

10/28/24

Informational Handbook



February 14 - 15, 2025

SportsFest

XXXIX

Informational Handbook

Sponsored by
Department of Wellness and Recreation

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INTRODUCTION

SportsFest began in the Spring Semester of 1986, when the “Honors Residential College” (Hecht) challenged “The Residential College” (Stanford) to a sporting contest. As additional residential colleges were added they were invited to participate. Starting in the Spring Semester of 2025, the event opened to invite all full time undergraduates to play. The focus of the event has been and remains building community on campus at the University of Miami.

Past Champs:

1986- Hecht	1999- Stanford	2012- Stanford
1987- Hecht	2000- Stanford	2013- Stanford
1988- Hecht	2001- Stanford	2014- University Village
1989- Hecht	2002- Hecht	2015- Hecht
1990- Eaton	2003- Hecht	2016- Stanford
1991- Eaton	2004- Hecht	2017- Pearson
1992- Stanford	2005- Hecht	2018- University Village
1993- Eaton	2006- Hecht	2019- Mahoney
1994- Stanford	2007- Hecht	2020- Stanford
1995- Stanford	2008- Hecht	2021- <i>DNP</i>
1996- Stanford	2009- Hecht	2022- Lakeside Village
1997- Stanford	2010- Hecht	2023 (Spring)- University Village
1998- Stanford	2011- Stanford	2024- (Fall) - Eaton

GOALS OF SPORTS FEST

The primary goal of Sports Fest is to build a sense of community on campus between students, staff, and faculty. Secondary goals include, but are not limited to, development of teamwork (leadership), development of a sense of fair play and sportsmanship, and developing a stronger bond with the University of Miami.

DEPARTMENT OF WELLNESS and RECREATION

- Determine the goals of the event
- Determine who is eligible to participate
- Determine award categories and numbers
- Establish scoring system
- Establish budget
- Establish dates
- Establish general guidelines
- Establish composition of SportsFest Stakeholder Advisory Board

ORGANIZATION OF SPORTSFEST

SportsFest is a major campus event and is a responsibility of a number of stakeholders to create and promote. Among these are: The Stakeholder Advisory Board, made up of representatives from Office of Orientation, Housing Residential Life, Greek Life, and the Department of Wellness and Recreation.

Given that a number of people are involved in the creation and implementation of SportsFest, it is important that all involved understand the roles and responsibilities of the various constituents. Based on experience and current feedback the following description of roles and responsibilities is provided.

- Students
- Area Director
- Residential College Faculty
- Wellness and Recreation Staff
- Stakeholder Advisory Board

EACH RESIDENTIAL COLLEGE

- Acquire corporate sponsorship
- Purchase of T-shirt
- Responsibility to organize teams
- Sign off on team entry forms
- The approval board formed by the Residential Colleges will approve the designs & team names

DEPARTMENT OF WELLNESS and RECREATION

- Selection of awards/trophies
- Establish the length of program
- Establish the number and kind of events
- Production of opening/closing ceremonies
- Scheduling of events and venues
- Providing supervisors and officials
- Management of scoring process
- Develop rules concerning events
- Production of results

STAKEHOLDER ADVISORY BOARD

- Serve as a liaison for your respective area
- Promote and organize SportsFest and teams
- Assist in disseminate any important updates and information
- Provide feedback from your areas
- Assist in clarifying in any questions
- Pass judgment on all discrepancies and disputes such as protests on eligibility during SportsFest

IMPORTANT PHONE NUMBERS/INFORMATION

Instagram/Twitter: @UMintramurals

Department. of Wellness and Recreation 305-284-3253 / Zac Bemmell 305-284-2643

IMPORTANT DATES

1. Team Entry (via IMLeagues.com/miami) **and** Sports information form due via Google Form on Monday, February 3rd at 5pm
 - a. Rosters are due on IMLeagues by Monday, February 3rd by 11:59pm, including all accepted requests. Players can request to join (captain's can accept) or captain's can invite players via email.
 - b. PDF rosters will be sent to the AD's for approval after the deadline.
2. Mandatory captain's meeting is Wednesday, February 12th at 9:00 p.m. in the Wellness Center Classrooms.
 - a. One representative from each team must attend this meeting. If a team is not represented, they will be penalized 100 points*
 - b. Volunteer schedules and scheduled timed events will be distributed at the mandatory captain's meeting.

