

Intramural Sports Rock, Paper, Scissors

GENERAL RULES:

- 1) All participants must meet eligibility requirements. **Each player must be a current, registered McKendree student, faculty, or staff member.**
- 2) Participants must have their McKendree ID at every game. Any games in which an ineligible player signs in will be considered a forfeit.
- 3) IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

TOURNAMENT FORMAT

- 1) This will be a double-elimination tournament,
- 2) Each round will be similar to a tennis match format in that there is a game, set, and match. A player must win a best-of-three series (game) in order to win a “set”.
- 3) The first player to win two “sets” will win the match.
- 4) The championship round will be best-of-three to win the “set” and best-of-five to win the match.

RULES OF THE CONTEST

- 1) Each player will start with their arms out in front of their body with their elbows bent.
- 2) Players can either close their eyes or look at their opponent’s face or eyes, but NOT at their opponent’s hand.
- 3) Each game will start off with an official saying “Rock, Paper, Scissors, Shoot” while the participants pump their fists to deliver their final hand position.
 - a. Hands must be closed in a fist position during the arm pumping.
 - b. All players in the tournament will “Shoot” at the same time.
- 4) Each player will put out one of the following on “Shoot”
 - a. Rock
 - i. Represented by a closed fist with the thumb resting at least at the same height as the topmost finger of the hand. The thumb must not be concealed by the fingers. Note: To accommodate different throwing styles, it is considered legal for the first knuckle of the thumb to point downward.
 - b. Paper
 - i. Is also delivered in the same manner as rock with the exception that all fingers including the thumb are fully extended and horizontal (PALM FACING DOWN) with the points of the fingers facing the opposing player. Use of the "vertical paper" (sometimes referred to as "the handshake") is considered exceptionally bad form.
 - c. Scissors
 - i. Is delivered in the same manner as rock with the exception that the index and middle fingers are fully extended toward the opposing player. It is considered good form to angle the topmost finger upwards and the lower finger downwards in order to create a roughly 30–45 degree angle between the two digits and thus mimic a pair of scissors.
- 5) If a player hesitates and doesn’t put out one of the above on “Shoot”, the official will declare a re- throw.
 - a. This will be declared as a fault on the player. 2 faults will result in an automatic loss.

SCORING

- 1) Rock – **BEATS SCISSORS**; loses to Paper; ties with Rock
- 2) Paper – **BEATS ROCK**; loses to Scissors; ties with Paper
- 3) Scissors – **BEATS PAPER**; loses to Rock; ties with Scissors