

Res Fest Fall 2022
Informational Handbook



HOUSING AND
RESIDENTIAL EDUCATION
2022

Sponsored by:
Housing & Residential Education
&
Campus Recreation

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1.0 LIST OF EVENTS

1. Tug of War
2. Basketball 3v3
3. Dodgeball
4. Volleyball
5. Flag Football
6. Super Smash
7. Ping Pong

2.0 INTRODUCTION

Welcome to the Fall 2022 Res Fest! Residential Education and Campus Recreation is continuing a long-standing campus tradition that brings students together in the spirit of healthy competition and sportsmanship in our effort to create a flourishing on-campus community. The main focus of the event is to build community within and between the seven residence halls at the Boca Raton campus at Florida Atlantic University.

3.0 ORGANIZATION OF RES FEST

Housing staff as well as Campus Rec staff work alongside each other to host this event with an attitude of respect. Given that a number of people are involved in the creation and implementation of Res Fest, it is important that all involved understand the roles and responsibilities of the various constituents. Based on past experience and current feedback, the following description of roles and responsibilities is provided.

4.1 RESIDENCE HALL

Each residence hall will be responsible for the following:

- Organizing team members on rosters and submitting those rosters in a timely manner via IMLeagues.
- Establishing team captains for each event

4.2 RES FEST COMMITTEE

Responsibilities of the Res Fest Committee will include:

- Selection of awards / trophies
- Establish the number and kind of events

4.3 CAMPUS RECREATION

- Scheduling and reservation of events and venues
- Providing supervisors and officials for events
- Establishing rules and regulations for all Campus Recreation events

The Res Fest Committee and appointed designees will also serve as an advisory committee and shall pass judgment on all discrepancies and disputes such as protests on eligibility during any event. Any decision passed by this panel on any matter will be final and contestation of judgements or decisions may result in loss of points or disqualification from competition.

4.4 ELIGIBILITY

Students may only participate on teams from the Residence Hall where they reside. If a team is found to contain a participant from another Residence Hall, that team will be eliminated from competition.

Housing Staff will be present to confirm eligibility for each team participant.

Commuter Students are permitted to participate on ANY Residence Hall Team. However, there is a maximum of two (2) per team.

5.0 IMPORTANT PHONE NUMBERS/INFORMATION

Campus Recreation: 561-297-0591

Housing and Residential Education: 561-297-2880

Boca Raton Housing Website: <https://www.fau.edu/housing>

Campus Recreation Contact: Gresh Urbanowski, *Coordinator - Sport Programs*

Residential Education Contact: Robert Mooney, *Assistant Director for Academic Initiatives & Assessment*

5.1 IMPORTANT DATES

1. Roster entry deadline: Thursday, August 29 @ 11:59 PM via IMLeagues.com/fau

6. 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.**

6.1 INCLEMENT WEATHER

Points shall be determined and awarded to all teams by the latest round completed. Calling of games will be made by the IM Supervisor on site. It will be called if it is determined that the participant's safety or the field conditions are threatened. If an event is called, there may be no substitutions of another sport to accommodate the cancellation.

6.2 PROTESTS

There shall be no protest allowed on judgment calls by event officials. 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. The opposing team cannot resume a play in which to avoid the protest being made by the other team. Officials shall not resume play once notified of a protest. If the team does not immediately notify the official and supervisor of the team's intent to protest, the team waives all rights to protest on that call. Protests will be resolved by IM Supervisor/Campus Recreation personnel.

6.3 SUBSTITUTIONS

For each event, the total number of participants allowed in the game at one time is listed. Additionally, maximums and minimums are also listed. For example, the total number of participants allowed to play basketball at one time is 3, however the maximum number of players is 5 and the minimum number is 3. This means that there must be at least 3 people for the team to play, but 2 additional players are allowed to serve as substitutes during the game.

Teams are only able to substitute players who are currently participating in the game or between rounds. For example, if the maximum number of players permitted on a team for basketball is 5, 3 players will begin play, only the other two players also present during that round are able to serve as substitutes for that particular round. Upon completion of that round, teams may change their roster or line-up for the next round. Once substitutions are made and the next game has begun, only the new 5 players will be eligible substitutes for that match. Certain sports may modify these rules as needed and will be communicated during the event.

