# 2016 Spring Olympics
## Event Rules

<table>
<thead>
<tr>
<th>Event</th>
<th>Rules</th>
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<tbody>
<tr>
<td>All Events</td>
<td>Teams may substitute players as needed, prior to the start of a game or match, however, teams may not substitute players once a game or match has begun, except for injuries. 1&lt;sup&gt;st&lt;/sup&gt;, 2&lt;sup&gt;nd&lt;/sup&gt; and 3&lt;sup&gt;rd&lt;/sup&gt; place teams for each event will be given 3, 2, and 1 point(s) respectively in the overall event scoring.</td>
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<td>Basketball</td>
<td>Teams shall be comprised of 4 players and all team members must report together. In the event a team is a player short, another team member is permitted to shoot for him or her. Each participant will attempt as many shots, from the foul line, as she/he can in 30 seconds, while his or her teammates retrieve and feeds the balls. The team will have a total of two minutes to shoot baskets. The winner will be determined by the total number of free throws made in this particular time frame.</td>
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<td>Mini-Golf</td>
<td>Each team will have four players. The team with the lowest collective number of shots wins. Players use their putters to hit the golf ball from the tee area and straight into the hole. The objective is to make it into each hole in as few strokes as possible. There is no maximum number of strokes per hole. The team with the fewest strokes at the end of the event wins. In the event of a tie, those teams will be called back to play one hole (the same hole) to see which team scores the lowest. If a player's shot bounces out of play, the player will have a one-shot penalty and will take the following shot at the spot where the ball went out of bounds. Players are prohibited from chipping the ball in any manner. Striking the ball in such a manner as to cause it to go over an obstacle is also prohibited.</td>
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<tr>
<td>Ping Pong</td>
<td>Teams will consist of two players. Scoring - A match will consist of one game. For each game, the first team to reach 21 points wins that game, however a game must be won by at least a two point margin. A point is scored after each ball is put into play (not just when the server wins the point as in volleyball). The edges of the table are part of the legal table surface, but not the sides. The losing team is eliminated from further match play. Except in the final championship match which shall be a best of 3 format with the first team to win 2 games claiming victory. Flow of the Match - Each team serves five points in a row at which time, the other team serves. However, if a score of 20-20 is reached in any game, then each server serves only one point and then the server is switched. Each player on a team must alternate hitting the ball. Legal Service - The ball must be tossed and struck so the ball first bounces on the server's side and then the opponent's side. If the serve is legal except that it touches the net, it is called a let serve. Let serves are not scored and are reserved.</td>
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| **Dodge Ball** | Teams will be made up of six players who will compete on each side and the playing field shall be the size of a volleyball court.  

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
1. Hitting an opposing player with a LIVE thrown ball **below** the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.
3. If player hits opponent above the shoulder, player throwing the ball is disqualified.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc).

During play, all players must remain within the boundary lines. Players may leave the boundaries only to retrieve stray balls.

Game begins by placing the dodgeballs along the center line – three on one side of the center hash and three on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

The first team to legally eliminate all opposing players will be declared the winner. A three-minute time limit has been established for each contest. If neither team has been eliminated at the end of the three minutes, the team with the greater number of players remaining will be declared the winner.

In order to reduce stalling, a violation will be called if a team in the lead controls all six balls on their side of the court for more than five seconds. This also applies to teams in a tie situation.

THE COURT REFEREE’S DECISION IS FINAL – NO EXCEPTIONS. |
| **Tower of Power** | Teams will consist of four to six players and can only use the materials provided. Each team will be provided with the same amount of materials.

The goal is to create the tallest tower in 15 minutes, which can, after completion, remain standing on its own for one minute, without support from anyone or anything other than the materials provided. The team with the tallest tower wins. In the event of a tie, there will be a second match with only 5 minutes to build the tallest tower.

Each team must create their tower within the specified marked area for their team, starting from the floor. Players cannot climb on chairs, bleachers or other structures to build their tower; their feet must be on the floor at all times.

Teams cannot interfere with towers or players from other teams competing against them in any way, including bumping, striking or creating wind in any manner. Doing so will result in the interfering player’s team immediate disqualification. |
| **Bean Bag Toss** | Teams will consist of two players. Each member of the team pitches from the marked pitcher’s box. Each team will pitch a total of 20 bean bags. The pitcher must remain inside the designated pitcher’s box while throwing.

1. A bean bag which is thrown through the hole in the platform or otherwise comes to rest inside the hole (knocked in by another player or an act of God) has a value of three points.

2. A bean bag that is not in-the-hole but lands on any portion of the platform is in-the-count. A bag in-the-count has a value of one point. For a bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the platform. If a bag touches the ground before coming to rest on the platform, it is a foul and does not count as a point.

3. A bean bag which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value.

The following are rule violations and the penalty is to declare a foul and not allow the throw to count towards the point total. The pitcher may not throw the same bag again if a foul is called.

1) A bag is pitched when the contestant has made contact with or crossed over the line in the pitching box.

2) Any bag that contacted the court or the ground before coming to rest on the platform.

3) Any bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.

The winning team is the team whose collective score is highest. In the event of a tie, top scoring teams will be called back for a playoff. |
| **Walk the Plank** | Teams will consist of five players each, four on the planks, one spotter. Two teams will compete during each match. Players from each team, on the planks, will start from behind the designated start line. One player (the Spotter) from each team, not on the plank with the rest of their teammates, will guide their team across the field of play.

The Spotter is prohibited from calling out instructions to the opposing team’s players during the match.

The object of the game is to traverse the field from the starting line to the finish line as quickly as possible. The first team to cross the finish line will win their match. The losing team is eliminated from further play. The team to traverse the field of play and cross the finish line in the final match will be crowned champion. |
| **Flying Saucers** | Teams will consist of four players. Each team player will get five throws, in which they will slide an upside-down Frisbee at an inverted soda can with a gumball on top. The object of the game is to knock the gumball off of the can and to catch it in the Frisbee. Each throw which results in a gumball captured in the Frisbee counts as a point. Scores will be kept for all teams and the team with the most collective points wins. In the event of a tie, top scoring teams will be called back for a playoff. |
**Bucket of Balls**

Teams of 2 will compete in this event with each teammate confined to the circle they are assigned (throwing circle or catching circle). The thrower will face away from the catcher. Each thrower will be given 10 balls to throw and each team member will take a turn being a thrower and a catcher.

The object of the game is for the catcher to catch as many of the 10 balls thrown in the catcher’s bucket. The catcher may hold their bucket in any manner during a regular match. Neither the thrower nor the catcher may have any part of their body touch the line or go past the line of their circle to throw or catch the ball. Doing so nullifies any ball caught while they are in violation. If the ball bounces out of the bucket it is not counted as a point.

The team which catches the most balls wins the event. In the event of a tie, the catcher must place the bucket on her/his head to catch the balls. The bucket must remain in contact with the catcher’s head at all times during the catching process. If the bucket loses contact with the catcher’s head during the act of catching the caught ball is nullified.