***SAILFISH CUP 2018 RULES DRAFT\****

*\*THESE RULES ARE AS OF 1/18/18 AND MAY BE CHANGED PRIOR TO THE EVENT*

***\*\*The following rules are intended to aid in preparation and may not be exhaustive. Sailfish Cup Staff reserves the right to adjust or amend rules in the interest of competition. Please review the information handbook for additional details.***

***Register on Jot Form:*** [***https://form.jotform.com/70187662530153***](https://form.jotform.com/70187662530153)

***Video Competition:***

* Teams will create a promo video prior to Sailfish Cup weekend. Videos are due Friday, January 19th at 5pm. Submit video to Kristin Knudsen: KRISTIN\_KNUDSEN@pba.edu
* Video should to be a 1 min to 1:15minutes in length and needs to be saved in a format that can be uploaded to YOUTUBE.
* Video needs to answer: “If I was a Sailfish Cup Champion…”
* This is a promo video for *your team*; points will be deducted if other teams or PBA are bashed or put down.
* Every aspect of the video needs to uphold PBA values. Any infraction will result in penalty points.

***T-shirt Design Competition:***

* Each team will submit a T-shirt design by Friday, January 19th at 5pm.
* Shirt design needs to electronically submitted to Abigail Milton at the Greene Complex
* Shirts design must include
	+ PBA
	+ 2018
	+ Team Name
	+ Sailfish Cup
	+ Optional: “Sailfish” logo- must use pba certified logo, which you can get from Abigail Milton: Abigail\_Milton@pba.edu upon request

**Wednesday, January 17th**

***Free Throw Contest***

* Each team will have 2 representatives for this event
* This event will take place during halftime of the PBA Men’s Basketball game.
* Both members of the team will shoot at the same time on opposite baskets. You will have 45 seconds to complete as many free throws as possible. We will have a ball cart and ball retrievers for you while you are shooting. The final score will be the COMBINED total of both team’s shots.
* You must remain behind the free throw line when you shoot or the shot will not count.
* At the end of 45 seconds, you will exit the floor to allow the other team to begin shortly.
* The contestants must meet Abigail and Comfort in the Mahoney Gym with 10 minutes to go in the first half.
* The game starts at 7:30pm.

**Thursday, January 18th**

***Parade of Banners***

* All teams are required to enter the Parade of Banners at the Opening Ceremonies on Thursday, January 18, 2018 at 6 p.m.
	+ **Banners/Sheets MUST be able to be hung up in the Rubin Arena wall the week of the competition.**
	+ All banners must be produced by their team.
	+ If no banner or a blank banner is presented, the team will receive a 100-point penalty.
* Banners deemed inappropriate by the judges will be eliminated, and the team will be penalized 100 points.
* You will be given 3 minutes to present your banner including entering and clean-up.
* **Banners must include:**
	+ **Team name**
	+ **PBA**
	+ **Sailfish Cup**
	+ **2018**
* Team members must participate in the presentation of the banner at the Opening Ceremonies. The banners will be reviewed on the following criteria:
	+ Banner Creativity
	+ Presentation Creativity
	+ Team Spirit
	+ Requirements displayed
	+ No pre-recorded music is permitted as a part of the banner presentation.

***Dance-Off:***

* Teams will present a choreographed dance
* Teams require a minimum of 4 participants; teams may include up to but no more than 12 participants
* This event will immediately follow the Parade of Banners
* Teams are responsible for providing their own music. An unlimited number of songs may be mixed together. **Please submit your songs in MP3 format to** **Kristin\_Knudsen@pba.edu** **by Wednesday, January 17th @ 5pm.**
* Recordings / songs must be approved by the teams’ respective Resident Director. \*inappropriate (offensive, sexually suggestive, profane, etc.) lyrics or dance in the presentation will result in the team being penalized. Please consult your Resident Director at least 3 days prior to the Opening Ceremonies.
* There will NOT be a stage for this event. The presentation will take place on the blue tarp floor in front of the bleachers in the Rubin Arena.
* Costume related props are permitted. However object related props (such as signs, flags, or constructed items, etc.) are NOT permitted.
* Teams will be judged on: synchronization/coordination, concept, creativity of choreography, skill/difficulty, team energy, and audience interaction
* **The entire presentation is limited to a STRICT time length of 1 minute 45 seconds (1:45).**
* To view the inspiration/vision for this event you are encouraged to search on YouTube for “Britain’s got talent – Diversity”

***Smash Brothers:***

* Played on WiiU
* Round Robin tournament with 2 players from each team participating
* You can use your own controller
* 3-stock match
* No “items”
* Players may choose any available character
* A limited number of maps will be utilized
* All decisions made by game officials are final

***Wii Winter Olympics:***

* 1 player from each team will compete in 4 pre-selected events in the Mario and Sonic at the Winter Olympic Games (London).
* We will play on a normal Wii system.
* You will be allowed to use the nun chuck if you desire to but it is not required or necessary.
* We will do one practice run and then the real run for each event so you get used to the controls.
* The scoring will be as follows for each event:
	+ 1st place – 15 pts.
	+ 2nd place – 12 pts.
	+ 3rd place – 10 pts.
	+ 4th place – 8pts.
* The person with the best overall score will be the winner of the competition.
* The four events that will be played are:
	+ Individual Downhill Ski Jump
	+ Skeleton
	+ Downhill Alpine Skiing
	+ Dream Ski Cross