6.4 ELIGIBILITY

1. General Eligibility - To participate for a residence hall, one must reside in that building, unless otherwise approved or accommodated for by the Res Fest Committee. Included are all undergraduate students, RAs, and student assistants living on campus. During a room change, a player is only eligible to play for the residence hall in which they are recently checked into.
2. For any questions regarding eligibility, contact the Governing Board and a decision will be made. If they have played in an event without receiving prior approval, the team is responsible for any deduction in points or forfeitures.

7. PENALTY POINTS

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

1. Forfeit of a first round scheduled game or a timed scheduled event—15-point team penalty.

2. 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.

7.1 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 that sport and may not play for another team.** To participate for a residence hall, one must reside in that building unless otherwise approved by the Res Fest Committee. If a person is found participating for two or more teams or participating without permission, that person may be eliminated for the remainder of the competition and the team penalized. The Res Fest Committee will rule on this issue on an individual basis. Points will count only for the floor for which a player resides. Every player on the roster must play in at least one event or the team will lose points equal to the fraction of individuals not playing but were on the roster relative to the total number of people on the roster. **Each player must wear their team's shirt at all times during games.**

8. OPENING CEREMONIES

Opening ceremonies will begin promptly at 5:00 PM on Friday, September 2nd at the Housing Lawn. Teams from each building are requested to meet in the lobbies of their building and proceed to the opening ceremonies as a building. Your participation in the opening ceremonies will make this a very exciting part of the entire program, so please encourage all members to attend.

8.1 CLOSING CEREMONIES

The awards ceremony will begin immediately after the Tug of War Competition at the Housing Lawn on Saturday, September 3rd. The Overall Winning Residence Hall Award (building with most overall points) will be presented at this time.

9. SCORING SYSTEM

The scoring system will determine the overall building winner.

Point Breakdown:

- Each building is required to field a team for each event.
 - If a building does not have enough interest to field a team for an event.
 - Then that building will receive 0 points for the teams not competing.
 - If a team signed up to compete in the event and did not show up, then the building will receive a 50 point deduction.
- For each event the top 5 teams will receive the following points for their building based on their place on the bracket:
 - 1st: 100 Points
 - 2nd: 90 Points
 - 3rd: 80 Points
 - 4th: 70 Points

- 5th: 60 Points

9.2 SUGGESTIONS FOR TEAM CAPTAINS

1. Make sure that you have enough members on your team to compete in all the events.
2. Be organized and know exactly who is participating in what event and at what time.
3. Remember, all events are scored equally, so try to get as many people involved as you can.
4. Make sure all players get to their events on time because game time is forfeit, no exceptions.
5. Understand the point system.
6. Make sure your team gives the utmost respect to supervisors, all officials, and volunteers.

9.3 SPORTSMANSHIP

In an effort to increase the emphasis on sportsmanship of Res Fest competition, teams showing repeated poor sportsmanship may, at the discretion of the Governing Board, be withdrawn from competition. Throughout the competition, the IM Staff will give any and all sportsmanship complaints directly to Housing Staff. They will then report repeated or egregious complaints to a Team Captain from that team so that it is addressed.

In the event of egregious unsportsmanlike conduct (Repeat violations from individuals after a warning), the staff for the area will withdraw the team from the Res Fest competition.

The following may be considered as evidence of unsportsmanlike conduct:

1. Fighting
2. Profanity
3. Intentionally Abusing Rules
4. Shoving or striking someone
5. Arguing with the Intramural Sports Staff
6. Abusive language or remarks to anyone
7. Taunting

If a player is ejected from any event, he/she also may be ejected from the remainder of Res Fest. The Halls are committed to supporting sportsmanship, integrity, and healthy competition.

All Res Fest rules and time frames, policies and prizes are subject to change by the Governing Board, or the Res Fest Committee. The Res Fest staff (supervisors, officials, committee, etc.) has the right to end a game if bad behavior is continually exhibited. Officials are students and staff like you that are giving up their free time to run this event, so please give them the respect they deserve.