FORFEITS

Any team that forfeits its first game in a competition will be penalized 15 points. Forfeits are a detriment to the entire program and must be avoided. If you feel that your team will have trouble fielding a team in a specific activity, it is best not to enter that activity. However, if a team captain elects for strategic reasons after their first contest to forfeit an event, the team will receive points for their respective place of finish. Team captains are responsible for their players' presence at assigned contests by the starting time. **GAME TIME IS FORFEIT TIME.**

INCLEMENT WEATHER

1. Points shall be determined and awarded to all teams by the latest round completed.
2. Calling of games will be made by the Assistant Director of Recreational Sports. It will be called if it is determined that the participant's safety or the field conditions are threatened.
3. If an event is called, there will be no substitutions of another sport to accommodate the cancellation.
4. Updates will be posted on the Intramural Social Media Mediums, (Twitter) @UMintramurals and (Instagram) @UMintramurals.

PROTESTS

1. There shall be no protest allowed on judgment calls by officials.
2. If, in the team's opinion, an error on a rule interpretation was made, (he/she must) stop the game **immediately** and notify the official and the supervisor that the team is protesting a rule interpretation before the game continues. If the team does not immediately notify the official and supervisor, the team's intent to protest, the team waives all rights to protest on that call. Protests will be resolved by the Intramural supervisors, Assistant Director of Recreational Sports.
3. The opposing team can not resume a play in which to avoid the protest being made by the other team.
4. Referees shall not resume play once notified of a protest and it is ruled by an Intramural Supervisor on duty.
5. If the IM Supervisors ruling is not satisfactory to the captain, it will be ruled by the Assistant Director of Recreational Sports.
6. Only student participants from the protesting team are eligible to protest. Players not on

the team's roster, fans, etc. cannot advocate on behalf of the team.

ELIGIBILITY

1. General Eligibility - To participate in SportsFest, the player must be a full time undergraduate student.
 - a. To participate for a Residential College, one must reside in that area, be an undergraduate student and/or a desk assistant (desk assistants have the option to play for their assigned location or their residential area.) During a room change, a player is only eligible to play for the residential college in which they are recently checked into. Graduate students will play for the same Residential College as their graduate assistantship assignment.
2. Varsity Athletes - Students whose names appear on an official intercollegiate varsity or junior varsity squad list (i.e. practice squad) on the day of the first played scheduled intercollegiate game, for that related sport, shall be ineligible to compete in that sport or a related sport for a period of one year.
3. Club Sports - Club sport members are eligible to participate in **all** events, including events related to their respective sports. Teams are allowed to have an unlimited number of club sports participants on their roster.
4. For any questions regarding eligibility, contact the appropriate Area Director or Stakeholder Advisory Board.
5. Any participant that is currently suspended in intramurals will not be allowed to participate in SportsFest.

CONCUSSIONS

Any participant who exhibits signs, symptoms, or behaviors consistent with a concussion, such as loss of consciousness, headache, dizziness, confusion, or balance problems, shall be disallowed from further participation in any intramural contest. Once such a determination has been made by any Wellness Center Staff or Intramural staff member, such injured participants may not return to participate in any intramural activity for the remainder of the day or night and are advised to seek professional medical attention. The approval of a medical professional to return on the same day or night shall not override this provision.

PENALTY POINTS

Teams/Areas will be assessed penalty points for the following infractions:

1. Failure to attend mandatory team captains meeting--100 point team penalty.
2. Forfeit of a first round scheduled game or a timed scheduled event—15-point team penalty.
3. Failure of a volunteer to attend a scheduled assignment—100-point team penalty.
4. Volunteer showing up 5 minutes late or more -- 25 point team penalty.
5. The advisory committee may assess penalty points, ranging from 15-100, to teams/areas for various other violations, such as misconduct, eligibility, illegal equipment, etc.

ROSTER

Each participant must be included on an official roster to participate in any event. **Once a person plays for one team they are committed to that team for the rest of the competition and may not play for another team.** If a person is found participating for two or more teams, that person may be eliminated for the remainder of the competition. The Director of Recreational Sports and/or the Assistant Director of Intramurals will rule on this issue on an individual basis. Points will count only for the first team for which a player participates. Every player on the roster must play in at least one event or the team will be penalized 100 points per player not playing. **Each player must wear their team's shirt at all times during games.**

The maximum number for a team is 30. Additions must be made on IMLeagues. All Area Directors and/or Faculty in Residence, or equivalent for teams are responsible to check eligibility, approve team names, and to sign and submit all rosters by the deadline.