***Racquetball:***

* Single players from each team
* Round Robin Tournament
* Games played to 11 points, win by 1
* First serve determined by R-P-S
* Standard racquetball rules apply
* One server stands in the service zone. They bounce the ball then hit it against the front wall. Once the ball bounces off the front wall and flies beyond the *service zone*, the *rally* is on. The players alternate taking shots at the front wall until someone is unable to keep the ball from bouncing on the floor more than once when receiving or reaching the front wall when returning a shot, thus losing the rally.
* A *good serve* happens when the ball hits the front wall before anything else, flies over the *service zone*, and does not hit the back wall before hitting the floor (it’s OK to hit one of the side walls).
* The server gets two chances to make a *good serve*. If both serves result in a *fault serve*, the other player now gets to serve.
* The player who wins the rally always gets to serve.  Points can only be scored by the serving player and winning a rally during a serve scores exactly one point.
* Due to the nature of the game both players can potentially occupy the same area of the court, thus blocking one of the players from making the best shot they can, or seeing the ball, or striking the other player with the ball. This is called a *hinder* and it typically results in a simple replay of the *rally.* Both teams need to agree before the call is officially made.

***Sword Drill:***

* Bibles will be provided to all competitors. Bibles will be identical – no outside Bibles permitted, including those on electronic devices.
* Teams may decide to alternate players however they choose (must be split evenly though)
* Rounds will alternate between male teams and female teams. One representative per team will participate in each round. Players *must alternate in some kind of fashion to where they share equal amounts of verses.* (in any order –please determine order between yourselves prior to the event). The team member participating in the round will be seated in the front chair, while the (optional) non-participating member will kneel or sit behind the front chair. *Non-participating members of a round may not assist their teammate in any way, verbal or non-verbal.*
* At the beginning of each round, competitors must have their Bibles completely closed and held in their right hand across the front of their body at their left side (as if they are drawing a sword).
* A judge will state a Biblical text, saying first the reference then the book (eg. 3:16, the book of John). Competitors must then search their Bibles to find the text and once they’ve arrived there, stand and shout out the full verse. Once a player stands with the text they may/must begin reading aloud – there is no need to wait for permission. If a player stands but does not begin speaking immediately, they are eliminated and an opponent may still stand and begin reading to claim the point.
* On occasion, the judge will present a citation that is **NOT** in the Bible (e.g. “Proverbs 34:3” or “Psalm 117:6” or “Judah 14:4”). When this occurs players must stand and (immediately) exclaim “That is not a Biblical text!!” in order to win the round.
* Scoring:
	+ The first player to stand and read the correct text gains one point for their team.
	+ If a player stands and begins reading an incorrect verse, one point will be deducted from their score. \*In the event that this occurs, the round is over. Other opponents will not be given an opportunity to claim a point for that round. \*\*Incorrectly exclaiming “That is not a Biblical text” also results in a negative point.
* There will be 20 rounds for men and 20 rounds for women. In the event of two teams being tied for any place after 20 rounds, a playoff will commence with only the tied teams in order to break ties.
* All decisions by judges are final.

***Floor Hockey:***

* 5 players per team, minimum of 3 players to not be disqualified.
* Sticks will be provided
* Athletic shoes are required
* Play begins with both teams on opposite halves; an official will drop the puck (ball)
* there are no zones, positions (including goalie), or offside.
* Goalies have three seconds to advance the ball to the sides – not going past the 3 point line before someone touches it.
* A Goal is awarded when the ball COMPLETELY crosses the goal line
* No one may kick the ball in. It has to be a shot.
* **Play will consist of one 10-minute, running clock period. Teams will switch sides at the first stoppage of play after 5 minutes.**
* No body checking or shoving of any kind; no high-sticking.
* For any fouls or penalty, the referee will give a 1 minute power-play to the other team. If the same player commits another foul or penalty of any kind they will be removed from the game and their team will be forced to complete the game a person down. The referee, at their discretion, may choose to remove a player without a warning if the first offence is judged to be intentionally excessive or severe.
* The puck may be played by the hand when it is in the air. It must be dropped right in front of you, not thrown further.
* In the event of a tie at the end of the 10-minute regulation, an additional minute of stoppage play will be allowed at the discretion of the official. A 1:00 minute clock will be set and a faceoff will occur at the beginning of the overtime period. At the end of this minute, penalty shots will determine a winner. Three players from opposing teams will alternate shots from a marked line towards a guarded goal (free-throw line). The team with the most goals after three players will be the winner. If the total is still tied, one player from each team will shoot until the tie is broken.

***Dodge ball:***

*Game Setup:*

* Each team (minimum of 10 players, maximum of 15 players) starts at opposite ends of the court, behind the baselines (cheer mat).
* Up to 10 balls are placed at center court. Evenly distributed on the mid-line.
* Once the balls are picked up, they are live and each team can open fire.