10. SCHEDULE OF EVENTS

Res Fest Schedule	Day 1 (9/2)	Day 2 (9/3)		
8:00 AM		Flag Football 7 v 7 (Turf Field)	Sand Volleyball 4 v 4 (Beach Volleyball Complex)	Super Smash 32 Players (E-Sports Arena)
9:00 AM				
10:00 AM				Pingpong 16 Players (E-Sports Arena)
11:00 AM				
12:00 PM		Break		
1:00 PM		Basketball 3 v 3 (Rec Center)	Dodgeball 6 v 6 (Rec Center)	
2:00 PM		Break		
3:00 PM				
4:00 PM		Tug of War 8 v 8 (Housing Lawn)		
4:30 PM				
5:15 PM	Closing Ceremony (Housing Lawn)			
6:00 PM	Opening Ceremony (Housing Lawn)			
7:00 PM				
8:00 PM				

11. EVENT RULES AND GUIDELINES

SUPER SMASH BROTHERS

1. Tournament Rules

1.1 Set Length

- All tournament sets will be “best of three” games, until the Top 8 at which point tournament sets will be best of 5 games. Rules below do not change between these two set formats.

1.2 Character/Stage Pick Procedure

- Players will begin their set by first performing a double-blind character selection. After characters have been selected, players will begin striking stages.

1.3 Stalling

- Stalling by intentionally making the game unplayable or delaying the play of a set is banned, and this will be judged at the discretion of tournament staff. Stalling will result in a forfeit of the game for the player that initiated the action.

1.4 Self-Destruct Moves

- If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs, a standard sudden death playoff game applies (see 1.8).

1.5 Sudden Death

- If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1 stock tiebreaker will be played with a 3 minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death game, this process is repeated.

1.6 Disqualification Timers

- Players are expected to report to their matches on time and automatic disqualifications will be enforced save for special circumstances (Up to TO discretion).

1.7 Collusion

- Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout/prizes(s), or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings/prize(s) to any player suspected of colluding.

1.8 Misinterpretation/Misconfiguration

- Games or sets are not to be replayed due to a misinterpretation of the rules or misconfiguration of game settings, excluding player-specific settings. Game settings should be configured according to section 2.1. It is the players' responsibility to ask the TO for any clarification of the rule set in the event of a disagreement, and the outcome of a game or set will not be changed after the fact unless under extreme circumstances. Judgment is reserved for tournament staff discretion.
- In the event players begin a game with misconfigured player-specific controls (controller settings, etc), players may not back out of a game to correct their settings once ten seconds have passed. After this time limit has passed, players must use their misconfigured settings, subject to tournament staff discretion.

1.9 Final Rulings

- If any unforeseen situations occur, the judgment of tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a stage mid-tournament that could be exploited. The stage may need to be removed from legal play for the remainder of the event.)

2. Game Rules

2.1 Game Settings

- Stock and time are set to 3 stock and 7 minutes
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: Anyone
- Items: Off and None
- First to: 1 Win
- Stage Morph: Off
- Stage Hazards: Off
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- % Show Damage: Yes
- Custom Balance: Off

2.2 Stage List

- Battlefield*
- Final Destination*
- Town & City
- Pokémon Stadium 2
- Smashville

PING - PONG

1. GAMES ARE PLAYED TO 11 POINTS

- A Game is played to 11 points. A Game must be won by two points. A Match is generally the best three of five Games.

