2019 Greek Weekend

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# 2019 Greek Weekend Schedule of Events

## Thursday, April 11\(^{th}\)

<table>
<thead>
<tr>
<th>Event</th>
<th>Location</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minute to Win It</td>
<td>Centennial Center</td>
<td>5:30pm</td>
</tr>
<tr>
<td>Basketball 5v5</td>
<td>WRC</td>
<td>W @ 5pm M @ 5pm</td>
</tr>
</tbody>
</table>

## Friday, April 12\(^{th}\)

<table>
<thead>
<tr>
<th>Event</th>
<th>Location</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tug</td>
<td>West Campus, Disc Golf Course</td>
<td>3pm</td>
</tr>
</tbody>
</table>

## Saturday, April 13\(^{th}\)

<table>
<thead>
<tr>
<th>Event</th>
<th>Location</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag Football</td>
<td>Intramural Fields</td>
<td>9am</td>
</tr>
<tr>
<td>Tree Planting for Arbor Day</td>
<td>West Campus</td>
<td>11am-3pm</td>
</tr>
<tr>
<td>Inner Tube waterpolo</td>
<td>WRC Pool</td>
<td>1pm</td>
</tr>
<tr>
<td>Greek Sing</td>
<td>Centennial Center</td>
<td>6pm</td>
</tr>
</tbody>
</table>

## Sunday, April 14\(^{th}\)

<table>
<thead>
<tr>
<th>Event</th>
<th>Location</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dodgeball</td>
<td>WRC Courts</td>
<td>9 am</td>
</tr>
<tr>
<td>Greek God and Goddess</td>
<td>Centennial Center</td>
<td>2 pm</td>
</tr>
<tr>
<td>Step and Stroll Competition</td>
<td>Centennial Center</td>
<td></td>
</tr>
<tr>
<td>Awards</td>
<td>Centennial Center</td>
<td></td>
</tr>
</tbody>
</table>
2019 Greek Weekend
Important Dates

Greek Weekend Chairs Committee Meeting | Drawing for First Pairing | February 7

Community Service Hours Due | March 31

No Further Routine Changes | March 7th
(costume, songs, themes)

IM League Registration Due | March 1

Final List of Non-GC Participants | March 31

Final Cuts of Music Due | April 1st
2019 Greek Weekend
Rehearsal Schedule

Greek Sing Rehearsal | Friday, April 12 | 6pm

Step and Stroll Rehearsal | Saturday, April 13 | 9am

Greek God and Goddess Drop off/Arrival | Sunday, April 14 | 11am
Greek God/Goddess Walk Through 12 pm

Rehearsal Assignments

Greek Sing Rehearsal | Friday, April 12 | 6pm

<table>
<thead>
<tr>
<th>Fraternity/ Sorority</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alpha Delta Pi and Delta Sigma Phi</td>
<td>6:00 - 6:20</td>
</tr>
<tr>
<td>Transition</td>
<td>6:20-6:25</td>
</tr>
<tr>
<td>Alpha Gamma Delta and Pi Kappa Phi</td>
<td>6:25 – 6:45</td>
</tr>
<tr>
<td>Transition</td>
<td>6:50-6:55</td>
</tr>
<tr>
<td>Alpha Omicron Pi and Alpha Tau Omega</td>
<td>6:55 – 7:15</td>
</tr>
<tr>
<td>Transition</td>
<td>7:15-7:20</td>
</tr>
<tr>
<td>Delta Gamma and Sigma Alpha Epsilon</td>
<td>7:20 – 7:40</td>
</tr>
<tr>
<td>Transition</td>
<td>7:40-7:45</td>
</tr>
<tr>
<td>Delta Zeta and Pi Kappa Alpha</td>
<td>7:45 – 8:05</td>
</tr>
<tr>
<td>Transition</td>
<td>8:05-8:10</td>
</tr>
<tr>
<td>Kappa Delta and Theta Chi</td>
<td>8:10 – 8:30</td>
</tr>
<tr>
<td>Transition</td>
<td>8:30-8:35</td>
</tr>
<tr>
<td>Phi Mu and Kappa Sigma</td>
<td>8:35-8:55</td>
</tr>
<tr>
<td>Transition</td>
<td>8:55-9:00</td>
</tr>
<tr>
<td>Zeta Tau Alpha and Kappa Alpha Order</td>
<td>9:00–9:20</td>
</tr>
</tbody>
</table>

Greek Step Rehearsal | Saturday, April 13 | 9am

<table>
<thead>
<tr>
<th>Fraternity/ Sorority</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zeta Tau Alpha</td>
<td>9:00 – 9:30</td>
</tr>
<tr>
<td>Transition</td>
<td>9:30 - 9:35</td>
</tr>
<tr>
<td>Phi Mu</td>
<td>9:35 – 10:05</td>
</tr>
<tr>
<td>Transition</td>
<td>10:05- 10:10</td>
</tr>
<tr>
<td>Kappa Delta</td>
<td>10:10 – 10:40</td>
</tr>
<tr>
<td>Transition</td>
<td>10:40-10:45</td>
</tr>
<tr>
<td>Delta Zeta</td>
<td>10:45 – 11:15</td>
</tr>
<tr>
<td>Transition</td>
<td>11:15-11:20</td>
</tr>
<tr>
<td>Delta Gamma</td>
<td>11:20 – 11:50</td>
</tr>
<tr>
<td>Transition</td>
<td>11:50-11:55</td>
</tr>
<tr>
<td>Alpha Omicron Pi</td>
<td>11:55-12:25</td>
</tr>
<tr>
<td></td>
<td>Time</td>
</tr>
<tr>
<td>----------------------</td>
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</tr>
<tr>
<td>Transition</td>
<td>12:25-12:30</td>
</tr>
<tr>
<td>Alpha Gamma Delta</td>
<td>12:30 – 1:00</td>
</tr>
<tr>
<td>Transition</td>
<td>1:05-1:10</td>
</tr>
<tr>
<td>Alpha Delta Pi</td>
<td>1:10-1:40</td>
</tr>
<tr>
<td>Transition</td>
<td>1:40-1:45</td>
</tr>
<tr>
<td>Alpha Tau Omega</td>
<td>1:45-2:15</td>
</tr>
</tbody>
</table>
2019 Greek Weekend
Team Assignments

There will be four events that will be played as co-ed. All co-ed team assignments will be determined on February 8th by random.org. Each event was randomly generated by Michael Igbonagwam.