*Ways to be eliminated:*

* If you are hit with the ball, you are out.  This includes deflections. (\*A ball is live until it hits the floor or a wall – if the ball deflects off of a possessed ball and then hits a player/s that person is out – this could include the ‘possessing’ player)
* If someone catches the ball you throw, you are out.
* If you step on or over the mid-court line, you are out.
* If you block a ball being thrown at you with a ball in your hand and you drop the ball you are holding, you are out.
* You are not eliminated if the ball hits the ground before it makes contact with you.

*Ways to be let back in the game:*

* If you catch a ball that was thrown by the other team, one of your eliminated teammates may be let back into the game.
* Eliminated players line up in order of elimination. You **MAY NOT** substitute a player in out of order of elimination.
* *Winners -* A team wins when all the members of the other team have been eliminated.

**Friday, January 19th**

***Noodle Knights:***

* Each participant will receive a noodle half and one solo cup per team pair.
* There will be 5 pairs per team in the competition (10 people from one dorm).
* Each person will put the solo cup over one of the noodles (the end of the noodle goes in the cup).
* At “Go” the objective is to use the uncovered noodle to knock the solo cup off everyone else’s noodle
* **When your cup is knocked off or falls off you lose, and you sit down immediately.**
* Each team must lock arms. If a team separates, then they are automatically OUT.
* Teams cannot touch their cup on their noodle with their hand or any other part of their body. If they do they are OUT.
* Once we are down to 2-3 teams the perimeter of the playing field will be reduced.
* Teams may only use their noodles to hit the other team’s cup off their noodle.
* The first team with all 5 pairs out will receive 4th place points, the team completely out next will receive 3rd place points, etc.

***Spelling Bee:***

* 2 team members compete for each team. Participants from all teams will line up in a pre-established, alternating order. Both genders will participate in the same game, but points will be separated for each.
* The pronouncer will deliver words to each speller once the pronouncer delivers the word the speller has 1:00 to spell the word. Judges will state when speller has 15 seconds left
* When a player fails to spell their word correctly they are eliminated. Points are awarded to the team with a participant who reaches the furthest round. (E.g. If 3 Baxter girls and one Oceanview girl are the only females remaining after 9 rounds, and if ALL Baxter girls are eliminated in the next round while the Oceanview girl spells her word correctly, Oceanview receives first place).
* In the event that two teams are eliminated in the same round, to break the tie between these 2nd/3rd or 3rd/4th place teams, the team with the most total spelled words (between the three players) will receive the higher place.
* While spelling, a speller is allowed to stop at any point during the spelling process and begin again from the beginning. However, he/she is not allowed to change any letters that he/she began with before the point at which he/she stopped. If every letter in the process is not the same as it was before the stop, the speller will be eliminated.
* Spellers must pronounce/state their word prior to spelling and at the conclusion of spelling to indicate that they are finished.
* After hearing the word from the pronouncer, spellers may ask the pronouncer to:

 - Repeat the word, provide the definition of the word, and use the word in a sentence.

\*note that in requesting a definition or repeat does not stop the clock. The speller is still limited to the 1-minute time limit.

* Once a speller is eliminated they must exit the stage
* Elimination rules change when participants from two teams remain. Both the two final teams cannot be completely eliminated in the same round. If spellers Southside-#1, Southside-#2, and Baxter-#1 are the only female players remaining and ALL spell their words incorrectly, then ALL players re-enter and continue to the next round of words.

***Ping Pong (Singles):***

* Rock Paper Scissors determines first serve
* Player must serve the ball in the air and hit the ball as it declines. As the ball is served it must bounce once on their side prior to the ball going over the net. The ball CANNOT touch the net during the serve.
* During service of the ball the player must keep the ball visible at all times.
* The server must toss the ball in the air at least net height and the player must hit the ball as the ball travels down.
* If a ball touches the net a “LET is called” and the server redo’s the serve. There is no limit to how many times the server can have a LET. The ball is re-served until the ball clears the net.
* If the served ball cannot be returned by either side, the side that last hit the ball scores a point.
* 1 game to 12 points, players must win by 2
* Each side will serve the ball 2 consecutive times then switch servers. The only time this rule does not apply is during match point play.
* The player who is currently losing serves for match point.
* The player serving match point cannot lose because of a bad serve.
* If a tie occurs during match point play then the game will continue until one side has won by two points.
* All players must use the balls and racquets provided by the cup staff. This is to keep the playing field equal when it comes to equipment.

