

2nd Annual Homecoming Team Competition

Beyond the campus-wide celebration, Bradley University’s Homecoming will now include the Inaugural Homecoming Team Competition. This competition will involve a series of contests to foster school spirit. All Bradley student groups/teams are encouraged to participate in the events.

Teams must register on Imleagues.com by Monday, September 23. Rosters must be finalized by Tuesday, September 24 at the MANDATORY Captain’s meeting. This meeting will be held in Markin Room 30 at 4 pm. Each team must send one representative to go through the schedule of events. Roster must be updated on imleague.com by Wednesday, September 25.

Lydia Division (Women)

The Lydia Division will consist of a female team of 15 individuals. The team can consist of Sorority groups, RSO groups, Res Life groups, or team of individuals to form a homecoming team. Each team will need to submit a roster of individuals on IMLeagues.com. Fifteen Dri-fit shirts will be awarded to the champion.

Hilltop Division (Men)

The HillTop Division will consist of a male team of 15 individuals. The team can consist of Fraternity groups, RSO groups, Res Life groups, or team of individuals to form a homecoming team. Each team will need to submit a roster of individuals on IMLeagues.com. Fifteen Dri-fit shirts will be awarded to the champion.

Kaboom! Division (CoRec)

The Kaboom! Division will consist of a CoRec team of 15 individuals. Please keep the ratio close to 8:7 either male:female or female:male. The team can consist of RSO groups, Res Life groups, or team of individuals to form a homecoming team. Each team will need to submit a roster of individuals on IMLeagues.com. Fifteen Dri-Fit shirts will be awarded to the champion.

SCHEDULE OF EVENTS

	Friday	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday
Event	Painting of the Lydias	Cornhole	Spikeball	Photo Hunt	Tug of War	Battleship	553 Comp
Time	2 pm	2 pm	2 pm	3:45 pm	4 pm	9 pm	5 pm
Location	Markin 17	Alumni Quad	Alumni Quad	Campus Rec Office	Alumni Quad	Markin Pool	Meinen Field
Points Possible	25	100	100	100	100	100	100
# to compete	2	2	2	4	8	4	4

Overall Homecoming Point System

Painting of the Lydias (Friday) – 25 points possible

Each team that paint and decorates a wooden cutout of Lydia, will receive 25 points. The overall group with the best Lydia will win a free pizza party. This event is sponsored by ACBU and will be held on Friday, September 27th.

Intramural Cornhole (Bags) Tourney (Saturday) – 100 points possible

Each team may enter as many teams as they would like but only one team may score points. If organization/team enters multiple teams, must distinguish the Homecoming Competition point team. You must sign up separately on imleagues.com for this intramural tournament. Deadline to enter is September 23. The event will take place on Saturday, September 28 at 2pm. There is a forfeit fee if you fail to show up the day of the tournament without notifying the Intramural Sports staff by 4 pm on Friday, September 27.

Points will be awarded to all teams including the top three (3) places.

1st place: 100 points

2nd place: 75 points

3rd place: 50 points

Participation: 25 points

Rules:

1. Cornhole play will be doubles play
2. A Match shall be the best two of three games
3. Scoring shall be “Traditional 21” format
4. The winner of the rock-paper-scissors shall have the choice of who tosses against whom and which team shall toss first
5. Each set of opposing partners shall toss their four cornhole bags toward the appropriate platform
6. The completion of one set of opposing partners tosses, four tosses per player, is considered a frame
7. Each toss must reach the platform in the air and may not skip or bounce on the ground
 - a. Bags that skip or bounce on the ground are illegal tosses and disqualified
 - b. Illegal or disqualified tosses may not score points nor prevent others from scoring by knocking bags of either team from the platform
 - c. Should an illegal toss knock any other bags from the platform, those bags are to be placed back on the board as close to their original position as possible
 - d. Once players agree to the location of the bag on the board no protest may be made should the bag fall from the platform later in the frame.