VOLUNTEERS

It is **mandatory** that each **team** supply 1 volunteer to the designated time and place during the competition. These times and places will be given at the mandatory captains' meeting. The volunteers will be asked to perform various duties. They do not have to appear on his/her respective team roster. Volunteers do not have to live in any respective college to volunteer for an activity and different teams may use the same volunteers. The volunteer may not participate in any event during the period that he/she has been assigned to work. They must report directly to their event to receive credit.

STAKEHOLDER ADVISORY BOARD

The advisory board shall pass judgment on all discrepancies and disputes such as protests on eligibility during any event. Any decision made on any matter will be final.

Any protest related to the events such as rules will go in front of the Assistant Director of Recreational Sports and/or Director of Recreational Sports Programs.

OPENING CEREMONIES/TORCH LIGHTING/PEP RALLY

Opening ceremonies will take place at the Lake Patio on Thursday February 13th. The ceremony will begin at approximately 9:00pm. The torch run will begin at the Herbert Wellness Center. The run will have areas for each college reps to run with the torch and end at the Student Activities Lake Patio Stage by the UC Pool. The main caldron will be lit for the entire weekend and extinguished at closing ceremonies. The run will be led by the previous year's winner of the HRL SportsFest trophy.

Your participation in the opening ceremonies will make this a very exciting part of the entire program. Enthusiasm from teams and residential areas will be noted for scoring of the sportsmanship & spirit awards.

CLOSING CEREMONIES

The awards ceremony will begin immediately after the tug-of-war competition on Saturday on the IM Fields. During closing ceremonies, awards will be presented to the first, second, and third place teams. The Faculty in Residences' trophy will be presented to the Faculty in Residence, Residence Coordinator, Team Captains, and SportsFest Committee representatives from the winning college. Sportsmanship & spirit awards will be voted on by the intramural staff

and presented with prizes to the teams that display the most sportsmanship and the ones that show the best spirit throughout the competition.

SCORING SYSTEM

The scoring system will determine (1) the overall college winner, (2) the first, second, and third place teams, (3) the winning team in each event, (4) winning team for sportsmanship and spirit will also be selected by vote of the intramural staff.

The overall champion is the team who scores the most points.

Below is the scoring breakdown:

In each of the bracketed sports, teams will be scored per their place of finish. The first place team will receive 100 points, the second place team 90 points, third and fourth 75 points, and fifth through eighth will receive 45 points. Teams losing in the first round will receive 5 participation points and the winning team will receive 10 points. Teams losing in the second round will remain at 10 points and the second round winning teams will receive 15 points. This process will continue as needed until the final eight teams remain.

In all of the other sports, teams will be scored on a sliding scale of 100 points. The first place team will receive 100 points, the second place team will receive 90 points, and third place 80... and the ninth place team 20 points. All other teams who complete the event receive 10 points.

For all HRL teams, the overall college ranks will be based on the formula below for the total college championship score for bragging rights and for HRL SportsFest Trophy.

College Average + (Overall College's Average Score x Participation%) = Overall Score

College average is calculated by finding the sum of the scores of each individual team within a college added with the volunteer bonus of 100 points.

Overall college average score will be based on the sum of all the college's averages then divided by the number of Residential Colleges that participated.

AWARDS

Team members from the first, second and third place individual teams will be presented with these awards at closing ceremonies:

1st- Jacket

2nd- Duffle Bag

3rd- Shirt

There are two recognitions for teams that display the most spirit and sportsmanship.

- Spirit Overall Team Travel Trophy (All)
- Parsons Team Sportsmanship Traveling Plaque (All)

Each of the event winners will also be recognized and given engraved glasses. Only the maximum participant number will be given for winning an event. A circulating trophy will be presented to the Faculty in Residence, Area Director, Team Captains, and SportsFest Representatives from the winning college. This trophy will be displayed for the entire year in

the winning college.

SUGGESTIONS FOR TEAM CAPTAINS

1. Make sure that you have enough members on your team to compete in all the events.
2. Attend all required meetings.
3. Appoint a team co-captain to assist with your team and event captains for each sport.
4. Be organized and know exactly who is participating in what event and at what time.
5. Remember, all events are scored equally, so try to get as many people involved as you can.
6. Make sure all players get to their events on time because **GAME TIME IS FORFEIT TIME, NO EXCEPTIONS!!**
7. Understand the point system.
8. Make sure your team gives the utmost respect to supervisors, all officials, and volunteers.
9. All activities held inside of the Wellness Center require non-marking shoes, and a valid Cane Card.