Pairing Assignments

Minute to Win It
- Alpha Delta Pi – Kappa Alpha Order
- Alpha Gamma Delta – Sigma Alpha Epsilon
- Alpha Omicron Pi – Delta Sigma Phi
- Delta Gamma – Pi Kappa Alpha
- Delta Zeta – Kappa Sigma
- Kappa Delta – Alpha Tau Omega
- Phi Mu – Theta Chi
- Zeta Tau Alpha – Pi Kappa Phi - Sigma Alpha Omega

Inner Tube Water Polo
- Alpha Delta Pi – Pi Kappa Phi
- Alpha Gamma Delta – Sigma Alpha Epsilon
- Alpha Omicron Pi – Delta Sigma Phi
- Delta Gamma – Kappa Sigma
- Delta Zeta – Alpha Tau Omega
- Phi Mu – Kappa Alpha Order
- Zeta Tau Alpha – Pi Kappa Alpha

Dodgeball
- Alpha Delta Pi – Pi Kappa Alpha
- Alpha Gamma Delta – Kappa Alpha Order
- Alpha Omicron Pi – Kappa Sigma – Sigma Alpha Omega
- Delta Gamma – Alpha Tau Omega
- Delta Zeta – Pi Kappa Phi
- Kappa Delta – Theta Chi
- Phi Mu – Delta Sigma Phi
- Zeta Tau Alpha – Sigma Alpha Epsilon

Greek Sing
- Alpha Delta Pi – Delta Sigma Phi
- Alpha Gamma Delta – Pi Kappa Phi
- Alpha Omicron Pi – Alpha Tau Omega
- Delta Gamma – Sigma Alpha Epsilon
- Delta Zeta – Pi Kappa Alpha
- Kappa Delta – Theta Chi
- Phi Mu – Kappa Sigma
- Zeta Tau Alpha – Kappa Alpha Order
# 2019 Greek Weekend Event Clean Up Assignments

<table>
<thead>
<tr>
<th>Event</th>
<th>Clean Up</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inner Tube Water Polo</td>
<td>Alpha Delta Pi and Pi Kappa Phi</td>
</tr>
<tr>
<td>Basketball</td>
<td>Delta Gamma and Alpha Tau Omega</td>
</tr>
<tr>
<td>Dodgeball</td>
<td>Phi Mu and Kappa Alpha and Sigma Alpha Omega</td>
</tr>
<tr>
<td>Flag Football</td>
<td>Zeta Tau Alpha and Delta Sigma Phi</td>
</tr>
<tr>
<td>Greek Awards</td>
<td>Kappa Delta and Pi Kappa Alpha</td>
</tr>
<tr>
<td>Greek Sing</td>
<td>Alpha Delta Gamma and Kappa Sigma</td>
</tr>
<tr>
<td>Minute to Win It</td>
<td>Delta Zeta and Theta Chi</td>
</tr>
<tr>
<td>Tug</td>
<td>Alpha Omicron Pi and Sigma Alpha Epsilon</td>
</tr>
</tbody>
</table>

If your organization fails to complete their clean up assignment, you will be disqualified from the next event and will be fined $100.
2019 Greek Weekend
General Rules

1. Each chapter may have one representative who communicates on behalf of the chapter to FSL staff. Members of the Greek Weekend committee may also communicate with FSL staff.

2. Each chapter must submit an event registration form for all events by March 1st.
   i. This form can be found on orgsync on the Fraternity and Sorority Life Portal under the tab “forms” and the title of the form is “Greek Weekend 2019 Chapter Registration”

3. Teams must check in 45 minutes prior to game time. Failure to arrive on time will call for disqualification from the event.

4. Participant eligibility:
   i. All participants need to be counted in official FSL rosters.*
   ii. All team members must show a valid GCID to participate prior to the game. If caught using an ineligible player, the chapter will forfeit the entire event.*
   iii. For chapters with rosters less than 10 members, any member of the organization (alumni or collegiate) may participate in any Greek Weekend event. All non-GC participants’ names need to be turned into the FSL staff no later than 5pm on March 31.
   iv. All team member must be registered on IM leagues and sign any necessary waivers to participate. This is due no later than March 31.
   v. Participants must have a cumulative grade point average of 2.75 to participate. There is no rounding up.*
      1. If a desired participant’s current cumulative GPA is below a 2.75 but no less than 2.5, the chapter president and/or academic chair may develop an academic improvement plan for the participant. The plan must be approved by FSL and completed before the start of Greek Weekend for the participant to be eligible. Plans must be emailed to Michael by March 1st.

5. In the event of a tie at the end of Greek Weekend, the fraternity or sorority with the most first place wins will be considered the winner.

6. No alcohol or pets are allowed at event. Violations of this rule will result in the disqualification from that event as well as a $100 fine per person in violation.**

7. If your chapter is disqualified from an event OR FORFEITS, there will be a mandatory $100 fine that must be paid within 24 hours in order to continue participation.