“TRADITIONAL 21” CORNHOLE SCORING

1. Scoring shall be “Traditional 21” format
 - a. The first team to earn 21 points or pass 21 points following completion of a frame wins the match
2. A bag going through the cornhole earns three (3) points
3. A bag landing and remaining on the platform without touching the ground earns one (1) point
4. “Dirty” bags
 - a. If any part of the bag is touching the ground, the bag is “dirty” and is to be removed from the board
 - b. The entire bag does not have to be on the platform and may hang on the side of the platform provided it does not fall or touch the ground
5. At the end of each frame, the total points earned are tallied and the difference given to the player with the higher total for his team’s total game score
6. Should the players have the same amount, neither team earns a point in that frame

Intramural Spikeball Tourney (Sunday) – 100 points possible

Each team may enter as many teams as they would like but only one team may score points. If organization/team enters multiple teams, must distinguish the Homecoming Competition point team. You must sign up separately on imleagues.com for this intramural tournament. Deadline to enter is September 23. The event will take place on Sunday, September 29 at 2pm. There is a forfeit fee if you fail to show up the day of the tournament without notifying the Intramural Sports staff by 4 pm on Friday, September 27.

Points will be awarded to all teams including the top three (3) places.

1st place: 100 points

2nd place: 75 points

3rd place: 50 points

Participation: 25 points

Rules:

1. Spikeball is played with a maximum of two players per team at all times. This activity is open, so any combination of male-female is acceptable.
2. Teams start out on opposite sides of the net. Standing at least five feet from the net, Team One serves by tossing the ball in the air, and spiking it down on the net towards Team Two.
3. Teams have up to 3 hits to spike the ball onto the net. You may use any part of your body to hit the ball.
4. When the ball hits the net there is a change of possession, similar to the ball going over the net in volleyball.
5. During play, players may move anywhere around the net. The game is played 360 degrees around the net.
6. There are no sides and no boundaries so the ball can be hit in any direction as hard or soft as you want.

7. Games are to 21 points; win by 2 with a cap at 25.
8. The opposing team must always put forth an honest effort to get out of the way of the 'hitting' team. If some is in the way, it's called a 'hinder' and the point is to be replayed.
9. You must hit the ball, a fault will occur if you throw or "palm" the ball.
10. If your shot hits the rim, it's called a 'rimmer' and the other team gets a point.
11. If ball hits a 'pocket' (a shot that sort of hits the rim and sort of hits the net) you keep playing the point.
12. If there is a disagreement as to whether it was a 'rimmer' or a 'pocket', you should replay the point.
13. If the ball does not bounce off the net with a single bounce, it is the other team's point. It must clear the rim in order to be good.
14. Body shots are legal. You cannot keep 'juggling' the ball with your feet or hit it numerous times on your body. One body shot and then it must go to your partner or on the net.
15. A server shall continue to server until their team commits a fault. When it is that team's server again, the other team member will take a turn serving.

Forfeit

If you do not show up you will be fined \$10. You will also be suspended from playing in future Intramural Sports activities until your fine is paid.

Bradley Photo Hunt (Monday) – 100 Points possible

All competition teams will receive 25 points if they partake in the photo scavenger hunt around campus. They will be given a list of locations and pictures they need to take (in creative ways). You must not disturb students, faculty or staff working or studying. Teams will receive 3 points per photo taken for a possible 75 additional points. The Bradley Photo Hunt will take place Monday, September 30 from 3:45 pm to 5 pm.

Rules: Teams will go around campus and take pictures of items on the list given. Each team will only have until 5 pm to take as many photos as they can. Each team will be given five (5) points for every photo taken. Each team will need to check-in (Campus Rec office in Markin) to receive the list and return to the office by 5 pm. Teams will lose one (1) point per minute after 5 pm, if tasks are completed. All photos need to be on one (1) camera phone. A minimum of four (4) team members must be present in all photos, not including the member taking the photo (no selfies or selfie-sticks). All members must wear tennis/gym shoes. ***You may earn 25 bonus points if you get all photos and finish first in your division.***

Photos will be uploaded to a shared Team Google folder. This must be done before the 5 pm deadline. Before the contest begins, the camera phone owner will receive access to share pictures to this Team Google folder. Each Team will have their own folder.