SPORTSMANSHIP

In an effort to increase the emphasis on sportsmanship of SportsFest competition, teams showing repeatedly poor sportsmanship may, at the discretion of the Faculty in Residence, AD, Director of Recreational sports, or Assistant Director of Intramurals, be withdrawn from competition. Throughout the competition, the supervisors of the events will give any and all sportsmanship complaints directly to the Assistant Director of Recreational Sports. They will report repeated or egregious complaints to the appropriate Residential College or delegation. They will also meet with the team involved.

In the event of egregious unsportsmanlike conduct, the appropriate delegation for the area will withdraw the team from the SportsFest competition. Should a team be withdrawn from the competition, the team/college will keep all points earned but will be withdrawn from all future events and will be ineligible to win first, second, or third place, as well as the Sportsmanship Award.

Teams scheduled to play the withdrawn team in the first round of any event will automatically receive a "BYE" and will receive 10 points (5 for participating, 5 as though they had won their first round game) just like any other first-round winner. A withdrawn team will still count toward a college's participation points, as the goal is not to be punitive but rather to proactively avoid further issues with the team.

It is necessary for the successful operation of the program that individuals and teams display proper conduct in all instances. The following may be considered as evidence of unsportsmanlike conduct:

1. Fighting
2. Profanity
3. Unnecessary delay of game
4. Shoving or striking another participant
5. Arguing with the officials or supervisors
6. Abusive language or remarks to anyone

If a player is ejected from any event, he/she also may be ejected from the remainder of the SportsFest.

All areas are committed to supporting sportsmanship, integrity, and healthy competition. To this end, it is important that all SportsFest team names and banners are reflective of that spirit.

The Residential Halls has formed a committee that will approve all team names and shirt designs to help avoid any issues prior to SportsFest.

Reminder: All rules serve as an addendum to the *Intramural/Special Events Rules* which can be found on our website: www.miami.edu/wellness/intramurals

All SportsFest rules and time frames are subject to change by the on-site IM supervisor or IM staff if necessary. The SportsFest staff (supervisors, officials, committee, etc.) has the right to end a game if bad behavior is exhibited.

Officials are students like you that are giving up their free time to run this event, so give them the respect they deserve!

BASKETBALL

Location: Wellness Center, Outdoor Courts

Time: Saturday, February 15, 10:00 am.

Participants: Three participants (5 max & 3 minimum)

Format: Single elimination tournament

Rules:

1. Each game consists of 10 minutes, running time, or the first team to score 15 points. During the last two minutes, the clock will stop on all whistles.
2. There will be no time limit during the semifinals and finals.
3. One official and a scorekeeper per contest. The competition will be officiated for all rounds.
4. The 3-point rule will be used. A regulation field goal will count as 2 points.
5. All technical fouls are an automatic two points and loss of the ball.
6. Two unsportsmanlike technical fouls on any team will result in forfeiture of the contest.
7. Fouls are the same as regular basketball where non-shooting fouls are checked at the top of the key and shooting fouls receive 2 foul shots.
8. The bonus will take effect on the fifth team foul, except a player control foul which is always checked or a shooting foul where they shoot 2 shots. On all free throws, the ball is live on the last shot. If made, the opposing team will check the ball at the top of the key.
9. Overtime will start with the flip of a coin to determine possession. Overtime is 3 minutes running time. During the last 30 seconds of overtime, the clock will stop on every whistle.
10. On every change of possession, the ball must be taken back anywhere around the 3 point line.
11. One time-out per team per game and does not carry over. In overtime, each team will get 1 timeout.
12. No make it, take it rule.
13. All other IM Basketball rules will apply.
14. 11. If players agree, they can use any size football. IF teams cannot agree, games will be played with a 28.5 ball.

BATTLESHIP

Location: Wellness Center, Pool

Time: Friday, February 14, 4:00 p.m.

Participants: Three participants (Max 3 & 3 minimum)

Format: Single elimination tournament

Rules:

1. Each team is required to have exactly 3 people in the canoe. Any less than 3 players will be considered a forfeit due to an unfair advantage of weight difference in the canoe.
2. The game will be played between 3 teams at once.
3. This event is a bracketed event where the top team advances.
4. Wearing proper swim wear will be enforced.
5. Boat shoes or sandals are permitted and recommended. Tennis shoes and boots are prohibited.
6. Goggles are strongly recommended, but not mandatory.