8. ALL CALLS ARE FINAL! If there are discrepancies about rules or calls, something must be said to FSL or RecSports staff during the event.

9. Each chapter will be assigned an event where they are responsible for cleanup. There will be a $100 fine imposed if the area has not been appropriately cleaned and in a timely manner. Approval from FSL staff must be given before the chapter can leave the venue.
   i. If a chapter fails to fulfill its cleanup responsibilities, the chapter will be disqualified from the next event.

10. There will be no destruction of property used or potential harm to any venue during or after any event. The use of items such as firearms, fire or animals is never acceptable.

11. There will be events that will be played as co-ed. Teams will draw for original matchings and byes. This will occur on February 6th.
   i. Team matching will then rotate clockwise, alphabetically based on the week’s events.
ii. The first draw for a bye will be at random; all byes for events will then rotate clockwise alphabetically.

12. Lewd, suggestive or provocative behavior or clothing will not be tolerated in any event or performance. Disqualifications will result in the violation of this standards.

13. No additional changes can be made to the following after March 1st. All submissions are to be made via OrgSync.
   i. Greek Step/Stroll Theme, music and colors
      1. Costume Approval
   ii. Greek Sing Theme & Music
      1. Costume Approval
   iii. Non-GC participants
   iv. IM Leagues Registration
   v. Greek God/Goddess Music & Representative Info.

14. All final cuts of music are due April 1st to Michael Igbonagam.
2019 Greek Weekend
Minute To Win It

Team Composition
Each team consists of four (4) players (At least one of each organization in the pairing must be represented)

Object
Each round will be given a “blue-print” that will instruct the team on the objective of that specific game. The object is to be the first team to complete the game or be the only team to complete the game within the sixty (60) second time frame.

General Rules
The following rules will be used to ensure the fairness and safety of the event:
1. Pairings will be randomly generated and given to each organization prior to Greek Weekend.
2. An official time clock will be used to measure sixty (60) seconds.
3. Games will NOT be given out prior to play but several of the games can be found online for practice.
4. Buzzers will be used to determine who finishes first.
5. The game is double elimination (2 lives) and the winner of the loser’s bracket will take on the winner of the winner’s bracket.
6. Bracket order will be generated at random.

Game Play
1. The game will be played with two (2) teams competing against each other.
2. At the beginning of the round, the player will be given a “blue-print” to explain how to perform the game they are going to be playing.
3. Two players from each team will compete to be the first team to complete the game.
   a. Which two (2) players from the team that plays is up to that team to decide but players may NOT play two (2) games in a row.
4. Once the objective is completed, one (1) player from each team that is playing must run to hit the buzzer.
5. The first team to hit the buzzer wins that round and advances in the winner’s bracket. The team that loses will lose one life and be moved to the loser’s bracket.
   a. If sixty (60) seconds is up and one team has completed the game but did not have time to hit the buzzer and the other team has not completed the game, the team that has completed is declared the winner.
   b. If neither team completes the game within the sixty (60) second limit, another round will be completed, and the winner of that round will move on to the winner’s bracket.
   c. See tied game for if neither team completes the second round within sixty (60) seconds.

Tied Game
1. If the second round in any game comes up as a tie again, the team most compete in a “final jeopardy round”.
2. For this round, all four (4) members of the team are allowed to compete.
3. One question will be asked out loud to both teams, the team who hits the buzzer first has ten (10) seconds to answer correctly.
4. If the team does not answer correctly, the other team will get the opportunity to steal but does **NOT** have to.
   
a. If the team gets the question right, they will advance in the winner’s bracket, if they get it wrong, the other team gets to move on.
5. The team with the correct answer will move on to the winner’s bracket, the losing team will move to the loser’s bracket or be eliminated if it is their final life.
2019 Greek Weekend
Basketball 5v5

Team Composition
Each team consists of five (5) players. Each team must have a minimum of four (4) players in order to begin a game.

Equipment
1. Teams are encouraged to bring their own basketball’s to warm up and play with. Basketballs will not be provided by Rec Sports.
2. Men shall use a regulation-sized basketball. The intermediate (women’s) basketball shall be used for Women’s and CoRec play.
3. Jerseys: Each team is required to wear numbered shirts of one distinguishable color. Numbers must be clearly legible on the front and/or back of each jersey. No taped-on numbers will be allowed. Any team not dressed in shirts of one color may wear the colored jerseys provided by Rec Sports.
4. Shoes: Basketball and/or athletic shoes are the recommended footwear. No black-soled shoes that may mark the floor are permitted. Sandals, street shoes, or boots are not allowed. No player will be allowed to participate in bare feet.
5. Jewelry: No jewelry or any other item deemed dangerous by the Intramural Staff may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
6. There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.
7. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any hard material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
8. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

Timing
1. Games will consist of two (2) 20-minute halves with running time. During the first 38 minutes of the game, the game clock will stop only for a team or official time out. The clock will stop on every whistle during the final two minutes of the game.
2. Each team receives three (3) timeouts per game. All timeouts are one 1 minute in length. Only players on the floor or coaches (who have ever recognized prior to the beginning of the game) may call timeouts.
3. Ties will stand during the regular season. For the playoffs, a 3-minute overtime period will be played. Each team will be granted one 30-second timeout. The game clock will stop under 1 minute.

Start of Game
1. A captain’s meeting will take place between the team captains and referees at center court.
2. A jump ball will occur only at the beginning of the game and any overtime periods. The team not gaining possession on the initial jump ball will be awarded the ball when the next held ball situation arises. Thereafter on held balls and to begin the 2nd half, teams will alternate possession.