Tug of War (Tuesday) - 100 points possible

Each team may enter one eight-person team into this competition. Your team will compete against the other teams to determine who will be last standing! Tug of War will be held on the Alumni Quad at 4 pm on Tuesday, October 1. If bad weather, this competition will be moved to the Markin MAC.

Points will be awarded to all teams including the top three (3) places.

1st place: 75 points

2nd place: 50 points

3rd place: 25 points

Participation: 25 points

Rules: Ropes will be provided by Student Involvement. Each participant must wear gym shoes. NO CLEATS, BOOTS, or SPIKES are allowed. Gloves are not provided but are strongly recommended. Tournament will be single elimination. Eight participants (for Kaboom! Division must have 4 male and 4 females) are allowed to pull at one time for each team. Participants are allowed to pull for one team and one team only. The pull will be approximately 3 yards.

Other rules:

Rope Grip: No competitor shall grip the rope within the length bounded by the outer tapes or markings. At the commencement of each pull the first pulling member shall grip the rope as close as possible to the outer tape or marking. No knots or loops shall be made in the rope, nor shall it be locked across any part of the body of any member of the team. Crossing the rope over itself constitutes a loop. At the start of a pull, the rope shall be taut with the center rope marking over the center line marking the ground.

Pulling Position: With the exception of the Anchor, every pulling member shall hold the rope with both bare hands by the ordinary grip, i.e. the palms of both hands facing up, and the rope shall pass between the body and the upper part of the arm. Any other hold, which prevents the free movement of the rope, is a Lock and is an infringement of the Rules. The feet must be extended forward of the knees and team members should be in a pulling position at all times.

Anchor's Position: The end puller shall be called the Anchor. The rope shall pass alongside the body, diagonally across the back and over the opposite shoulder from rear to front. The remaining rope shall pass under the armpit in a backward and outward direction and the slack shall run free. The Anchor shall then grip the standing part of the rope by the ordinary grip; i.e. the palms of both hands facing up, with both arms extended forward. The Anchor is allowed to keep the rope below the level of the protective clothing and contact with the belt for safety considerations will not constitute a Lock.

Infringements: Sitting, leaning, locking, grip, propping, position, climbing the rope, rowing, inactivity, side-stepping, footholds (see page 33-34 of http://tugofwar-twif.org/wp-content/uploads/2017/10/2017-TWIF_Rules_Manual_updated-publish.pdf) Teams will receive two (2) cautions for infringements.

Battleship (Wednesday) 100 points possible

Each team may enter one four-person team into this competition. Your team of four along with another team will be in a canoe in the pool. Your goal is to sink the other canoes by splashing, filling, etc the other canoes with water before they sink your canoe. The winner of each heat will be continue to advance until one winner is declared. Play occurs at 9 pm on Wednesday, October 2.

Additional points will be awarded to all teams including the top three (3) places.

1st place: 75 points

2nd place: 50 points

3rd place: 25 points

Participation: 25 points

Rules:

Participants - Participation is limited to students, faculty and staff of Bradley. Each team is required to have four people in the canoe.

Attire - Participants need to follow these guidelines and consider the following recommendations;

- Wearing proper swim wear will be enforced.
- Boat shoes and or sandals are permitted; tennis shoes and boots are prohibited.
- Protective eye wear is strongly recommended, but not mandatory.

Equipment - Each team will be provided three buckets and one kickboard to be used in the game. Jewelry, casts, or any items judged as potentially dangerous by Intramural Staff may not be worn during the event.

The Game - These rules are to ensure safety and fair play. Any special circumstances not covered will be handled appropriately by the Campus Recreation staff in determining the proper ruling.

Battlezone - Lane 1 & 6 will be closed with lane lines. The area beyond the backstroke flag markers will be out of bounds. If any part of the canoe enters this area they will be pushed back into the playing area.