Note: Prepare to get soaked and dress appropriately.

7. Each player may have one bucket inside the canoe. Protective eyewear is strongly recommended, especially for those that wear contacts. Buckets will be provided by the SportsFest committee

8. Any special circumstances not covered in the rules will be handled appropriately by the site supervisor in determining the proper ruling.

9. Participants will climb into their respective canoes from the edge of the pool while the canoes are in the loading zones of the pool.

10. The site supervisor will survey all canoes for proper equipment and all make sure all safety requirements are met.

11. After canoes have been inspected, they will be spread out evenly throughout the battle waters of the pool. The site supervisor will blow the whistle and the battle will begin.

12. Teams may engage in battle as soon as the whistle has blown.

13. Each team will take their buckets and try to sink other canoes with water. In order to move around in the pool, teams must use their hands or buckets.

14. Up to 3 canoes can be in the pool at once. The battle area will be condensed at different points in the competition. The Supervisor will bring the lanes in and instruct boats to move as they set the new boundaries, (play may be stalled for boats to reposition).

15. If a boat sinks while play is dead, the boat is still out

16. One bucket of water will be added to a team's boat for each bucket that is returned to them. Gameplay will continue as this occurs.

17. Boundary Resetting:

- 1st Time: 1st Boat has sunk or 5 minutes have expired
- 2nd Time: Two boats are remaining or 10 minutes have expired
- 3rd Time: 4 minutes have elapsed (Repeat until winner is declared)

18. Penalties

a. Throwing water from inside the canoe out into the pool or in other canoes.

Penalty: The team committing the foul must fill up all of their buckets and pour it into their boat as a warning. The next offense will be disqualification.

b. Intentionally making physical contact with any member or equipment from another team to keep them from attacking or defending.

Penalty: Disqualification

c. Once your canoe has been sunk or your team has been disqualified, you must get out of the canoe and guide it to the loading zone of the pool.

d. No throwing of buckets

e. If a player falls out of a boat or leaves the boat at any time, that boat will be disqualified

f. Any attempt to hinder another team after your canoe has been sunk will result in an ejection for all players involved.

Note: SportsFest Administrators can add weight and/or buckets of water if a matchup is having difficulty in sinking at a normal rate.

DODGEBALL

Location: Wellness Center, Outdoor Courts

Time: Saturday, February 15, 3:00 p.m.

Participants: Six participants (6 max & 4 minimum)

Format: Single elimination tournament

Rules:

1. Each match will consist of one 7-minute period. Each team will have one time-out per match and at the end of the time; the team with the most players left will be the winner. Overtime is sudden death.
2. A match will begin with 6 players per team at their end line and 6 balls placed at the centerline, 3 each on both sides of midcourt. At the whistle, players will run to the balls that are on the right side of midcourt. The balls they retrieve must be taken behind the attack line before thrown at opponents.
3. Officials' ruling are final and cannot be protested.
4. A player shall be "out" if they are hit by a live ball from the shoulders down (including the participant's clothing), if a player ducks and this motion causes the ball to hit them in the head they will be considered "out". If a thrown ball is caught by an opponent, if they use a held ball to deflect a thrown ball and they drop the held ball they are "out".
5. If one team possesses all the balls, they must make an effort to get at least one ball across the attack line within 5 seconds. First violation results in a stoppage of play and the balls distributed evenly. Second is a FREE THROW for the opposing team, which means the thrower is given an unobstructed throw at their opponents without risk. Third is an ejection of one player.
6. Balls that are returned by volunteers will be placed on the back end line where it exited from.
7. Players who are ruled out are required to sit off to the side until the game is over.
8. All spectators will only be allowed on the track upstairs.
9. All other IM Dodgeball rules will apply.

FLAG FOOTBALL

Location: IM Fields + IPF

Time: Saturday, February 15, 4:30 p.m.