***Scrabble Slam:***

* 1 representative from each team will compete against the other teams’ competitors.
* A total of 10 rounds will be played. The person with the lowest score after 10 rounds will be the winner.
* A 4-letter word will be pre-determined by the committee to start each round.
* Once the game begins, cards will be played as quickly as they can to form new words. Only one card can be played at a time to form the new word. (e.g. FAME is the first word, then one player lays down a G to make the word GAME after saying their new word).
* If two players call out a word (either the same or different) at the same time, it is whoever puts the card down first. You may have said a new word first, but fumble to actually lay down the card by the time another person says a word and lays down another card. The person who laid it down first wins.
* A card cannot be played on top of a previously existing card of the same letter. (e.g. The word is FAME and someone puts an F as the starting letter to make FAME again…this does NOT count and the player would receive a 2 point addition to their final score).
* Blank cards can be used to represent any letter in the alphabet.
* If a card is played to form a word that is questionable, a player says “TIMEOUT” for the group to discuss with the referee as to the validity of the word. If the word does not count, the player picks up his/her card and will also receive 2 points added to his/her score at the end of the round. If the word counts, the play continues as normal after someone says “GO”.
* If the game ends early due to a word not being able to be changed, each player will add up the cards in their hand and add that to their score. A new round will then start.
* Here is a quick video of rules: <https://www.google.com/search?q=scrabble+slam+rules&rlz=1C1CHFX_enUS548US552&oq=scrballe+slam+&aqs=chrome.1.69i57j0l5.4527j0j7&sourceid=chrome&ie=UTF-8#kpvalbx=1>

*Chinese Checkers:*

* For four players, play starts in two pairs of opposing triangles. Each player chooses a color and the 10 pegs of that color are placed in the appropriately colored triangle.
* The aim of the game is to be the first to player to move all ten pegs across the board and into the triangle opposite.
* A toss of a coin decides who starts.  Players take turns to move a single peg of their own color.  In one turn a peg may either be simply moved into an adjacent hole OR it may make one or more hops over other pegs.  Where a hopping move is made, each hop must be over an adjacent peg and into the vacant hole directly beyond it.  Each hop may be over any colored peg including the player's own and can proceed in any one of the six directions.  After each hop, the player may either finish or, if possible and desired, continue by hopping over another peg.  Occasionally, a player will be able to move a peg all the way from the starting triangle across the board and into the opposite triangle in one turn!
* Pegs are never removed from the board.  It is permitted to move a peg into any hole on the board including holes in triangles belonging to other players, even triangles not presently in use. However, once a peg has reached the opposite triangle, it may not be moved out of the triangle - only within the triangle.
* The first player to occupy all 10 destination holes is the winner.

*Ticket to Ride – America Edition:*

* 1 player from each team – player may not change mid-game.
* Standard Ticket to Ride Rules
* First play will be determined by rock-paper-scissors.
* For the men’s game, double grey routes cannot be occupied by two different teams. Once one team claimed a direction, another team is not able to claim that same double route.
* During the weeks leading up to Sailfish Cup, we will have Training Days in which the games can be played AT THE GREENE ONLY to practice.
* During competition, a list of route cards will not be permitted at the table or in the room.
* At the conclusion of standard play, point totals will be tallied. Finishing place will be determined by total points.
* In the event of a tie for any place, the tiebreaker will be determined by players’ longest train. If a second tiebreaker is needed it shall be players point total of completed/non-completed routes.

***Rock-Paper-Scissors Baseball:***

* Teams require a minimum of 4 participants and can be made up of a maximum of 6 participants
* Teams will line up next to each other behind a marked line. This marked line will be located two feet behind “home plate.”
* The team to the right will rotate around bases to the right (toward first base and around); the team lined up to the left will rotate around the bases backwards (toward third base and around).
* When the game begins the first person in line from each team will run around the bases in their respective direction. When they meet, they will play rock-paper-scissors. The winning player will continue advancing around the base path. The losing player will return to the back of their team’s line. At the same instant that the losing player has lost, the losing player’s team mate will leave from the beginning line and advance toward the opponent.
* This play continues for the entire time. Opposing teams play rock-paper-scissors *at whatever point on the basepaths they meet*.
* Participants will “show” their rock, paper or scissors on “shoot” (i.e. count/say on the rhythm: “rock – paper – scissors – shoot”)
* Runs are scored when a player touches home plate before they are met by an opposing player.
* When a run is scored, play continues with the first player from each team advancing from the starting line around the basepath.
* **Games will be 7 minutes long**. The team with the most number of runs scored after 7 minutes will win. In the event of a tie after 7 minutes, play will continue for no more than two minutes. The first team to score in the overtime period wins and the game ends. In the event that no team has won after the 2 minute extra time, the game will end in a tie.
* Decisions made by officials are final.

*Indoor Volleyball:*

* Standard volleyball rules (as are used for PBA intramurals)
* **Rally scoring: Men play to 21 / Women play to 15**
* Teams must win by 2.
* Scoring is capped at 25 for men and 21 for women (e.g. If the score reaches 24-24, the team that reaches 25 wins and does not need to win by 2).
* The ball must be cleanly hit. It should not be scooped or pushed. A player may use any part of his/her body from the waist and above in the playing of the ball. **Exception:** A player may use their foot to play the ball.
* A ball touching the body more than once is considered a double hit. A ball may not be hit more than three (3) times before being returned over the net (a block does not count as one of the three hits).
* No player may go over the net. In these instances, contact with the net is illegal.
* Players will not be allowed to break the vertical plane of the net while blocking.
* There is no blocking or attacking on the serve.
* Under the net violation will only be applied if a person comes in contact with another person or if more than a foot goes under the net, it will be ruled illegal.
* No one may touch the net when in the act of playing the ball. If a player inadvertently touches the net away from the ball, no foul will be called.
* Let serves are legal. If a serve hits the net and goes over it will be live.