2. ALTERNATE SERVES EVERY TWO POINTS

- Each side of the table alternates serving two points at a time. EXCEPTION: After tied 10-10 (“deuce”), service alternates at every point. Can you lose on a serve in ping pong? Yes! There is no separate rule for serving on Game Point.
3. TOSS THE BALL STRAIGHT UP WHEN SERVING
 - How do you serve the ball in ping pong? Hold the ball in your open palm, behind your end of the table. Toss at least 6” straight up, and strike it on the way down. It must hit your side of the table and then the other side. NOTE: Once the ball leaves the server’s hand it is in play, and so counts as the receiver’s point if the ball is missed or mis-hit.
 4. THE SERVE CAN LAND ANYWHERE IN SINGLES
 - There is no restriction on where the ball lands on your side or your opponent’s side of the table. It can bounce two or more times on your opponent’s side (if so, that’s your point), bounce over the side, or even hit the edge.
 5. A SERVE THAT TOUCHES THE NET ON THE WAY OVER IS A “LET”
 - Can the ball hit the net in ping pong? Yes, during a RALLY, if it touches the top of the net and then otherwise lands as a legitimate hit. BUT not when serving. If a served ball hits the net on the way over and otherwise legally bounces in play, it’s a “let” serve and is done over. There is no limit on how many times this can happen.
 6. VOLLEYS ARE NOT ALLOWED
 - Can you hit the ball before it bounces in ping pong? No. In regular tennis you may “volley” the ball (hitting the ball before it bounces on your side of the net). But in table tennis, this results in a point for your opponent. NOTE: When your opponent hits a ball that sails over your end of the table without touching it and then hits you or your paddle, that is still your point.
 7. IF YOUR HIT BOUNCES BACK OVER THE NET BY ITSELF IT IS YOUR POINT
 - If you hit the ball in a rally or on a serve and it bounces back over the net after hitting your opponent’s side of the table (due to extreme spin), without your opponent touching it, that is your point.
 8. TOUCHING THE BALL WITH YOUR PADDLE HAND IS ALLOWED
 - What happens if the ball hits your finger or hand during a ping pong rally? If the ball touches your PADDLE hand and otherwise results in a legal hit, there is no rule violation and play shall continue as normal. Your paddle hand includes all fingers and hand area below the wrist. But what if the ball touches a player’s body anywhere else during a ping pong rally? You may not touch the ball with your non-paddle hand for any reason. It will

result in a point for your opponent. BUT if your opponent's hit sails over your side of the table without touching it, and hits any part of you or your paddle, that is still your point.

9. YOU MAY NOT TOUCH THE TABLE WITH YOUR NON-PADDLE HAND

- You may touch the ball or the table with your paddle hand (after reaching in to return a short serve, for example), or other parts of your body. NOTE: If the table moves at all from your touching it during a rally, that is your opponent's point.

10. AN "EDGE" BALL BOUNCING OFF THE HORIZONTAL TABLE TOP SURFACE IS GOOD

- An otherwise legal serve or hit may contact the top edge of the horizontal table top surface and be counted as valid, even if it bounces sidewise. The vertical sides of the table are NOT part of the legal playing surface.

11. HONOR SYSTEM APPLIES TO DISAGREEMENTS

- If no referee is present during a match and the players disagree on a certain call, the "honor system" applies and the players should find a way to agree, or play the point over. Ping pong carries a tradition of fierce but fair play. Help us keep it that way!

RES FEST 3v3 BASKETBALL

National Federation of State High School Association Rules will be in effect; an abridged version including any modifications can be found below.

Location

- Games will be played at the Recreation & Fitness Center Basketball Courts.

Players

- A legal team consists of 3 players. A minimum of 2 players is needed to start the game.

Equipment

- Sport Programs will supply the game ball.
- **All jewelry of any type must be removed.** This includes, but is not limited to:
 - Cloth Bracelets
 - Necklaces
 - Earrings
 - Smart Watches
 - Rubber/Elastic Wristbands
- Head decorations, headwear, and bandannas are illegal. Only elastic headbands and hair control devices are permitted.

- Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow, upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick.

Uniforms

- Jerseys are available for use if desired by a team.
- Teams are encouraged to wear a matching color shirt, however participants are responsible for knowing who is on their team during the game, regardless of shirt color.
- All team members must wear athletic apparel appropriate for basketball.
- All players must wear athletic shoes with non-marking court soles. Hard sole shoes or sandals of any kind will not be permitted.
- Jerseys, if worn, must be kept tucked in during play.

