goalie)

Shots from mid-court – 1st Round

Shots from opposing foul line, off center – 2nd Round

Shots from opposing out of bounds line, off center – 3rd Round

3 shots each team

Team who scores more goals after 3 shots wins

If tied after 3 shots, move to next distant

SCAVENGER HUNT RULES

PAX. PLAYERS

5 Players - Minimum 2 Female

HOW TO PLAY

All teams will receive a list of 50 tasks worth a pre-defined amount of points. The tasks are divided into 4 categories – Items, Photo, Video, and Action. The teams will be asked to collect items, take a photo or video, or complete an action someplace on the UOG campus.

GOAL

The goal of the Scavenger Hunt is to get the most points by completing as many tasks as possible within one hour. The team with the most points at the end of the game wins.

RULES

1. Teams are not required to complete all the tasks, but the more completed tasks, the more points they receive.
2. Teams **MUST** complete the tasks and meet at home base within one hour.
3. **ONE** (1) item per task, unless otherwise stated.
4. **TEN** (10) points will be deducted for every minute a team is late.
5. The team **CANNOT** separate. Team members must stay together during the event.
6. The team must designate a photographer for the scavenger hunt. All photos/video must be on **ONE** phone/camera.
7. For videos, ensure you are recording before beginning the task. Judges will base their evaluation on what is on the video.
8. All team members except the photographer must be in a photo/video unless otherwise stated.
9. No substitution of team members for this event.
10. Stealing items from other teams is prohibited and will result in disqualification.
11. The use of a vehicle is **NOT** permitted.

SUPPLIES

- Bag for items
- Phone / Camera for photos/video
- Pen and paper for actions

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 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 five 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 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 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 played
- First team to reach 5 points wins. Every serve is a point

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
- 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

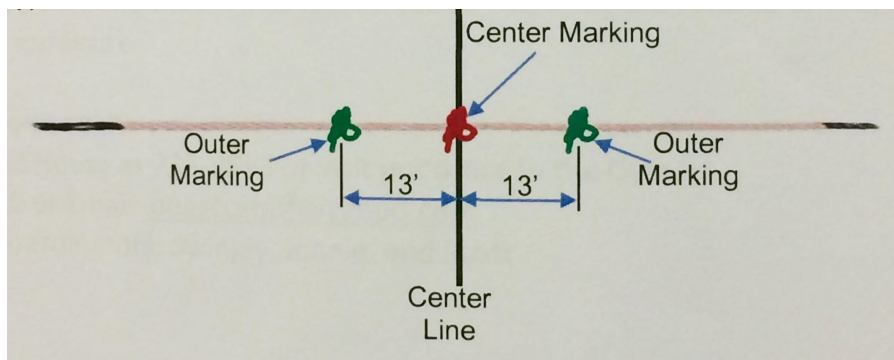
- Players violating these rules will be called “OUT” by the referee or a team may forfeit that game

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
- 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

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/UNSPORTMAN-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

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, kneeling, 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

5K RUN/WALK RULES

TOURNAMENT RULES:

- 2 players per team (at least 1 female must be in play)
- Overall best scores of both players added together
- Overall best team scores win
- Score based on age scale calculation. Modified Arm Standard>
- All plays must wear proper shoes, pants/shorts, and shirt. Team shirts are optional
- Coordinate your team roster with the President's Cup point of contact (POC) before March 4, 2015. The President's Cup POC will handle your registration, as there is a fee, which will be covered from the President's cup funds only upon registration. If you do not register through the President Cup PIC and pay at the 5K site, you WILL NOT be reimbursed.
- There will be no changes to the roster after submitting your registration with the President's cup POC
- **If you are late and cannot be there when the 5k starts, this will be considered a forfeit for that player or players. So, be on time**
- The coordinator will validate your time and turn them in to the President's cup POC. As a backup measure, provide your unofficial time to President's cup POC

START OF TOURNAMENT:

- Be on time to the 5k site
- Validate your names with the coordinator from the roster provided by the President's cup POC. If there are issues, call the President's Cup POC 735-2836
- Follow the instructions of the coordinator
- Do your best, using honesty and integrity for the efforts
- Officially validate your time with the coordinator who will turn it into the President's cup POC
- Provide your unofficial scores to the President's cup POC
- President's cup POC will tally scores and provide your team captain feedback

WILDCARD EVENT RULES

TOURNAMENTS RULES:

- 15 Player per team
- Best time to complete wins (lower time is better)
- Expect to get wet
- All players must wear proper shoes, pants/shorts, and shirt for running and grass activities. Team shirts are optional
- Lineup is due 5 minutes before the games 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:

- See attached layout – to be provided on event day

START OF TOURNAMENT:

- Be on time for the even to receive the briefing
- Follow the instructions of the coordinator