***Sequence:***

* Standard, official game rules apply.
* Head to head competition.
* 2 players from each team will play, for a total of 4 players for each game.
* **The first team to create 1 sequence wins the game.**
* In the event of a tie, no tiebreaker will be available points will be evenly divided between teams.

***Dutch Blitz:***

* 1 representative from each team
* Choose your deck
* Lay 3 cards face up (your POST piles) and then a stack of 9 cards next to it. Lay the 10th card face up on that stack (your BLITZ pile). The remaining cards in your hand become the WOOD pile
* A player will say GO and players will play all at once on the table.
	+ The object is to be the first person to get rid of your 10 pile and call BLITZ!
* Specifics:
	+ Piles of 10 in the same color in ascending order starting with 1 will be on the table for everyone to play off of (Dutch piles)
	+ The person to play the 10th card will flip it over signifying the pile is finished. The pile will remain on the table without being moved
	+ You will flip three cards at a time from your WOOD pile (like solitaire) only playing the top card. If you can play the top card, then you will be able to play the card underneath it if you can.
	+ Continue flipping 3 at a time. Pick the cards up after you flipped through everything and continue again (WITHOUT SHUFFLING)
* If everyone has gone through their wood piles twice and cannot play, everyone agrees at the same time to take the top card, and place it at the bottom. Play then resumes again flipping every three cards.
* You may only use **one hand** to play your cards onto the Dutch piles.
* After someone yells BLITZ…everyone freezes and no other cards are able to move or be played
	+ i.e. If you have a blank area in one of your POST spots, you will NOT be allowed to move a card from your Blitz pile to a POST spot after someone has called BLITZ.
* There will be a 5 point penalty for an accidental BLITZ call that will be given to the team at the end of that round.
* Scoring:
	+ At the end of a playing round, the DUTCH cards will be gathered up into one pile and sorted. The teams will take turns sorting the cards.
	+ Each player will count up how many cards they have remaining in their BLITZ pile and then double that number (the person that BLITZed will have zero cards remaining).
		- I.E. 5 cards left = 10 cards to subtract from the overall cards played of your deck
		- I.E. 8 cards left = 16 cards to subtract from the overall cards played of your deck
	+ Once you know how many to subtract, count up all your cards that you played into the decks and subtract your penalty points from your overall total of cards played.
		- I.E. 5 cards left = 10 cards to subtract. You played a total of 22 cards in the game so your score is +12 for that round.
	+ The first team to 100 points wins the game

***Jeopardy***

* One contestant from each team (*2 total contestants per team*) will take their place behind the lectern.
* The contestants will play 2 rounds each featuring five categories, each with five clues valued by difficulty (100, 200, 300, 400, 500 for **Jeopardy!** and 200, 400, 600, 800, 1000 for Double Jeopardy!). The third round will be Final Jeopardy with just one clue and ability to wager as much as the team choses.
* The order of play will be determined at the second captain’s meeting.
* The clues will be revealed and read aloud by the host, after which any contestant may buzz in using the buzzer.
* Contestants must allow for the entire question to be read before buzzing in.
* The first contestant to buzz in is prompted to provide a response to the clue, phrased in the form of a question.
* If a contestant responds correctly, the clue’s dollar value is added to the team’s score and they may select a new clue from the board.
	+ An incorrect response, or failure to respond in five seconds, deducts the clue’s value from the team’s score and allows other contestants the opportunity to buzz in and respond.
	+ If no contestant’s respond correctly, the host gives the correct response; the last correct contestant chooses the next clue.
* There will be one “**Daily Double**” clue in each round. Only the contestant who uncovers the “Daily Double” may answer the clue. Before the clue is revealed, the contestant must declare a wager, from minimum of $5 to maximum of his/her team’s entire score. A correct response adds the value of the wager to the contestant’s score, while an incorrect response deducts it. Whether or not the contestant gets the clue correct, he/she gets another turn at answering another clue on the board.
* **Double Jeopardy!** features five new categories of clues. Clue values are doubled from the first round. The contestant with the least money at the end of round one will make the first selection in Double Jeopardy. If there is a tie, the leftmost contestant selects first.
* The **Final Jeopardy Round** features a single clue. Contestants must write wagers (from $0 to maximum score) on a piece of paper for only this round. For a correct response, add the amount of the contestant’s wager to his/her team score, while a miss or failure to respond as a question deducts wager from the team score. The team with the highest score at the end of the game wins.
* \*\*Teams are allowed two players. They may rotate as often as they would like but only those two players may participate in answering the questions. Scoring will be calculated by a scorekeeper on a large whiteboard.
* Girls and guys will have separate questions for each round and will alternate answering one girl’s clue, followed by one guy’s clue.

