

GIANT YARD PONG RULES:

Players & Equipment

- Each participant must present a current McKendree ID Card in order to be eligible to participate.
- Each participant must sign a liability waiver online at www.mckendree.edu/intramurals
- *Eligible Participants:* Students, Faculty and Staff
- **Each team shall consist of 2 players** (any combination of males and females). The minimum number of players necessary to begin is 2. Rosters are capped at 4 players.
- Player's clothing must be presentable and appropriate for competition at the discretion of the Supervisor.
- **Shoes:** Closed-toe athletic shoes are required to participate.
- **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play. Medical alert bracelets must be secured to the participant.
- Hats, caps, and sunglasses are not permitted for play. Eyeglasses may be worn at the risk of the participant.
- Players may wear soft, pliable pads or braces on the leg, knee, or ankle. Braces may not have any exposed metal or screws. Braces made of any rigid materials (including plastic) must be covered with protective padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.

Playing Surface

- All games will be played in the Quad, unless otherwise noted.
- Only players participating are permitted within the designated playing area.

Game Format

- Games will be played with 12 buckets and 2 balls.
- All matches will consist of a best 2 out of 3 games, each team will play with a triangle of 6 buckets to begin the match.
- Each triangle of 6 buckets will be 27 feet apart from the edge of the front can.
- A coin toss at the beginning of the match will determine which team shoots first.
- **Game time is forfeit time**, if a team does not have the minimum number of players necessary to start a match, the game is declared a forfeit.
 - Grace Period: A team may be offered a 10-minute grace period from the original start time to obtain the minimum number of players required to participate.
- **Substitutions** will only be allowed in between sets or in case of injury.
- All matches will start on a common clock that will be administered by the Supervisor on duty. Each match will have a time limit of 45 minutes. If the match is not complete when time expires, the winner will be determined as follows:
 - The team that is ahead when the match time expires will be the winner of any game in progress.
- **There will be no re-racking.**
- Players will take turns throwing a ball in attempt to make it into the other teams' buckets. Once a ball lands in an opponents bucket that bucket will be removed from the game. The first team to remove all buckets wins.
 - **If a ball lands in a bucket but bounces out it does not count.**
- Players will stand behind their buckets while throwing the ball. A team must shoot both balls before the other team shoots, alternating who throws the ball.
- If a team makes both of their shots into the opposing teams buckets they get the balls back for another turn.

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- If a player bounces the ball into the bucket, either intentionally or on accident, then that shot will count for two buckets to be removed.
 - The opposing team may stop the ball from bouncing into their buckets only after the ball has been bounced.
- If a ball hits a bucket and knocks it over, that bucket will be replaced to its original spot and will not be removed.
- **On the last remaining cup**, if the offensive team makes both of their shots into the final cup, the opposing team does not get redemption and the game is over.
 - If the offensive team makes only one shot into the bucket, each player gets a chance to shoot the ball until they miss. If they make all remaining buckets, the game moves into a 3-bucket overtime.

Defending your buckets:

- Defending players may stop balls from going into their bucket if the shot bounces off the rim of their bucket.
- If the defensive player causes the ball to land in their own bucket, or knocks over any of their buckets in the process, the shot counts and any buckets knocked over will be removed.
- If a defensive player interferes with a ball before it bounces off the ground or a bucket, the offensive team will have the choice of which bucket will be removed, regardless of how many buckets are remaining.

Team Conduct & Sportsmanship:

- The supervisor(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to, the following:
 - Disrespectfully addressing a staff member.
 - Use of disconcerting acts or words when an opponent is about to play the ball.
 - Using profane or insulting language or gestures toward a supervisor or other player.
 - Baiting players of the opposing team.
 - Disrupting the game so that it may not be continued in an orderly fashion.

Weather/Game Cancellation:

Decisions regarding inclement weather will be made as early as possible by the Campus Recreation Office. Game cancellations will be sent out through social media, text message, or campus email.