Object of the Game - Each team will take their buckets and try to fill other canoes with water until their canoe is sunk or capsizes. Teams may use their shield to block water from entering their boat. To move around in the pool, teams may use their hands, buckets, or paddle. Two – four canoes can be in the pool at once.

Starting the game - Participants will climb into their respective canoes from the edge of the shallow end of the pool while the canoes are in the loading zones of the pool. The battle will begin at the sound of a whistle.

Timing Regulations

- Teams may engage as soon as the whistle has blown.
- Each game will last 10 minutes.
- No boat shall be idle longer than 30 seconds. (5 buckets of water penalty)

Scoring/ Format

Scoring will be based on sinking the opposing boat in the quickest amount of time. Boats that have survived sinking will continue to advance until one boat remains.

Restrictions - Teams may not

- Throw water from inside the canoe out into the pool or in other canoes. *Penalty – fill up three buckets of water and pour into their boat. Next offense will be a disqualification.*
- Less than 4 people in a boat. *Penalty – fill up five buckets of water and pour into their boat.*
- Jump out of the boat at any time during the battle. *Penalty - Disqualification*
- Stand at any time. *Penalty – fill up three buckets of water and pour into their boat. Next offense will be a disqualification.*
- Physically contact any member or equipment from another team to keep them from attacking or defending. *Penalty – fill up three buckets of water and pour into their boat. Next offense will be a disqualification.*

Whistle and Flag Signals

- Short whistle signals start/resume of battle.
- Short Double whistle signals a penalty, battle will stop while penalty is enforced.
- Long whistle signals end of game for any reason.

Sunken Ship

- 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.
- Neither boat is sunk or capsized – a three minute bonus battle will begin.
- If still no boat is sunk or capsized – the least penalized team will win.
- If still no decision, the battle ends in a stalemate or tie and both boats will advance.

Sportsmanship - Sportsmanship is an important part of Campus Recreation & Intramural Sports. Any player who uses foul language, violently protests a call, or curses an official or staff member, will be removed from the game and will automatically be eliminated from the event. There may be additional penalties depending on the severity of the unsportsmanlike conduct.

553 Soccer Competition (Thursday) 100 points possible

Each team will enter a team of four (4) people. Only one (1) soccer team will be allowed to participate per competition team. This event will take place at 5 pm on Meinen Field on Thursday, October 3.

Additional points will be awarded to all teams including the top three (3) places.

1st place: 75 points

2nd place: 50 points

3rd place: 25 points

Participation: 25 points

Rules: This game is quite simple. All four members of your team will get 5 shots, then 5 more, then 3 more from different places on the pitch. The team will be shooting at a small goal so no goal keeper is necessary. First 5 shots are from 30 yards and are worth 5pts for a goal. Second 5 shots are from just outside the 20 yards and are worth 3 pts for a goal. Third 3 shots are from the pk spot and are worth 1 pt for a goal. Highest combined score wins. All shots are dead balls (meaning the ball is still when hitting them). *Tiebreaker will be 1:1 until someone misses. This shot will take place at 20 yard mark. All shooters will go in order versus other team.*

Competition Announcement

Competition winners will be announced during Lighting of the B Ceremony on Friday, October 4. Teams are asked to attend, as they will need at least five (5) members to be present to accept their award.

TOTAL POINTS POSSIBLE: 625

Additional Notes:

1. Any infractions of the rules or regulations outlined in this packet will result in the loss of points or disqualification from the Homecoming competition. In the event of an infraction, the Campus Rec staff and Homecoming Committee reserve the right to determine the point loss or disqualification.
2. Student Involvement reserves the right to address any improper behavior including, but not limited to, deducting points.
3. In the event of a tie, the Campus Rec Staff shall decide the winner based on contribution to Homecoming in the areas of enthusiasm, effort, and participation. The Campus Rec staff's decision will be final.
4. There will be a **MANDATORY** team meeting Tuesday, September 24 at 4 p.m. in Markin 30. Each team must send one representative to this meeting.