Gameplay

- **Basics**

- **3v3 Basketball is an unofficiated sport. Teams are responsible for calling their own fouls and violations.**
 - If a foul or violation is called and the other team disagrees, teams should discuss the play and come to a consensus.
 - If a disagreement is not able to be resolved within 2 minutes, the game will be declared a double forfeit.
- All games will be played in a single half court. Both teams shoot on the same basket.
- A game of chance will begin the game.
 - The winning team will have choice of offense or defense. Teams will get to start the half on offense only once per game.
- Ball possession changes after a made basket unless a foul is awarded.
 - If a foul occurs on a made basket, the basket counts but the offense maintains possession of the ball.
- The imaginary "check line" is at or beyond the top of the 3-point line.
- To start a game/overtime, after a score or when a foul is awarded, a player must pass the ball in from the check line.
- The offensive player who checks in the ball must pass the ball after receiving it from the defense. They cannot immediately dribble or shoot after receiving the checked ball.
 - There is no turnover for dribbling or shooting a checked ball. The game should resume by re-checking in the ball with the same team still on offense.
- The defense must take the ball behind the three-point line on any play in which they gain possession. Whether or not the ball has been shot or has touched the rim does not affect this rule.

- o If the defense obtains possession and does not take the ball behind the three-point line AND then attempts a shot, the shot and any related activity will be disregarded, and a turnover will result.
 - The other team is awarded the ball behind the check line.
- o Teams are not permitted to stall the game by delaying the restart of play.
 - Intentionally stalling the game will result in a turnover.
- **Scoring**
 - o All baskets made from inside the 3-point line will count as one (1) point.
 - o All baskets beyond the 3-point line will count for two (2) points.
- **Substitutions**
 - o Substitutions may be made as needed at any dead ball situation.

Timing

- **General**
 - o A game consists of two 10-minute halves with a 2-minute half time.
 - The game clock will run continuously for the entire game.
 - o All games will begin simultaneously with the buzz of the scoreboard horn and the game time will be kept on the wall scoreboard for all games.
 - o Regular season games may end in a tie.
- **Time Outs**
 - o There will be no time outs in 3v3 basketball.

RES FEST TUG OF WAR

Location

- Games will be played at the Housing Lawn.

Players

- A legal team consists of 8 players. A minimum of 5 players is needed to start the game.

Equipment

- Sport Programs will supply the ropes.
- **All jewelry of any type must be removed.** This includes, but is not limited to:
 - o Cloth Bracelets
 - o Necklaces
 - o Earrings
 - o Smart Watches
 - o Rubber/Elastic Wristbands
- Head decorations, headwear, and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow, upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick.

- Gloves may be worn

Uniforms

- All team members must wear athletic apparel appropriate for tug of war.
- Team members are encouraged to wear shirts of a similar color.
- All players must wear athletic shoes. Sandals, Crocs, and similar footwear are not permitted.
 - Cleats are permitted but cannot be made of material with sharp edges including hard plastic or metal. Detachable cleats are not legal.

Gameplay

- **Basics**
 - At the start of each pull the rope will be centered with the flag being located at the center line.
 - Each team must have their players lined up with both hands on the rope and the rope pulled taut.
 - Players must be oriented towards the opponent at all times. Pulling the rope over one's shoulder while facing away from the opponent is not permitted.
 - Teams are not permitted to intentionally shake or whip the rope. Only pulling is permitted.
- **Scoring**
 - A point is awarded for pulling the flag over a team's line.
 - The first team to score 2 points wins.

Timing

- A game consists of best 2 out of 3 points.
- The entire game is capped at 15 minutes. Each point is capped at 5 minutes.
- If neither team has scored a point after 5 minute, the point is awarded to the team that is closest to scoring.

RES FEST FLAG FOOTBALL

NIRSA Flag Football rules will be in effect; an abridged version including any modifications can be found below.

Location

- Games will be played at either the Track & Field Complex.

Players

- A legal team consists of 7 players. A minimum of 4 players is needed to start the match.

