

Event Game Rules



Giant Jenga

- Two teams will compete to keep the tower standing while removing blocks and stacking them on the top of the structure.
- One player from each team will take turns removing one block at a time from anywhere below the top completed layer.
- Once removed, the block must be placed on top of the tower, forming new layers.
- Players can tap blocks to test movement but must commit once a block is grasped/pushed.
- The turn ends once the next player touches a block or 10 seconds pass after placing a block at the top of the structure.
- The team that causes the tower to collapse loses, and the other team will win the point for this event.
- The total time limit for the game is 15 minutes. If neither team has won in 15 minutes, a tie breaker will follow with the same rules as above but the non-dominant hand must be used to move the blocks.

Event Game Rules



Volleyball

- Maximum of 6 players on the court and as many subs as they want
- There will be one game to 25.
- Rock, paper, scissors will decide who serves first.
- Rally scoring system will be used. Whenever a team fails to serve or return the ball, or commits any other fault, the opposing team wins the rally and gets 1 point. If the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins a rally, it scores a point and gains the right to serve.
- Service Order – If the serving team wins the rally, the player who served the previous rally serves again. If the serving team loses the rally, the next server on the receiving team serves the ball. The player in the back-right hand corner of the rotation will be designated to serve and continue to rotate clockwise.
- A max of 3 consecutive contacts per side after a serve or block attempt are allowed to return the ball.
- Block does not count as a contact
- Refs will call if someone touches the net,

Event Game Rules



Ski Board Team Race - Time Trial

- On a signal, two teams will navigate a set of ski boards from the starting line to the finish line, approximately 45 feet away.
- Each team must stay within the designated lanes, which will be marked by cones, and move the ski boards as necessary to stay within the marked lanes.
- Each team will use ropes to coordinate their movements. Players must lift their foot in sync while pulling on the rope and taking steps together.
- If a team member falls off the ski boards, the entire team must stop, return to their boards, and restart from where they fell off. No forward progress is allowed until everyone is back on the boards
- The fastest 6 teams will be awarded points towards their total score for the day. First Place in this time trial will earn 2 points.

Event Game Rules



Dizzy Bat Relay Race - Time Trial

- 6 Players from each team line up behind the starting line.
- When the referee blows the whistle, time begins
- The first player will run in a straight line to the bat placed at the other end of the course.
- That player must pick up the bat, place the barrel on the ground, touch their forehead to the knob, and make seven complete rotations around the bat without picking the barrel off the ground. The barrel of the bat must stay inside dot at all times
- Upon completion of the seventh rotation, that player will weave through the cone gates and back to the starting line.
- When the first player crosses the starting line, the next player may begin.
- The fastest 6 times will be awarded points towards the total score for the day. First Place will be awarded 2 points

Penalties

- The referee has the authority to demand players to repeat rotations (listen to the referee's count) or return back if cones are missed.
- Referee's calls will not be overturned and arguments will just burn time for that team.
- Examples are listed below:
 - Head being too far from the bat.
 - Not doing 7 full rotations.
 - Not maneuvering their body around the cones fully.

Event Game Rules



Circle Dodgeball

- Each team will have 3 throwers and 3 dodgers in the circle.
- Throwers must stay outside of the circle and dodgers must stay within the circle.
- Throwers must try to eliminate the opposing team's dodgers.
- Dodgers must attempt to remain in the circle and dodge the opposing team's throwers incoming throws.
- If a thrower crosses into the circle or a dodger crosses out of the circle, that thrower or one dodger will be eliminated
- If a dodger catches an opposing team's throw, one of that team's dodgers will return into the circle (max of 3 dodgers). If all three dodgers remain, there is no effect to the catch and these catches do not bring future eliminated players back (do not carry forward).
- Throwers must refrain from headshots and any malicious headshots will not eliminate the opposing team dodger who was hit.
- Loose balls must be chased by throwers and throwers ONLY, no external players are allowed to aid in fetching thrown balls.
- Once an entire team's dodgers have been eliminated, the opposing team will be awarded the round.
- Best of 7 series

Event Game Rules



Castle Ball

- 2 teams of equal participants
- Before starting, each team will construct 5 castles on their back boundary line.
- Teams will only throw balls from within the boundary lines
- There is a center line and a player is not allowed to cross.
- Soft foam dodgeballs will be used to knock down the other team's castle.
- Once a castle is knocked down, it cannot be rebuilt for that round.
- The round is over once all castles are knocked down on a side, or whoever has the most remaining castles at the end of a round.
- Best 2 out of 3
- 5 minute rounds
- Winner of the series wins the point for this event
- *Check other doc for sudden death rule*

*** note to refs. 1 ref on each side assisting with ball retrieval

Event Game Rules



Recall Royale

- There will be 30 cork mats laid down in the grass. Teams will arrange themselves around the mats with 6 members per team, alternating members between teams so no one is standing next to one of their own teammates.
- Teams will rock-paper-scissors for which team will start the game.
- One member of the starting team will walk out to the cork mats, pick up one, and show everyone the image on the other side of the mat leaving it face up where it was laying. The player will then pick up one more mat and show everyone the image on the other side. If the images match, the player will take both mats to their teams pile of matches. If the images do not match, the player will replace the mats face down where they originally picked it up and return to their spot around the circle .
- Once the first player comes back, the next player around the circle will repeat the same action. Other team members are not permitted to help the player picking up the mat or give them instructions/hints/gestures as to which one to choose. If any teammate who is not up gives any direction to the player choosing a mat, the turn will be ended immediately without getting the chance to pick up a pair, and the next player in the circle will be up.
- The turns will continue in this order going around the circle with teams collecting matching pairs of mats.
- First team to collect 8 pairs (majority) or the team with the most pairs at the end of 20 minutes receives 1 point.
- If the game ends early, the teams can play best two out of three per the Ref's decision.

Event Game Rules



Sink it Claim it

- 2 Teams of Equal Participants
- Objective: sink a shot and claim territory on the other team's side. The team that claims the most territory at the end wins
- There will be territories scattered before the game starts.
- Players take turns shooting from the shooting line.
- If the shot is made, the player must run to get the territory to claim it.
- If the shot is a miss, they just run to grab the bag before the next player can attempt.
- Steal Rule: We are going to set up a cornhole board. If they sink it, the team will collect two territories from the other teams' collection. However, if they miss, the team must stop shooting for 30 seconds.
- Heating up rule: If the team makes 3 shots in a row. They get to claim an additional territory
- Each team must maintain the same throwing order and each player must throw
- Best 2 of 3. The first team to claim all territories or have the most at the end of 5 minutes wins the round.

Event Game Rules



Tug of War

- 2 teams of 6 participants (teams need equal number of male and female participants)
- Target lines are 5 yards to either side from the midpoint
- The center of the rope will have a marker that must cross your goal line to win the point
- Best of 5 rounds
- Teams are allowed substitutions after each round