Game Play
1. Two point field goals and three point field goals will be used.
2. No dunking is permitted during pre-game warm-ups, during the game, at halftime, after the game, or during any other dead ball period. Violators will be assessed a technical foul.
3. Coaches will be recognized only if they are present in the pre-game captains meeting. They will be allowed to call timeouts from the sideline.
4. A player will be disqualified (foul out) when he/she has accumulated five (5) fouls (any combination of personal or technical). A technical foul is registered as a personal foul.
5. Violations include traveling, double dribble, carrying / palming the ball, intentionally kicking the ball with the leg, excessively elbow swinging (without contact), five-second closely guarded count in the frontcourt, ten seconds in the backcourt, three seconds in the lane, basket interference, and goaltending.
6. After any violation, the ball is awarded out of bounds for a throw-in at the spot nearest to where the violation occurred. Two (2) or three (3) points are also awarded on goaltending depending on the position of the shooter at the time of the shot.
7. After any called time-out, the ball is awarded out of bounds for a throw-in at the spot nearest where the ball was on the court at the time the time-out was called.
8. The throw-in count ends when the ball is released by the thrower. It is a violation if the thrower does not release the ball within 5 seconds.
9. Free-throw shooting:
   a. 7th team foul: one free throw (plus a bonus free throw if the first attempt is successful)
   b. 10th team foul: two free throws
   c. All shooting fouls with a missed basket will result in two free throws.
   d. All shooting fouls with a made basket will result in two (or three) points and one bonus free throw.
   e. Players may not enter the lane until the ball has hit the rim.
10. Technical Fouls: On all technical fouls, an automatic two (2) points will be awarded to the offended team, plus the ball at the division line for a throw-in. Technical fouls are counted towards each player disqualification total (five fouls) and the team’s bonus situation.
   a. Two (2) unsportsmanlike technical fouls charged to any individual (player or coach) will result in his/her ejection from the game and the facility.
   b. Three (3) unsportsmanlike technical fouls charged to any team will result in forfeiture of the game by that team.
   c. Any technical foul assessed to the bench, manager, any coach, or an obvious fan of a team will also be charged to the head coach/team captain.
11. Intentional Fouls: Two (2) points and possession of the ball at the spot nearest the foul will be awarded to the offended team for all intentional fouls during an unsuccessful two-point try. An intentional foul during an unsuccessful three-point try will result in three (3) free throws and possession of the ball. For a successful two-point or three-point try, the basket will be counted and two (2) free throws and the ball will be awarded.
12. Flagrant Fouls: On all flagrant fouls, the offended team will be awarded two (2) points and possession of the ball at the division line for a throw-in. The offending player will be ejected from the game.
**Mercy Rule**
The game declared over when a team is ahead by 20 or more points with two (2) minutes or less remaining in the game

**Substitutions**
A substitute must report to the scorekeeper and be recognized by a game official before he/she may enter the game. A substitute can only enter the game during a dead-ball situation. In a multiple free throw situation, a substitute may only enter immediately before or after the last free throw attempt. Failure to properly report will result in a technical foul being assessed to that player.
Team Compositions
1. Teams will consist of 6 on 6 (3 women and 3 men)
2. Brackets will be single elimination

Equipment
1. All players must wear appropriate swimwear. All players must follow the WRC Pool guidelines in order to participate.
2. Players may not wear a t-shirt in the pool (cotton), sports bra's, shorts (cotton, basketball shorts, running shorts, etc.)
3. Players can wear a form fitting shirt on their upper body. (Ex. Under Armour)
4. Tubes and balls will be provided by RecSports
5. All players must play from an inner tube and must be seated in the inner tube with arms and legs over the side. A field player may not leave his/her inner tube during play.

Timing
1. Each game will consist of two 10-minute halves with a running clock. The clock will stop in the last minute of the 2nd half on time-outs, out of bounds, fouls, and goals scored.
2. Each team is permitted two time outs per game.
3. Around the five minute mark in each half the official will stop play and allow substitutes to enter the game.
4. No overtime in regular season play.

Game Play
1. A coin toss at the beginning of the game shall determine which team has the choice of a goal to defend. Between halves, each team shall exchange goals.
2. Each half will begin with all members of each team touching the wall by its own goal. The official will toss the ball into the center of the playing area and sound the whistle to begin play. At the official's signal, players may move to secure the ball. Pushing of the wall is legal.
3. Players must remain seated in their inner tube.
4. One point is awarded for each goal legally thrown into the opponent's goal. Ball must hit the blue part of the goal to count.
5. Each team will advance the ball toward the opponent's goal by throwing, carrying, or pushing the ball. Players dribble the ball by pushing it in the water, holding it between their knees, holding it with one or both hands, holding it against their body, or holding it in their lap.
6. Only a player in possession of the ball may be dumped from his/her tube by a defensive player. If dumped, the player must immediately release the ball and attempt to get back in their tube. Defensive players may push on the offensive player's tube. They may not pull handles or use their feet to dump an opponent.
7. A player may not:
   a. Intentionally splash another player
   b. Intentionally make contact with another player's body
   c. Knock the ball from the possession of a player holding the ball
8. A team may not stall and the goal must be attacked throughout the game. If the official determines that a team continues to stall after being warned, a violation will be assessed and possession will be awarded to the opponent.

9. A ball deflected out of the pool will be awarded to the opposing team's goalie to restart play.

10. All restarts will come in from each goalie, out of bounds and goals scored

11. Teams may only have one goalie, a goalie will be defined as a player within the first racing block of the pool. Only the goalie is allowed to be that close to the goal.

12. Goalies may use the side of the goals to stable themselves but cannot touch the top of the goal.

13. Players will get one courtesy foul then the second foul they will be removed from play for two minutes. Teams may sub if a player is removed.