***Jenga:***

* Standard Jenga rules
* Head to head competition.
* First play will be determined by a coin flip or other appropriate means.
* On your turn, carefully remove a block from anywhere BELOW the highest completed story
* Then stack it on top of the tower, at right angles to the blocks just below it.
* **Removing and Stacking Blocks:**
Remove and stack one block per turn. To remove a block, use one hand at a time. You can switch hands whenever you wish.
* As play proceeds and the weight of the tower shifts, some blocks become looser than others and are easier to remove.
* You can touch other blocks to find a loose one - but if you move a block out of place, you must fix it (using one hand only) before touching another block.
* While stacking, always complete one 3 - block story before starting a higher one.
* Your turn ends 10 seconds after you stack your block-or as soon as the player to your left touches a block.
* You have one minute to complete your turn.
* Keep removing and stacking blocks until the tower falls.
* The last player to take a turn without making the tower fall wins the game.
* Different players may play against different opponents, but the player who starts each game must finish that game.

***Basketball:***

* **Each game consists of a 12 minute running clock**
* Standard basketball scoring (1, 2, 3)
* All technical fouls are an automatic two point penalty and loss of the ball.
* Two unsportsmanlike technical fouls on any team will result in forfeiture of the contest.
* On the fifth team foul, the opposing team will shoot the bonus in all free-throw situations except a player control foul and a shooting foul.
* Players will foul out after 5 fouls.
* There are no timeouts.
* Clock is a running clock. Clock stops during the final minute of play according to the normal rules of intramural basketball.
* Overtime possession will be determined with a shot (do or die). The team that scored the last point will shoot the shot.
* Overtime will be 3 minutes. If a second overtime is required, the first to score will win.
* Substitutes as according to standard basketball rules.

**Saturday, January 20th**

*Soccer:*

* Regular soccer rules
* 7 people on the field
* **A game is 10 minutes long.**
* The clock will stop in the last minute of play for any penalties, long ball retrieval, or injuries.
* Shin guards are preferred
* Off-sides will still be called
* Goal-keepers are **NOT** allowed
* End lines are “friendly” – ball goes to defense on all balls crossing the end lines (therefore, no corner kicks) It will be a goal kick by the defense from box
* Substitutes may enter only on their own team’s throw-ins or goal kicks
* No timeouts
* Unsportsmanlike penalties result in a penalty shot.
* Team shooting chooses their shooter.
* in game penalty shots will be taken from the center line with no goalkeeper
* following the kick the ball is dead – if it is missed the ball goes to the defense
* In case of a tie, there will be a sudden death shootout WITH a goal keeper.
* 1st team shoots, if they make it and the second team makes it move to Round 2.
* First shot changes between teams.
* Shots will be taken from a spray painted line
* Two unsportsmanlike penalties will result in a forfeit of the contest.
* **No Slide Tackling**
* **Slide Tackles result in an unsportsmanlike penalty and a penalty shot.**

***Bocce Ball:***

* Games consist of 2 members from each team
* Head to head competitions will take place (2v2)
* Rock Paper Scissors will determine who throws the pallina first (they become Team A)
* A member of Team A throw the pallina into the designated field space
* A member of Team A throws the first bocce ball **underhand** and tries to roll it as close to the pallina as possible.
* A member of Team B throws the second bocce ball.
* A different member of Team A throws the third bocce ball.
* A different member of Team B throws the 4th bocce ball.
* Play continues to alternate until all 8 balls have been thrown.
* It is completely ok if the pallina moves, is surrounded, or another ball is moved during the course of play. Do NOT reposition any bocce balls during a round of play.
* Whoever is closest to the pallina after all balls have been thrown, wins 1 point. The maximum number of points to earn in 1 round is 1. (points are **NOT** awarded if two of your team’s bocce balls are closer to the pallina)
* **Games for Women – First to 5 points**
* **Games for Men – First to 8 points**
* <https://www.youtube.com/watch?v=2hhN6S-1urM>

***Spikeball:***

* Rally scoring (points can be won by the serving or receiving team)
* Games are played to 11. You must win by two points.
* Points are scored when:
	+ The ball isn’t hit back into the net within 3 hits
	+ The ball hits the ground
	+ The ball hits the rim (including clips) (Even during a serve--rim shots don't count as a "let")
	+ The ball does not bounce off the net in a single bounce. (It must clear the rim in order to be good)
	+ There is an illegal serve or other infraction
* The receiving team sets their position first. Server stands directly across from the receiving player. Only the designated receiver can field the serve.
* The ball must be tossed up from the server’s hand before it is hit. It cannot be hit out of the server’s hand. If the server does not like the toss, they need to let the ball drop to the ground. They will have one more opportunity to toss and serve the ball.
* The serving team has one more try to serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call “let”, continue play.
* The ball must come cleanly off the net on a serve. If the ball takes an unpredictable bounce (commonly known as "pocket"), the receiver must call “let” before their teammate touches the ball.
* If the ball contacts the rim ***at any time***, it is a point for the other team and a change of possession.
* After a server wins the point, they change positions with their teammate so they are directly across from the other member of the receiving team.
* The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team. Contacting the ball. Hits must alternate between teammates.
* The ball must be hit, not be caught, lifted, or thrown. You cannot hit the ball with two hands
* You can use any part of your body to hit the ball and it counts as your hit.
* If the ball hits any part of the ground or rim it is no good.
* If teams cannot determine if the ball hit the rim, replay the point, no questions asked.
* Once the ball hits the net, it must bounce off in a single bounce. It must clear the rim in order to be good.

