

## HWS INTRAMURALS RULES: ALLSTARS TEAM CHALLENGE

### Eligibility

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu) For this sport there are no restrictions.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

### Sportsmanship Rating System:

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case, they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY ISTAFF
<b>5 (Excellent)</b>	<b>Very respectful of IM staff, opposing players, and teammates. Games start on time; language was inclusive &amp; non-offensive.</b>	<b>Respectfully communicates with IM staff to understand the rules and officiating decisions. Has strong relationship with team members and is able to anticipate/resolve conflict efficiently &amp; effectively</b>	<b>No trash left behind</b>	<b>No actions were taken</b>
<b>4 (Good)</b>	<b>May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time</b>	<b>Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue</b>	<b>Very little trash</b>	<b>1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off</b>
<b>3 (Moderate)</b>	<b>No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late</b>	<b>Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue</b>	<b>Some trash</b>	<b>2+ minor warnings or 1 stoppage of play warning</b>
<b>2 (Poor)</b>	<b>Constantly verbally questioning calls, trash talking other teams, excessive cursing</b>	<b>Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)</b>	<b>Lots of trash</b>	<b>2+ minor warnings &amp; 1 stoppage of play warning</b>
<b>1 (Unacceptable)</b>	<b>Ejections of players, constant verbal dissent, constant trash talk, excessive cursing</b>	<b>Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)</b>	<b>Lots of trash</b>	<b>Several minor warnings or 2+ stoppage of play warnings</b>
<b>0 (Fighting)</b>	<b>Physical altercations, threatening comments, game gets too physical without actual fights breaking out</b>	<b>No control of self or team (All players must meet with Assist. Director before they are permitted to play any Intramurals)</b>	<b>Lots of trash</b>	<b>Game ended for sportsmanship reasons</b>

Based upon team sportsmanship ratings HWS Recreation Administrative staff can conduct a meeting with team captains or individual players if it is believed to be necessary

**Max Rosters/Participants on Field:** Max Rosters = 1 Max on court = 1 Minimum to start and continue play = 1

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Random draw will determine the order for all events except Fishbowl and the championship.

### **Individual Event Finish Points**

- 1<sup>st</sup> – 50 points
- 2<sup>nd</sup> – 40 points
- 3<sup>rd</sup> – 35 points
- 4<sup>th</sup> – 30 points
- 5<sup>th</sup> – 25 points
- 6<sup>th</sup> – 20 points
- 7<sup>th</sup> – 15 points
- 8<sup>th</sup> – 10 points
- 9<sup>th</sup> – 5 points
- 10<sup>th</sup> – 1 point
- Lower – 0 points

**\*A different person from each team must compete in the different events until everyone has competed. IE The person doing the 3-point competition cannot do any of the other basketball skills events. Same for the track skills minus being a part of the relay team.**

### **3 Point Competition**

- Players will get 3 shots from the following locations:
- Right Corner, Right Wing, Center, Left Wing, Left Corner
- The last ball at each station is worth 2 points all others are worth 1 point if they go in
- Shooter has 50 seconds to complete all shots and must go from left corner to right corner.
- Shooters get 2 rounds and combine their total scores to be ranked
- If there is a tie an additional round will take place

### **Around the World**

- 13 total spots on the floor marked with tape
- Shooter has 3 minutes to go as far as possible on the course as they can
- Shooter must get their own rebounds
- Shooter gets 2 attempts to make a basket from each spot. If they make it the proceed to the next spot. If they miss on the 2<sup>nd</sup> attempt the reset back to the start point

- If shooter makes the first corner 3 point shot that becomes a safety zone and they only have to reset to that spot after a missed 2<sup>nd</sup> attempt
- Farthest to shortest for rankings. Any ties will be solved by head-to-head with person who finishes the course first winning = all people get same amount of rounds

### **Free Throws**

- 25 free throws
- Ranking based on who makes the most to the least
- Any ties will be solved by head-to-head

### **Relay Race**

- Must compete in the following order:
- 200 meters -> 400 meters -> 800 meters -> 1 mile
- Must tap hands or pass object from one to the next within marked zone
- Must remain on the track during their leg at all times (no touching the infield)

### **Softball Toss**

- Throwers get 3 throws with the farthest being what is counted
- The marked distance will be where the ball hits not where it rolls
- Throw must throw from behind the goal line and land in between the hash marks
- Farthest to shortest for rankings
- Tie will be a throw off (1 throw farthest wins)

### **Broad Jump**

- On the field = start at goal line and jump toward midfield
- Farthest to shortest for ranking
- The body part that travels the least distance is where the mark will be (IE if you jump and land upright your heel is marked, if you fall backward your head, head, or butt is marked depending on which is closest to the goal line)
- Tie will be a jump off (1 jump farthest wins)

### **Vertical Jump**

- Jumper must be standing still when jumping
- Jumper must leave from both feet
- Jumper will mark a wall with tape as the jumper and slap it on the wall
- Highest to shortest for ranking
- Tie will be a jump off (1 jump highest wins)

### **Punt pass kick**

- Start in endzone and punt with no part touching or going over the goal line
- Ball placed based on where it stops rolling.
- Then player throws the ball.
- Ball placed based on where it hits not where it rolls.
- Then player kicks a field goal
- If it's good, they move on to next round if not they are out
- Ranking based on when they are eliminated in relation to other participants.
- If a tie for successful attempts occur process is repeated
- If a tie for unsuccessful attempts, it will be determined based on farthest traveled with field goal being marked where the ball hits, not rolls

### **Fishbowl**

- Teams will be given 20 words/phrases

- Round 1 – Teams can use words to describe their word or phrase but may not use any words on the card
- Round 2 – Teams cannot say anything but must act out the word or phrase
- Round 3 – Teams only get 1 word to describe the word or phrase without using any words on the card
- The team that completes all three rounds the fastest wins.

**Championship = Crowdpurr.com Trivia**

- Top 2-4 teams invited ranking based on points earned
- Finishing Points system
- 1<sup>st</sup> = 100 points
- 2<sup>nd</sup> = 75 points
- 3<sup>rd</sup> = 50 points
- 4<sup>th</sup> = 25 points

**Playoff Determining Factors**

Total points accumulated and overall ranking