14. The third team foul and every foul after or an extreme foul will result in penalty shot.

**Substitutions**
Substitutions must be made during the 5 min stoppage in each half or if a team uses a timeout. Only other subs can be made when a player is removed.

**Mercy Rule**
A game shall be called if a team is ahead by 10 goals with 2 minutes or less remaining in the game.
Each pull will last 8 minutes. If there is no winner, the match will go into overtime. If the pull goes into overtime, there will be a two-minute break before the overtime pull begins. At each overtime pull, one person from each team comes off the line. The flag is moved back to the center for the overtime pull. There will be no more than two overtime pulls. If there is no winner at the end of the second overtime pull, the team with the flag closest to their side of the line wins the match.

The following rules will be used to ensure the fairness and safety of the event:

1. Rec sports staff will oversee the digging of the ruts
2. Standard Rut sizes will be enforced
   a. Women:
      i. 27 inches long, 8 inches deep, 12 inches wide, 8 inches apart
   b. Men:
      i. 30 inches long, 10 inches deep, 14 inches wide, 10 inches apart
3. Brackets will be randomly assigned.
4. Event will be double elimination.
5. There is a limit of 20 people per organization on the roster, and 10 people on the line.
6. Prior to each match teams must turn in roster lineup in standard sheet.
7. The pull will be 3 ft. either side.
8. Each standard pull will last 8 minutes.
9. Members have 3 minutes to dig ruts, get ready, and get in ruts for the pull to start.
10. No equipment or items can be used to dig ruts in between pulls or before matches unless authorized by OFSL Staff.
11. Members can wear gloves or use chalk.
12. Gloves can be taped to arm.
13. No tar or adhesive are permitted for use on gloves to pull.
14. No metal cleats are to be worn.
15. Shirts must be worn. Sleeveless or cut off shirts are not permitted.
16. The rope cannot be tied or wrapped around any person or body part at any time of the match. Failure to adhere to this rule will result in the team’s disqualification.
17. The knot that each organization will use during their session will be “tied” by the FSL staff and Rec sports prior to the pull. Timing Rules
   a. Tugs will be 8 minutes
   b. Whichever team pulls the white flag, in the middle of the rope, closest to their side of the line wins the match.
18. Overtime Rules
   a. If there is not a winner after 8 minutes the match will go into overtime.
   b. **There will be one 2-minute overtime with NO laying**
   c. There will be a 2-minute break before the 2-minute overtime begins
   d. Each team will drop a member from the line before the overtime round begins
   e. The members on the line should be aware who is being dropped from the line but that member’s name does not have to be submitted to FSL prior.
f. If some of the members on the line is ill or in a great deal of pain he or she should be the one taken off the line to prepare for the overtime session.

g. The flag on the rope will begin in the center to begin the overtime pull.

h. If there is not a clear winner after the 2-minute overtime; whichever team pulls the white flag, in the middle of the rope, closest to their side of the line wins the match.

i. During these overtime members that are on the line cannot have substituted.
2019 Greek Weekend Dodgeball

Team Composition
1. Game play is 7 on 7. Each team must have a minimum of four (4) players to begin a game.
2. Each team must have both organization represented at all times during game play.

Equipment
Dodgeballs will be provided by the Rec Sports staff at the game site.

Timing
1. Game time is forfeit time.
2. Each match will be 25 minutes in length. The winner of the match will be the team who wins the most games in the 25 minute time period.
3. If neither team has been completely eliminated when time expires in the current game, the team with the greater number of remaining players is the winner.
4. No overtime in regular season.
5. Overtime we will play one 4v4 game winner of the game advances

Game Play
1. All games will have two RecSports Staff members officiate the game
2. Players are required to leave on their own when they are hit by a ball or one of their thrown balls is caught. If they do not leave on their own the game will be stopped, the player will be removed and issued a technical foul, and the opposing team will gain possession of all of the Dodgeballs. The player may return at the end of that individual game but during the rest of the game he is out for his team will have to play a person down. If the removed player has a 2nd infraction he/she will be removed from the entire match.
3. The Rush
   a. The Rush occurs at the beginning of each game or reset.
   b. Upon the official's signal, both teams rush to center court and attempt to retrieve as many balls as possible.
   c. There is no limit to how many balls an individual player may retrieve.
   d. Players may not slide or dive head or feet first into the neutral zone or they will be out.
   e. Crossing over the other team’s entire neutral zone (white line) will result in an "out." Players may cross the middle (green) line on the rush.
   f. Players may not physically grab and pull another player across the neutral zone or prevent them from returning to their side of the court.
4. Putting a Ball in Play
   a. The player and the ball must go completely behind the attack line (white line). Any ball retrieved on the rush must be returned behind the attack line before it may be thrown at an opponent. A ball that hasn't crossed the attack line is considered a dead ball, any hits or catches are voided plays. Once the ball has been cleared anyone from the other team is eligible to be hit wherever they are on the court inbounds; this includes inside the neutral zone (in between the white and mid line). There are several ways to put a ball into play following a Rush:
• A player carries the ball across the attack line.
• A player passes the ball to a teammate who is behind or carries it across the attack line.
• A player rebounds the ball off the back wall of a closed court.

5. Outs
• A live ball is defined as any throw ball by the opposing time. The ball remains live until it hits the floor, roof, or backboard.
• A player shall be deemed "out" when a live ball hits any part of the player's body and/or clothing and then the ball hits the floor, roof, or backboard.
• If a player is hit by a live ball bouncing off another player or ball used for blocking and then the ball hits the floor, roof, or backboard.
• If a thrown ball hits a held ball and the held ball is dropped the person holding the held ball is out.
• If a thrown ball hits a held ball and deflections off of the held ball and hits the holder and/or another player before it hits the ground the holder and/or the other player or out.
• Any thrown ball that is caught in bounds (must have 1 foot in, and no feet touching out) before it hits the ground results in the thrower being out. The team who caught the ball is allowed one player back in.
• A catch can be made off any deflection of dodgeballs or ball. As long as the ball has not yet hit the ground, roof, or backboard and is caught with at least one foot in bounds the player who threw the ball is out. And the team that catches gets an added player.
• If any live ball is caught the player who throw it is out and the team who catches the ball gets to add a player.