*See official Rules here:*<http://usaspikeball.com/official-rules?sso=1>

***Corn Toss:***

* Round robin tournament of 2 v. 2
* Players stand opposite their partner
* Once side of opponents tosses to the opposite goal
* Three points are scored for bags going through the hole
* One point scored for bags landing and staying on the board, including “hangers”
* No bounce-ons. Bags that bounce on will be removed. Other bags affected by a bounce-on will be reset in their original position.
* Only the difference in point total will count from each round – only one team may score per round. (e.g. Team A lands 2 bags and holes 1 (=5 points) and Team B lands 3 bags and holes 0 (=3 points), total for that round is 2 points for Team A (5 minus 3).
* Team that scored most recently tosses first in each round.
* **Men will play to 21**
* **Women will play to 15**
* To win, teams must finish a round with exactly the finish points (21/15).
* If one round of points sends a team over the goal, that point amount is deducted from the previous total. (If Men Team A has 19 before a round and scores 4 points for the round, their total is now 15 points. Team A also will toss first for the next round).
* Teams may rotate players only against different opponents, but the pair that begins each game must finish that game.

***Kan Jam:***

* 2 people from each team play in a head to head match with same members of each team standing on opposite sides.
* One partner throws the flying disc and, when necessary, the other partner redirects (deflects) it toward or into the goal. You must throw behind the line that is designated on the field.
* Deflectors can move anywhere within the playing area to redirect the disc, including in front of the goal if necessary but the player may not touch the goal at any time.
* When fielding a partner's throw, the deflector may not carry or control the disc in any way. No points will be awarded if a deflector double-hits or "carries" the disc.
	+ Legal: slapping, hitting, striking, kicking, kneeing, and redirecting.
	+ Illegal: catching, throwing, lifting the disc, stopping the disc in mid-air to cause it to fall straight down, palming of the disc to control its flight, pulling the disc, pushing the disc, double hitting the disc, and any other action taken that controls the disc in any way.
* Games are played to 21 points.
* If one round of points sends a team over the goal, that point amount is deducted from the previous total. (If Men Team A has 19 before a round and scores 4 points for the round, their total is now 15 points. Team A also will toss first for the next round).
* **SCORING:**

 **DINGER - 1 point:** Redirected Hit

* + Deflector redirects thrown disc to hit any part of the goal.

 **DEUCE - 2 points:** Direct Hit

* + Thrower hits the side of the goal unassisted by partner.

 **BUCKET - 3 points:** Slam Dunk

* + Deflector redirects the thrown disc and it lands inside the goal.

**Unassisted Bucket - 5 points:**

* + The thrower throws it into the top or into the slot (NO AUTOMATIC WINS)
* <https://www.youtube.com/watch?v=YyAA7W1MLPw> – Kan Jam (Except no instant win)

<https://www.youtube.com/watch?v=G3NgkI2DNDg>

***Ultimate Frisbee:***

* A team will consist of seven on the field; must have five to avoid forfeit.
* Ultimate Frisbee is a no-contact sport
* Players call their own “stall count” to 10
* Players call their own fouls; officials reserve the right to assist with making calls but should not be depended on for this
* **The game will be 10 minutes (running clock)**
* There are no time outs. Clock stoppage during the last minute follows the rules of standard intramural play.
* If the score is tied at the end of regulation play, a three-minute sudden-death (Golden Goal) overtime period will be played; If no team scores in the overtime period the game ends in a tie.
* An ejected player may not be replaced/you play a man down.
* To start the game, a coin toss will be conducted – winning team will receive the throw-off; team throwing-off will choose side to start

***Monster Golf***

* Two participants from each team will compete.
* You will be paired with another player from an opposing team.
* The course is comprised of 14 holes. Each pairing will start at their assigned hole and play will start at 1pm sharp.
* The tee box is color coded with the appropriate tree.
* Players will hit the tennis ball and count each stroke until the ball hits the trunk of the tree below the marked line. If the player hits an outlying branch, it does not count. It must hit the main trunk.
* Normal golf rules apply. If you swing and completely miss the tennis ball, it does not count as a stroke. If you touch the ball and it does not move from its current location, it does not count as a stroke. There are no mulligans or gimmes.
* If you hit the ball out of bounds, you must get a new tennis ball, put it in the exact spot you hit it from, and try again. *Scoring example: You hit it out of bounds on stroke 2, you place the new ball on the ground for stroke 3, and then you hit the new ball for stroke 4*.
* If the ball is lying against another tree or a hazard fence to where it is deemed “unplayable”, move it no more than two club lengths away from the hazard (no closer to the hole) to where it is playable and take a penalty. *Scoring example: You hit the ball against the side of the fence on stroke 1, you move it two club lengths away and place it on the ground for stroke 2, and then you hit towards the hole on stroke 3.*
* **Max Stroke Count:** **12 per hole**
* We can provide you with a golf club if you need it otherwise, bring your own. 7-iron, 8-iron, 9-iron, or wedges are allowed, nothing larger than these clubs are needed.
* **Scoring :** We will add the combine total of both teammates total stroke count. The team with the lowest number of strokes will win first place.
* Hole #9: Outdrive the pro and get two strokes off your score. Use his shot and play as normal.
* In the event of a tie, the two teams will have a sudden death playoff hole determined by the officials. Both members of both teams will compete on the same hole. The team with the lowest stroke score will win the playoff hole. If still tied, the teams will move to a new hole until the tie is broken.