Participants: Seven participants (7 max & 5 minimum)

Format: Single elimination tournament

Rules:

1. Each game will consist of one 15-minute period. The last two minutes, there is a controlled

- clock.
2. Team possession will begin at the 10 yard line after a score. After an interception, the team will begin where they returned the ball. The other situation would be they will have the ball where they stopped the other team on 4th down.
 3. If teams are tied after regulation, an overtime period consisting of 3 downs per team will take place from the opposing team's 10-yard line with the team scoring the most points will win.
 4. One official will be provided per contest.
 5. The field dimensions are 60x35 yards. Two 10-yard end zones, midfield is the 20 yard line.
 6. First downs are at midfield.
 7. Each team will have 1 timeout per game.
 8. Extra points will be as follows:
 - 1 point = 3 yard line
 - 2 points = 10 yard line
 - 3 points = 20 yard line
 9. The coin toss will determine possession and/or direction of play.
 10. All other IM Flag Football rules will apply.
 11. If players agree, they can use any size football. IF teams cannot agree, games will be played with a youth ball.

JUST DANCE

Location: Wellness Center, Multi-room B
Time: Saturday, February 15, 12:00 p.m.
Participants: 1 participant (1 max & 1 minimum)
Format: Single elimination tournament

Rules:

1. The game will be played between 4 players at once (1 player per team), and will play random songs selected by the site supervisor. This event is a bracketed event where the top 2 scores advance.
2. "Bad Romance" by Lady Gaga will be played in the finals.
3. Must play with controllers provided by SportsFest Committee

KICKBALL

Location: IM Fields
Time: Saturday, February 15, 2:00 p.m.
Participants: Nine participants (9 max & 7 minimum)
Format: Single elimination tournament

Rules:

1. Each game will consist of 3 innings or the last inning must at least begin before 20 minutes.
2. A minimum of 7 participants are needed to begin. If playing less than 9 players then no defensive pitcher is required.
3. Teams will pitch to their own team with each kicker to receive two pitches to hit a fair ball.

4. **SLIDING IS NOT PERMITTED.** Sliding is defined as sliding into a base. If a runner overruns a base and attempts to reach back, that is NOT a slide. Sliding to avoid being tagged is considered an 'out'.
5. A base runner is 'out' if hit by a thrown ball, below the shoulders, while going to base.
6. All games will have one official.
7. No intentional bunting is permitted. The batter must make a legitimate attempt at striking the ball forcefully. The ruling of the official will be final.
8. The kicker must kick from behind a painted arc in front of the home plate, if 1 foot is completely over the line they will be called 'out'.
9. There is no stealing or leading off the base until the ball is kicked. Also tagging up is allowed.
10. All positions must be played by defensive players and stacking the infield is prohibited, if teams have 9 players, they must begin playing all the positions until the ball is kicked including the catcher.
11. No infield fly rule.
12. While tagging up, the runners may advance on a fly ball after the 1st touch of an attempted catch by a fielder.
13. If the pitcher (for the kicking team) is hit by a kicked ball an out will be declared.
14. If the runner is hit by a kicked ball before a fielder other than the pitcher has a chance to field the ball, they will be declared out and all other runners retreat to their original base and kicker is awarded 1st base.
15. There will be no re-entries on all substitutions.
16. Each team will submit a line up to the official prior to each game. (Provided in the manual.)
17. A double bag will be used at first base for the batter/runner to run through. The batter/runner will run through the orange bag on the right of the base path and the 1st baseman will use the white base on the left side of the path. If rounding first base, they must touch the white base of the bag. **Exception:** If a runner was running through the orange bag and then a overthrow occurred.
18. All normal IM softball rules will apply.

KNOCKOUT

Location: Wellness Center, Main Gym
Time: Saturday, February 15, 9:00 a.m.
Participants: One participant (1 max & minimum)
Format: Elimination

Rules:

1. This game is started with one participant from every men's and women's team competing against each other.
2. The contest will be officiated.
3. Two basketballs will be given to the line formed at the free throw line and the game will begin. The first player shoots and as soon as they release their shot, the next person may shoot. If the player makes a shot before the person in front of them, they knock that player out of the contest.

4. Players will be start by alternating areas (no teams will be playing behind each other.)
5. The site supervisor may reset the line at any given time.
6. At no time can a player intentionally bat or hit an opponent's ball away from them. If the official determines contact was made intentionally, that player will be eliminated. If the team is already eliminated, they will receive a penalty of 15 points.
7. Once the player makes the shot, they throw the ball back to the next player in line with a good pass and return to the end of the line.
8. Players who are ruled out are required to sit at the baseline until the game is over.
9. Should the ball get stuck, then the line will reset.
10. All spectators are not allowed on the courts. They will be able to watch from the track on the third floor.

MARIO KART (Switch)

Location: Wellness Center, Multi-room B

Time: Friday, February 14, 6:30 p.m.