6. Blocking
• Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out."
• Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out."

7. Out of Bounds Rule
• If any part of the player’s body touches the endlines or the mid line, the player is out.
• Players who catch the ball with one foot inbounds then falls out of bounds will be out. The player who threw the ball will be out since the catch was made legally and the team that catches the ball will add a player then the player that crossed out of bounds will now be consider out.

8. Stalling
• Stalling is the act of intentionally delaying the game.
• All players must throw the ball within ten seconds they cannot hold the balls.
• The team cannot sit the ball just over the division line to try and force the other team to come get the ball.

9. Retrievers
• If subs are available they must be the only retrievers. Players still in the game cannot go out of bounds to retrieve a ball.
• If teams only have 7, and they are all still in only 1 designated person may retrieve. The player must leave from the baseline of the court and reenter through the baseline of the court.

10. The Rainmaker Shot
• Each court will have 2 basketball goals. Players will have the opportunity to make a shot any time during a game. A made shot will result in the return on all eliminated players to the team who made the shot.

Substitutions/Reentry Rule
1. Each team may only have 7 players to start the game. Those 7 players are the only ones allowed to play that game. Substitutes must switch every other game but not during unless a player is injured.
2. In single gender games, any player who is out can reenter the game if a teammate catches a ball.
3. In Co-ed games, reentry must go guy-girl-guy-girl, if available. There can still never be more than 4 of the same gender on the court at one time.
4. All player entering the court must enter through the baseline of their side of the court. If a player enters from the side of the court they will be considered out and must go to the back of the reentry line.

CoRec Modifications
1. Team Composition
   a. Game play is 8 on 8.
   b. Teams must have a minimum of three (3) women to begin a game and one (1) male. Teams can have a maximum of four (4) men at one time.
   c. During the 5 on 5 season you must start the game with at least two females.
2019 Greek Weekend
Flag Football

Team Composition
The game is played between two (2) teams of seven (7). Each team must have at least five (5) players on the field in order to begin the game.

Equipment
1. **SHORTS CANNOT HAVE POCKETS.** Teams must have shorts/pants without pockets.
2. Shirts must be long enough to tuck in so that they remain tucked in the pants/shorts during the entire down or short enough so there is a minimum 4” from the bottom of the shirt to the player’s waistline. Shirts may not contain knots, have frayed sleeves or edges, or an opening more than 4” below the armpit. Flag belts must remain outside of the shirt/jersey during play.
3. Jewelry: No jewelry or any other item deemed dangerous by the Intramural Staff may be worn such as bracelets, earrings, necklaces, etc. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
4. Shoes: Regulation rubber-soled cleats and tennis shoes are the only permissible footwear. Sandals, street shoes, boots, or metal spikes are not allowed. No player will be allowed to participate in bare feet. No steel or screw-in cleats.
5. Headwear: Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, nonabrasive gloves. Bandanas and other head gear which are tied with a knot are not permitted.
6. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any rigid material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play. Elbow pads are not permitted.
7. Tape or bandages of the hand, wrist, forearm, or elbow are prohibited except to protect an injury. This must be approved by the Intramural Supervisor before the game begins. Players may wear a soft, pliable wrist/forearm band that contains plays.
8. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses. Sunglasses may be worn as long as they are pliable and are not rigid.
9. Foreign Substance: Any slippery or sticky substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
10. Men will use the regular size, NCAA or NFHS football, while women and CoRec may use either a regular or intermediate-size football. Game balls will not be provided as teams must use their own footballs. Officials will not handle the football; the offense is responsible for the ball at all times.
11. Playbooks are allowed; however, they may not be worn or placed in a position that is not visible to other participants or officials.

Flag Football Timing
1. A game shall consist of two halves with a two-minute intermission. Each half shall consist of twenty (20) minutes with the clock stopping once at the two-minute warning of the second half. The clock will stop at two minutes left in the game and under for the following reasons:
   a. Penalties/Inadvertent whistles (may start on referee’s ready-to-play whistle)
b. Scoring plays
c. Incomplete passes/out of bounds
d. Injured players (this is an officials timeout)
e. First downs (until the ball is set in play by referee)
f. Official and team time-outs
g. Change of possession.

2. Delay of Game: After a ball is declared ready for play, the offensive team has twenty-five (25) seconds after the referee has sounded the whistle to put the ball in play.

3. Each half may be extended by an untimed down if:
   A. There is an accepted live ball foul that does not carry a loss of down for the offense
   B. A touchdown
   C. A double foul
   D. An inadvertent whistle.

4. Each team is allowed two (2) timeouts per game.

5. Overtime: There are no overtime periods during the regular season. Regular season game may end in a tie. However, overtime periods will occur if necessary for playoff games. An overtime period consists of a series of four (4) downs by each team from the 10-yard line, the object of which is to score a touchdown. If a touchdown is not scored in four (4) downs it is a turnover. If the score remains tied after one overtime period, play will proceed to a second period and so on until a winner is determined. All overtime periods are played toward the same goal line and are untimed except for the 25 second play clock initiated before each play. Offense, defense and direction of play for the first overtime will be decided in a coin toss similar to the one at the start of the game. Only one coin toss shall take place in overtime, options shall alternate between teams if there are any additional overtimes needed.