Equipment

- Sport Programs will supply a game ball. Teams are permitted to use their own ball so long as it is consistent with the dimensions of the provided game ball.
- **All jewelry of any type must be removed.** This includes, but is not limited to:
 - Cloth Bracelets, Necklaces, Earrings, Smart Watches, Rubber/Elastic Wristbands
- Head decorations, billed hats, and bandanas are illegal. Elastic headbands and hair control devices are permitted.
- Knit caps/beanies are permitted so long as there is not any hard materials or knots on them.
- Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow, upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick.
- All equipment decisions made on site by the Sport Programs staff on duty shall be final.
- Flag belts will be provided. Tampering with the flag belt will result in an ejection.

Uniforms

- All team members must wear athletic apparel appropriate for flag football.
- All team members must wear a shirt of similar color. Pinnies will be available for use in the event that some team members arrive in non-matching colors.
- Players must wear a shirt or jersey that remains tucked in or is at least 4" above the flag belt line. Jerseys or cut-off t-shirts may not have an arm opening more than 4" below the armpit.
- **Absolutely no articles of clothing that contain pockets are permitted.**
 - Includes: pocketed shorts and hoodies
 - Zipper pockets are prohibited
 - No rolling up, taping, or stapling pockets

Exception: A participant who desires to participate while wearing pocketed apparel may do so, but must play without wearing a flag belt. They will be considered down as soon as they are tagged by an opponent with one hand between the shoulders and knees. **A participant who knowingly uses a flag belt while wearing pockets shall be called for Unsportsmanlike Conduct.**

- Clothing may not have belt loops, exposed drawstrings, or exposed metal.
- Hooded shirts must be worn with the hood tucked into the shirt.
- All players must wear athletic shoes. Hard sole shoes or sandals of any kind will not be permitted.
 - Leather, rubber, nylon or plastic cleats are legal. The cleats must be constructed of a material which does not chip or develop a cutting edge. Shoes with metal, ceramic, screw-in, or detachable cleats are not legal. The official has the right to declare a shoe unsafe.

Gameplay

- **Basics**

- o A coin toss (or game of chance) will be used to determine initial position/direction. The winner of the toss has the following options:
 - Offense
 - Defense
- o Teams may only start a half on offense once per game.
- o All games will be played on a 40-yard field with two 10-yard end zones.
- o There are no kickoffs. The ball starts at the 10-yard line to begin each half and following a score, unless moved by penalty.
- o Teams have 25 seconds to snap the ball after the ready for play whistle is blown.
- o A Team has 3 downs to reach the 20-yard line. From there, they will have a fresh set of 3 downs to score.
- o Substitutes, non-players, and spectators must remain behind the team box line and away from the end zone.
- o There are no live fumbles. The ball is dead when it hits the ground. If a ball is fumbled forward, it will be returned to the team last in possession at the spot of the fumble.
 - Exception: a fumble into the end zone results in a touchback.
- o Players need control of the ball plus one foot inbounds in order for there to be a catch.
- o Players may not strip the ball from a player in possession.
- o Players with the ball may not truck, stiff arm, or otherwise create contact with the opponent.
- **Scoring**
 - o A touchdown is worth 6 points. After a touchdown, the offensive team may elect to try for 1 point (3 yards away), 2 points (10 yards away), or 3 points (20 yards away).
 - o A safety is worth 2 points. The ball will be placed at the 10 yard line to begin the next series.
- **Mercy Rule**
 - o With 5 minutes or less remaining, if a team has a 45+ point lead the game will be over.
 - o With 2 minutes or less remaining, if a team has a 19+ point lead the game will be over.
- **Substitutions**
 - o Between downs any number of subs may replace players.
 - o Substitutions must take place on the team's sideline. Players may not run on/off the field from any other sideline or end line.
- **Special Rules**
 - o **Flag Guarding:** Runners may not flag guard by using their hands, arms, or the ball to cause contact between the runner and an opponent that denies the opponent the opportunity to remove the flag belt.
 - o **Screen Blocking:** The offense may only block without creating contact. Blockers act as screens to ward off defenders. Defensive players must go around the offensive players. Arms, hands, hips, legs may not be used to wedge or create contact with opponents.
 - o **Snapping the Ball:** The receiver of the snap must be at least 2 yards behind the line of scrimmage. The snap must be made in one continuous motion with the ball starting on the ground or orange offensive puck.