Participants: 1 participant (1 max & 1 minimum)

Format: Single elimination tournament

Rules:

1. The game will be played between 4 players at once (1 player per team), and will play in random stages selected by the site supervisor with a time limit of a 5 minute game.
2. This event is a bracketed event where the top 2 teams advance.
3. The Rainbow Road Track will be played in the finals.
4. Players will be able to choose their characters each game based on the number they have drawn prior to play.
5. Must play with controllers provided by SportsFest Committee

MUSICAL CHAIRS

Location: Wellness Center, Multi-room B

Time: Saturday, February 15, 2:30 p.m.

Participants: 1 participant (1 max & 1 minimum)

Format: Single elimination tournament .

Rules:

1. Chairs will be arranged in a circle, with one fewer chair than the number of participants.
2. Participants will walk around the chairs while music plays.
3. When the music stops, everyone must find a chair to sit in.
4. The participant left standing without a chair is eliminated from the game.
5. After each round, one chair will be removed before the next round begins.

6. If there is a tie (two people sitting on a chair), the intramural supervisors will determine who sat first OR replay that round
7. The game continues until only one participant remains, who will be declared the winner.
8. **Absolutely no pushing, shoving, or grabbing/removing chairs** is allowed to secure a chair; any aggressive behavior may result in disqualification.

PICKLEBALL

Location: HWC Tennis Courts

Time: Friday , February 14, 2:30 a.m.

Participants: Two participants (2 max & 2 minimum)

Format: Single elimination tournament.

Rules:

1. Games will be self officiated
2. Points are scored only by the serving team.
3. Games will be played to 9 points, win by 2 OR 20 minute cap. The team who has more points at the end of the 20 minutes win the set/game
4. The non-volley zone is the court area within 7 feet on both sides of the net.
5. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
6. It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.
7. It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
8. A player may legally be in the non-volley zone any time other than when volleying a ball.
9. The non-volley zone is commonly referred to as "the kitchen."

SOCCER

Location: IM Fields

Time: Saturday, February 15, 9:30 a.m.

Participants: Five participants (10 max & 4 minimum)

Format: Single elimination tournament.

Rules:

1. The field is 60 x 35 yards.
2. Teams cannot use a goalie.
3. A game is 15 minutes long, running time.

4. In case of a tie, the most goals scored in an alternating 4 person shoot-out wins. On and after the 5th penalty kick, all kicks will be taken from the opposing teams' goal box line.
 5. Shoot-out attempts will take place from mid field with no goalie. If the score remains tied after the first shoot-out, a sudden death will take place where the first unanswered goal wins. TO PARTICIPATE IN THE SHOOT-OUT, A PLAYER MUST BE ON THE FIELD AT THE END OF REGULATION.
 6. If overtime is needed in the championship game, there will be a 3-minute overtime session before the shootout.
 7. There will be no goalies and a box, 2 yards deep and 4 yards wide in front of the PVC goals will be used as the goalie box. No player, offense or defense will be permitted to touch anything inside the box at any time. Penalty for entering the box, offense = goal kick, defense = penalty kick.
 8. **No Slide Tackling.** The penalty for the first offense of slide tackling is a yellow card. The second team offense is another yellow card and penalty kick from midfield with no goalie.
 9. If a team delays the game by intentionally and excessively kicking the ball out of bounds, cause for a yellow card. If less than 2 minutes remain, it is cause for a yellow card and penalty kick for the opposing team. Judgment is made at the discretion of the officials.
 10. Players do not have to be temporarily removed from the field of play if they receive a yellow card.
 11. If, at any time, a defender steps inside the goalie box, it will result in a penalty kick.
 12. Penalty kicks are taken from mid-field.
 13. All goal kicks are to be considered a direct kick.
 14. Only soccer cleats and tennis shoes are allowed to be worn.
- All other IM Soccer rules will apply.

TUG-OF-WAR

Location: IM Fields

Time: Saturday, February 15, 7:30 p.m.

Participants: 7 participants (7 max & minimum)

Format: Single elimination tournament.

Rules:

1. Wrapping of the rope, hiking boots or cleats will not be permitted. Shoes should be cleared with DWR staff if in doubt.
2. The top 8 teams will participate. Teams will be announced alphabetically prior to the start of the event. Matches will be determined by the seeded standing going into this event.
3. A coin toss or rock paper scissors will determine what side teams will pull from.
4. In an event that there is a tie, the following will be the tie breaker:
 - a. The team with the most top 3 finishes in each event.
 - b. If there is still a tie it will go to the top 4 finishes, then top 5, etc. until the tie is broken.
5. Team members cannot stand inside the loop at the end of the rope nor hold on the knot at the

end of the rope.