6. Game time is forfeit time. A team must have a minimum number of players to start a game. If there is fewer than the required number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. If a team chooses to wait, it will be required to wait until the opposing team has the minimum number of players present or a maximum of ten (10) minutes. The game clock will start at the time the game was scheduled for and run continuously until both teams are ready for play or the 10 minute wait has been elapsed.

Start of Game
1. A captains meeting will take place before the game. A method of deciding choice will be determined by the head official of the game (i.e. coin toss, odd or even, rock/paper/scissors, etc.).
2. The winner of the pre-game decision shall have the first choice of options:
   A. Offense/defense
   B. Which goal to defend
   C. To defer the choice of A or B until the second half

3. After possession and direction have been established, the ball will placed at the 14-yard line and the game play clock will be initiated on the referee’s whistle.

Flag Football Game Play
1. Series of Downs: A team in possession of the ball shall have four (4) consecutive downs to advance to the next zone by scrimmage.
2. **Zone Line to Gain:** The zone line to gain in any series shall be the zone in advance of the ball, unless distance has been lost due to penalty or failure to gain. In such case, the original zone in advance of the ball at the beginning of the series of downs is the zone line to gain (double stakes). The zones formed by the marking of the twenty and forty yard lines are used to determine the distance to be gained.

3. **Line of Scrimmage:** Offensive and defensive lines of scrimmage are separated by two (2) markers (pucks) approximately one (1) yard apart. The offense is required to have at least four (4) players on the line of scrimmage for the line to be set and ready for play. There is no requirement for defensive players to line-up along the line of scrimmage.

4. **Motion:** One offensive player may be in motion at a time. At the time of the snap the player may only move parallel with the line of scrimmage and not laterally down field. The player in motion must remain behind the line of scrimmage. Exception: Players may avoid this penalty by coming set for one full second prior to the snap.

5. **Snapping:**
   A. The ball must be snapped backwards off the ground. Both of the center’s feet must remain behind the line of scrimmage before and during the snap. The ball may be snapped between the center’s legs or off to the side. The snap must be one quick continuous motion backwards. Once the ball has left the ground the defense may rush.
   B. The player receiving the snap must be at least two (2) yards behind the offensive line of scrimmage.

6. **Passing:**
   A. All players are eligible to catch a forward pass. The passer’s feet must be behind the line of scrimmage when the ball leaves the passer’s hand.
   B. Only one (1) forward pass can be thrown per down.
   C. One foot must touch the ground in-bounds for a pass to be completed.
   NOTE: An offensive player may run across the line of scrimmage, then run back behind the line of scrimmage and throw a forward pass OR toss the ball backward to another player who can then throw a forward pass as long as such pass abides by the provisions of this section.

7. **Punting:**
   A. On fourth down, the referee will ask the offensive team captain to select if they wish to punt or try to reach the zone-line-to-gain (go for it). Once a decision is reached, the referee will announce the decision to the defense. If the offense declares to punt, then wants to change their decision, they may do so after a charged timeout or an accepted penalty in which the down is to be replayed.
   B. The kicker must catch and kick the ball immediately in one continuous motion.
   C. The kicking team must have four (4) players on the line of scrimmage during a punt.
   D. Neither team may advance beyond their respective scrimmage line until the ball is kicked.
   E. Punts that have not been touched by a player are NOT dead while bouncing on the ground. When a punt touches a player from either team and then hits the ground, it is dead at that spot and belongs to the receiving team. If a punt is muffed by the receiving team and caught in the air by the kicking team, it is dead at that spot and the kicking team retains possession, first and line-to-gain. If caught in the air by the receiving team, they may advance the ball.
F. Punts may not be returned out of the endzone.
G. There are no fair catches. Fair catch signals shall be disregarded.

8. Fumbles: A fumble is dead at the point the ball touches the ground, if fumbled backwards, or at the spot where the fumble occurred if fumbled forward. The ball goes to the team who last had possession with the resulting loss of down. A fumble that lands in or behind the goal line results in a touchback or safety.

9. Handoffs: Handing of the ball is allowed forward or backward at any time.

10. The offensive is responsible for retrieving the ball after every play. In case of inclement weather, a towel may be used. The towel must be kept in between the field markers (pucks) at the line of scrimmage before and during the play.

11. Scoring:
   A. All touchdowns are worth six (6) points. The player who scores must be deflagged by a referee before the points are awarded. Illegally secured flag belts will result in a penalty and no touchdown. Belts removed by players and not officials will be considered illegally secured.
   B. After the touchdown the offense will have options of extra point attempts. One (1) point from the 3-yard line, two (2) points from the 10 yard line, and three (3) points from the 20-yard line. Once the offense has declared their choice they may change their decision only with a charged timeout for either team. A team’s choice cannot be changed if a penalty occurs. If the defensive team intercepts a pass the play is now over and the try is no good.
   C. A safety occurs when a runner carries the ball from the field of play to across his/her own goal line, and it becomes dead there in his/her team’s possession. A safety results in two (2) points for the defensive and possession of the next offensive series. D. Penalties during a scoring play on the defense: If the defense commits a live ball penalty the offense may take the penalty during the try (have the distance to the goal) or take the penalty at the succeeding spot (the 14 yardline after the try)

11. Blocking: Screen blocking is allowed and shall take place without contact. Any use of the hands, arms, legs, elbows or body to initiate contact by an offensive player is illegal. Players also must allow one full step when setting a block behind a stationary opponent and may not stop to set a block so close to an opponent that he or she cannot stop or change direction to avoid contact.

12. Rushing: Defensive players must maneuver around the offense’s screen block. They may not use their hands and arms to initiate contact to gain an advantage on the blocker.