- Snaps can be made either between the legs or while standing to the side of the ball.
- **Loose Flag Belt:** If a player's flag belt falls off without being pulled. Play remains live and the player must be tagged with one hand between their shoulders and knees in order to down them.
- **Penalties**
 - All penalties other than Unsportsmanlike Conduct will be enforced 5 yards.
 - Unsportsmanlike Conduct will be penalized 10 yards.
 - All offensive penalties will include loss of down.
 - All defensive penalties will include an automatic 1st down.

Timing

- A game consists of two halves with a 1-minute halftime. The first half will be 10 minutes. The second half will be 8 minutes followed by a 3-play series.
- The clock will run continuously unless stopped for injury or timeout.
- Teams have one 30-second timeout per game.

Overtime

- If the game is tied at the end of the second half teams will alternate 2-point conversions from the 10-yard line until a winner is decided.
- A game of chance will be used to determine which team gets their choice of offense or defense.
- If the initial offense converts, the other team will have an opportunity to match the conversion and continue the game. If the initial offense does not convert, the other team will have an opportunity to win by successfully converting.

Sportsmanship

- A player will be disqualified if they receive two unsportsmanlike conduct penalties or at the official's discretion.
- The captain will be assessed unsportsmanlike conduct fouls for inappropriate behavior by spectators.

RESFEST BEACH VOLLEYBALL

USA Beach Volleyball rules will be in effect; an abridged version including any modifications can be found below.

Location

- Games will be played at the beach volleyball courts at the Track & Field Complex.

Players

- A legal team consists of 4 players. A minimum of 3 players is needed to start the match.

Equipment

- Sport Programs will supply the game balls.
- **All jewelry of any type must be removed.** This includes, but is not limited to:
 - Cloth Bracelets, Necklaces, Earrings, Smart Watches, Rubber/Elastic Wristbands
- In general, head decorations, headwear, and bandannas are illegal unless otherwise mentioned. Only elastic headbands and hair control devices are permitted.
- Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow, upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick.
- All equipment decisions made on site by the Sport Programs staff on duty shall be final.
- Players are permitted to wear a hat.
- Sunglasses may be worn at the wearer’s own risk.

Gameplay

- **Basics**
 - A game of chance will begin the match
 - The options given to the winning team will be side or service
- **The Serve**
 - The server may stand anywhere behind (not on) the rear boundary line and within the sidelines to serve the ball.
 - A “let” serve that touches the net is legal as long as it crosses over the net and lands inbounds.
 - Redo’s: A player may toss the ball up and let it drop to the floor without touching it or catch the ball with no attempt to strike it to signal a redo toss
 - Players will rotate who serves after each side-out.
 - A side-out is awarded when a team scores from play that was started by the opponent.
 - Blocking or attacking a serve or a “let” serve is illegal.
- **Playing the Ball**
 - A legal hit is contact with the ball anywhere off a player’s body, which does not allow the ball to come to rest; legal hits include blocks, passes, sets, and spikes.
 - **Illegal attacks:** In Beach Volleyball, the following attacks are not permitted:
 - Intentionally using an overhand pass that has a trajectory not perpendicular to the line of the shoulder. Accidental sets over the net are permitted.
 - Tipping the ball with an open hand or the tips of your fingers over to your opponent’s side.
 - Teams have a maximum of 3 hits to get the ball over the net- the same player cannot touch the ball twice consecutively, unless the first hit was a block.
 - Blocks **DO** count as one of the 3 contacts.
 - Simultaneous contact by two players is considered one hit and either player may contact the ball next.
- **Play at the Net**

- o A player cannot contact any part of the net while the ball is in play.
- o The ball may be played from the net provided that a team still has at least one of its three hits remaining.
- o When returning the ball to the opponent's side of the net, a player may follow through over the net. A player cannot contact a ball that is completely on the opponent's side of the net unless the contact is a legal block.
- o Blocking a ball which is completely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete its attack.
- o A ball may be attacked, excluding a served ball, when it has partially crossed the net.