6. Team members must alternate sides.

7. Gloves that are provided by SportsFest will be allowed to be worn.

ULTIMATE FRISBEE

Location: IM Fields
Time: Friday, February 14, 8:00 p.m.
Participants: 5 participants (7 max & 4 minimum)
Format: Single elimination tournament

Rules:

1. The field is 60x35 yards with 20-yard end zones.
2. The winner of each game will be the first to score 5 points or the team winning after 15 minutes running time. If time expires during play, the team must play through their point even though there is no time left. If overtime, a sudden death session will take place with the first to score winning.
3. A coin flip determines who will receive. Both teams begin behind their goal line and the disc is thrown toward the receiving team. If the kickoff is dropped, the receiving team retains possession.
4. A point is scored when the offense is in control of the disc inside their opponent's goal line.
5. There will be a 10-second stall rule.
6. The disc may never be handed, always thrown.
7. No player may move while in possession of the disc. He/she may pivot on one foot.
8. The disc may be thrown in any direction.
9. No more than one person may guard a thrower.
10. The defensive team gains possession of the disc whenever the offensive team's pass is incomplete, intercepted, knocked down or goes out-of-bounds.
11. Out-of-bounds throws are taken over by the opposing team at the point where the disc goes out. If the disc goes out after crossing the goal line, the opposing team may throw in from either corner of the end zone at the goal line.
12. Defense must stay one frisbee length away from the thrower at all times.
13. On a Team A throw, if a disc in flight hits any part of the receiving teams' body or hits the ground, it is a turnover.
14. Substitutes can only enter after a score.
15. All games will be self-officiated and any disputes should be taken to the on-site IM Supervisor.
16. All other IM Ultimate rules will apply.

VOLLEYBALL

Location: Wellness Center, Main Gym and Centre Court
Time: Friday, February 14, 6:30 p.m.
Participants: 6 participants (8 max & 4 minimum)
Format: Single elimination tournament

Rules:

1. One official per court will be provided.
2. A match will consist of one game to 21 points rally score, win by 2 with no limit. (You do not

- need to serve to win the match.)
3. Teams will switch sides after one team reaches **10 points**. (Reminding the official is your responsibility)
 4. Serves are allowed to be set and they may hit the net and be in play.
 5. All other IM Volleyball rules will apply.
 6. Nets will be set to the intramural “women’s” height.

SportsFest 2025

Thursday – February 13

Torch Run – Osceola Lake

Opening Ceremonies – UC Patio

Friday – February 14

4:00pm Battleship – Wellness Center Pool (3 max & 3 minimum)15 min/4.5 hrs

6:30pm Mario Kart Multi B 1 participant (1 max & 1 minimum)5 mins/.5hrs

Volleyball–WC Main Gym/Centre Court 6 participants (8 max & 4 minimum)15 mins/1.5 hrs

8:00pm Ultimate Frisbee – Intramural Fields 5 participants (7 max & 4 minimum) 15 min/1.5 hrs

Pickleball–Pickleball Courts 2 participant (2 max & 2 minimum) 15 min/1.5 hrs

Saturday – February 15

9:30am Soccer – Intramural Fields 5 participants (10 max & 4 minimum)20 mins/1.5 hrs

Knockout – Outdoor Courts 1 participant (1 max & minimum) 30 mins

10:00am Basketball – WC Main Gym/Centre Court 3 participants (5 max & 3 minimum)15 min/1.5 hrs

12:00pm Just Dance- Multi B 1 participant (1 max & 1 minimum)5 mins/30 minutes

2:00pm Kickball – Intramural Fields 10 participants (12 max & 8 minimum) 20 min/2 hrs

2:30pm Musical Chairs- Multi B 1 participant (1 max & 1 minimum)5 mins/30 minutes

3:00pm Dodgeball – WC Main Gym 6 participants (6 max & 4 minimum) 10 mins/1.5 hrs

5:00pm Flag Football – Intramural Fields 7 participants (12 max & 5 minimum)20 mins/2 hrs

7:30pm Tug-of-War – Intramural Fields 7 participants (7 max & minimum)

8:00pm Closing Ceremonies – Intramural Fields