13. Other Player Restrictions:
   A. No player shall make contact with an opponent that is deemed unnecessary. (Illegal Contact 10 yards.)
   B. No clipping or tripping. (Illegal Contact 10 yards.)
   C. No pulling or removing flag belts from an offensive player who is not in possession of the ball. (Illegal Contact 10 yards.)
   D. The ball carrier may not run through a defensive player but must make an effort to evade the defense. (Illegal Contact 10 yards.)
   E. No flag guarding. The ball carrier may not guard their flag by blocking with their hands/arms or the ball, thereby denying the opponent the opportunity to pull the flag. (Flag
Guarding 10 yards.
F. No stiff arms are allowed by the ball carrier. (Illegal Contact 10 yards.)
G. No stripping the ball by the defense from an offensive player who is in control of the ball. (Illegal Contact 10 yards.)
H. No tampering with flag belts. Flag belts must be fastened around the waist using the end of the clip. (Illegally securing flag belt 10 yards, lose of down, player ejection)
I. Any player involved in a fight or who leaves the bench during a fight will be ejected without question.

14. Captain or on field spokesman should be ready to render a decision following any penalty on the opposing team.
15. Teams may designate a coach for each game. The coach must be present at the captain’s meeting. The coach is allowed to be on the field in between plays but must clear the field before play begins. Only one coach for each team may be on the field at a time. Coaches are allowed to call timeouts.

Mercy Rule
If a team is ahead by 19 points at the two-minute warning in the second half, the game is over.

Substitutions
1. Substitutions are allowed at any time the ball is dead.
2. Players entering the game must be ready for play with correct equipment.
2019 Greek Weekend
Greek Sing

1. Themes must fall within the **2000's Smash Hits (2000-2010)**.
2. Themes for each organization must be submitted by March 1st to FSL to Michael.igbonagwam@gcsu.edu.
3. All possible songs that an organization would like to or possible use for the performance are due to FSL by March 1st.
4. The final cuts of music are due by April 1st to FSL on a flash drive. These songs may only be those that were submitted on March 1st.
5. Each organization will have 1 minute to get organized and situated on stage before queuing their music.
6. Performances must be no longer than 5 minutes. The time begins when the first person starts singing.
7. Everyone on stage is at least required to sing as a part of a chorus.
8. There is a 26-person limit to the number of participants allowed on stage.
9. Any choreography must be clean and tasteful. Discretion will be left up to judges.
10. Lip syncing will lead to disqualification from event.
11. Elements such as fire or water are not allowed to be used during this event.
12. Costumes must be appropriate and tasteful.
13. Categories for judging are:
   A. Creativity
   B. Group Cohesion
   C. Presentation
2019 Greek Weekend
Greek God and Goddess

Each organization will choose one individual to represent their organization in this competition. Chapters must submit the name and contact information of their representative by March 1st.

The participant will be escorted onto the stage, introduced, and asked one question.

1. Outfit must be appropriate, family friendly, and securely fastened. *Fashion mishaps may result in disqualification.*
2. Contestants will have 3 minutes to make their entrance in front of the judges and be escorted onto the stage. Music must be submitted to FSL by April 1st on a flash drive.
3. Contestants will be judged on overall creativity of presentation, answer to question, and appearance.
4. All props associated with presentation must fit through a single door frame and MUST NOT DAMAGE ANY part of venue.
5. All props must also be removed within 30 minutes of the end of Awards. Any group who leaves props behind will be disqualified from the event.
6. Nothing can be thrown or left on the floor to be cleaned up. All props on the floats need to be secure to where they will not fall off during presentation.
7. All props on which your contestant must be secure, light weight, and pose no danger to your contestant or those participating in the competition.
2019 Greek Weekend
Step and Stroll

1. Organization themes, songs, and colors are due by March 1st. If any organization wishes to change his or her submissions they must contact Michael Igbonagwam.
2. The final cuts of music are due by April 1st to FSL on a flash drive. These songs may only be those that were submitted on March 1st.
3. There must be no more than 20 members on stage.
4. Vulgarity or profanity in music will lead to disqualification.
5. Choreography must be appropriate and tasteful. Judges will score accordingly as to how they see fit.
6. The judges, selected by FSL Staff, will be knowledgeable of the events content.
7. The team may access the stage for their performance from any entrance in Centennial Center.
8. The overall step team performance can be no longer than 7 minutes. The time begins once the music is cued or a step is begun.
9. The team will face point deductions of their routine last for more than 7 minutes or any props are left on the stage.
10. Teams will compete for Best Step, Best Dance, Best Stroll and Best Overall categories.
11. Judging Criteria will be as follows:
   A. Originality
   B. Appearance
   C. Execution
   D. Complexity
   E. Sharpness and Showmanship
   F. Crowd Participation
2019 Greek Weekend Service Competition

1. Members must be registered with the GIVE Center as volunteers and have an active account in GIVE Pulse.
2. All community service impacts must be tracked and verified in GIVE Pulse.
3. Hours for the service team competition will be pulled from August 1, 2018 – March 31, 2019.
4. Team member can “back track” community service impacts to August 1st if needed.
5. Points will be awarded based on the average number of community service impacts earned per organization.
2019 Greek Weekend
Tree Planting

1. Each organization that has at least one representative at tree planting on Saturday, April 13th between 11 and 3 to plant trees, will receive 5 points toward the final score of their organization.
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<tr>
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<td>Gamma Sigma Sigma Relay for Life Service Event</td>
<td>*attendance = +1 point</td>
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**Scoring**

All events will earn the following points:
- First place – 10 points
- Second place – 8 points
- Third place – 6 points
- Fourth place – 5 points
- Fifth place – 4 points
- Sixth place – 3 points
- Seventh place – 2 points
- Eighth place – 1 points
- Ninth place – 0 points