***Team Run:***

* Three competitors per team
* Teams will meet at the Field #2 Shed at RAC
* The course will be mapped out by the Sailfish Cup Committee (similar to the PBA 5k)
* Someone will lead the runners around the course on a gator
* **Placing is determined by the total combined time of all three teammates.**
* Fastest combined score wins
* Just as PBA soccer athletes cannot play soccer in Sailfish Cup, PBA cross country athletes are not permitted to participate in the team run.

***Flag Football:***

* Games will follow similarly to College football overtime style of play.
* Each team will have TWO possessions. Men’s teams will begin each possession at the 40 yard line. At this position they will have an opportunity to get one first down before scoring a touchdown (women will start at the 20 yard line and only have 4 downs to score a touchdown). After scoring teams will have the option to go for a 1, 2, or 3 point conversion.
* In each period, the second team will begin their possession at the same mid-field point.
* A coin flip will be used to determine possession. The team winning the initial coin toss can either choose to play offense OR defense first.
* At the beginning of the second possession, the team losing the initial coin toss will choose between playing offense or defense first.
* **There is no running game clock. There is only the 25 second play clock.**
* There are no timeouts.
* Balls intercepted by the defense are live and may be returned for a score. If a team intercepts the ball during a conversion attempt and scores, the value of conversion points are awarded to the intercepting team.
* Sailfish Cup staff will determine which end of the field play will occur on based on field conditions.
* In the event that both teams are tied after two possessions the tie will be broken in the following way: Teams will alternate making an attempt to score from the 3-point conversion line. This format is similar to a penalty shoot-out in soccer. As soon as a round is complete in which one team has a successful attempt and the other a failed attempt, the successful team is declared the winner.

***Tug of War:***

* 7 members per team
* Team members may not wrap any portion of the rope around their bodies
* Team members must alternate the side of the rope they stand on.
* Team members are allowed to wear gloves.
* Shoes are required
* Rubber-molded cleats are allowed.

**Sunday, January 21st**

***Iron Chef Competition:***

* The prepared dish category will be announced on FRIDAY at the Rally at 5pm.
* The team will then have 48 hours to perfect the dish to serve to the judges
* You need to bring your completed dish to the **Greene by 5:15pm on Sunday, Jan. 21st**
* You be given 3 minutes total in front of the judges to talk about the dish you prepared
* A rubric will be provided to the captains of what the judges will be looking for
* Please have enough portions for 5 judges to taste
* There will not be an ingredient limit to this challenge
* Talk to your RD about budget concerns and the use of kitchen space

***LipSync:***

* Lip syncs by various teams will be judged on the following specifications: Spirit, Creativity, Coordination, Lip Sync Accuracy, and Audience Interaction. Judges for the Lip Sync contest are chosen out of a pool of faculty and staff from PBA.
* Teams are limited to one (1) song. Multiple songs are not permitted to be mixed together. This includes pre-recorded mash-ups.
* Teams may not combine songs together (or alter them in any way, including adding sound effects or voiceovers). The only way a song can be altered is if it fades in/out at the beginning or end of the song to meet the time requirements.
* The chosen song may not exceed 4:30 in length.
* You must have one or more members of the team lip-syncing at all times during the lyrical portions
* Songs must be approved by the teams’ respective Resident Director. \*inappropriate (offensive, sexually suggestive, profane, etc.) lyrics or movement in the presentation will result in the team being penalized. Please consult your Resident Director at least 3 days prior to the Opening Ceremonies.
* All outfits and costumes must be tasteful and appropriate and abide by PBA policies in the Navigator. Please approve attire by your RD first.
* Any material, performance or behavior deemed inappropriate by the judges, committee or set forth in the Navigator, may be cause for the organization’s dismissal from the event.
* The Lip Sync Competition will take place at the closing ceremonies on Sunday, January 22 at 6 p.m.
* The lip sync song must be turned in prior to the Opening Ceremony. The time for this deadline will be communicated to captains.
* The song must be approved by teams’ respective Resident Directors. Teams using inappropriate songs will be penalized.
* The competition will be judged by a committee of faculty and staff judges.
* **We encourage you to NOT spend too much personal or dorm money on this event. It’s all about the storyline, not about props.**