Scoring

- Games are played rally scoring to 21
 - o Team must win by 2
 - o Cap of 25

Substitutions

- Players will have unlimited substitutions.
- Players may sub for any position.
- Rotations: players may not serve twice within a single rotation.
 - o Once a player serves, if they sub out, they may not return to the lineup until their spot in the rotation is up to serve again.
- Substitutions may only take place during a team's side out.

Timing

- A match consists of 20 minutes.
 - o If time expires in the middle of the set, the set and match will be awarded to the team currently leading in score when time expires.
 - o If time expires and the score is tied, a final point will be played to determine the winner of the match,
- **Time Outs**
 - o Each team will be given 1 timeout per match.

RES FEST DODGEBALL

Location

- Games will be played at the Recreation & Fitness Center.

Players

- A legal team consists of 6 players. A minimum of 4 players is needed to start the game.

Equipment

- Sport Programs will supply the game balls.

- **All jewelry of any type must be removed.** This includes, but is not limited to:
 - Cloth Bracelets, Necklaces, Earrings, Smart Watches, Rubber/Elastic Wristbands
- Head decorations, headwear, and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow, upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick.

Uniforms

- All team members must wear athletic apparel appropriate for dodgeball
- Teams are encouraged to wear the same color athletic shirts.

Starting the Game

- Games begin by placing the dodgeballs along the center line; players then take a position behind their end line
- The supervisor will signal the start of the game, to which teams may approach the center line to retrieve only 3 balls for their team
- Once a ball is retrieved, it must be taken back past the rear boundary line before it can be legally thrown

Gameplay

- Each game will be played within the basketball court boundary lines.
 - During play, all team members must remain within these boundary lines.
 - Players may leave the boundaries through their end-line to retrieve balls.
 - If a player steps on or beyond the center line, that player is out.
- The first team to legally eliminate all opposing players is the winner of the game.
- The object of the game is to eliminate all opposing players by getting them “out”. This can be done in the following ways:
 - Hitting a player with a thrown live ball below the shoulders
 - **Live Ball:** A ball that has been thrown and has not touched anything, including the ground, another ball, non-player, or other items outside of the playing field (wall, ceiling, etc.)
 - **Exception:** *a ball hitting another player is live until it hits one of the above mentioned*
 - If time expires during a game, any ball that has already been thrown and is in the air when time expired remains live. Any ball in possession of players and/or thrown after time expires do not count.
 - Catching a LIVE ball thrown by the opponent
 - If a team catches a live ball thrown by an opponent before it touches the ground, one player from that team may return.
 - If a ball is thrown at a player and in result the player “bobbles” the ball (doesn’t catch/maintain possession of the ball immediately) and then ultimately catches it before it touches the ground or any other object, it is ruled a catch and all rules associated with catching apply.

- If a player throws a ball, hits their opponent, and then the ball bounces off the player, the ball is still considered a “live” ball so that a teammate could catch the ball before it hits the ground or another object.
- If a player catches a ball that has been deflected off of a teammate, then the “thrower” is out and a player would be eligible to re-enter from the top of that team’s re-entry lineup.
 - In this case, the player that the ball originally hit and deflected off of is safe and remains in play
 - If a ball is deflected off of one player and hits a second player (without anyone catching the ball) then both players are out.
- Blocking of balls is allowed
 - If a player attempts to block a ball and the thrown ball causes the player to drop the ball in their possession being used to block, the player attempting to block the thrown ball is out
- Teams may only throw balls from their respective side of the court- any player who throws a ball from another court/game will be eliminated
- In order to reduce stalling, a violation will be called if any team controls all 6 balls on their side of the court for more than 5 seconds.
- **Once a game has been reduced to a 2v2, 2v1, or 1v1 all remaining players must move within the shortened boundary lines.**

Timing

- **General**
 - A match consists of 25 minutes.
 - Teams will play a best of 5 series per matchup. For the championship match, the format may be modified to best of 7.
 - If time expires during a game, the team that has the most players remaining when time expires wins the game.
 - If time expires and both teams have won an equal number of games, a single 2-minute lightning round will be played.
 - Whichever team has more players remaining after 2 minutes will be declared the winner.
- **Time Outs**
 - There will be no timeouts for dodgeball.