

## **BACKYARD BONANZA Rules & Regulations**

## **The University of Akron Student Recreation & Wellness Services Intramural Sports**

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of officials assigned to the game as well as the site supervisor.

### **GENERAL INFORMATION:**

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid, physical copy, University of Akron ZipCard. **NO ID, NO PLAY!**
- The activities will take place in various locations within The University of Akron campus. Please refer to the sections below for details.
- Each team will consist of two (2) people, and may be any combination of males or females.
  - A minimum of one (1) person must be present for each activity, in order to participate.
  - No substitutes may be made at any point throughout the challenge.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
- Each team shall designate to the Officials a player as the court captain. This person is the only player who may communicate with the Officials.

### **EQUIPMENT:**

- All required equipment will be provided by Student Recreation & Wellness Services.
- Players must wear athletic shoes; no sandals, boots or non-athletic shoes will be allowed.

### **CHALLENGE FORMAT:**

- Each event will have a time limit of 10-minutes.
- Any team that reaches the point limit before time ends will receive the win for that event.
  - Otherwise, the team with the most points after 10 minutes will win.
- All events are self-officiated.
- Each team may take part in each event up to two times to count towards their win total.

### **CORNHOLE:**

- A teammate will stand next to each board with an opponent.
- Opponents cannot interfere with the throw of the other team in any way.
- The first team to 21 points, or over, wins.
- A bag on the board counts as 1 point.
- A bag through the hole counts as 3 points.
- A bag that hits the ground is automatically out, even if it bounces onto the board.
- Cornhole will be played with cancellation scoring.
  - In cancellation scoring, the points of one player cancel out the points of their opponent.
- **The team to score the highest in the previous round will throw first in the next round.**
  - During a tie situation, the team who threw first during the tie will throw first again.

### **KAN-JAM:**

- A teammate will stand next to each can with an opponent.
- Opponents cannot interfere with the throw of the other team in any way.
- The first team to 21 points, or over, wins.
- A teammate that deflects the disc and hits the outside of the can counts as 1 point.
- A disc that hits the outside of the can directly counts as 2 points.
- A teammate that deflects the disc into the top hole counts as 3 points.
- The disc is automatically out of play when it hits the ground.
- If the disc goes through the front slot or through the top hole without being touched results in an automatic win.

### **LAWNDARTS:**

- One person from each team will face off at a time and will alternate each turn.
- The first team to 21 points, or over, wins.
- Any dart outside, but closer to the ring than any other dart by the opposing team counts as 1 point.
- A dart within the ring, also known as a ringer, counts as 3 points.
- Lawn Darts will be played with cancellation scoring.
  - In cancellation scoring, the points of one player cancel out the points of their opponent.

### **SPIKEBALL:**

- The first team to 21 points, or over, wins.
  - Spikeball is played with rally scoring, which means a team scores after each round.
- The team that wins the points continues to serve until their opponent wins a point.
  - When service changes teams it must also alternate players.
- Teams serve by hitting the ball off of the net.
- The opponent must then keep it in the air by hitting the ball a maximum of 3 times.
- Similar to volleyball, a player cannot touch it 2 times in a row.
- Once a player spikes the ball off of the net, the opponent then has to try to continue to keep it in the air or hit the ball off of the net.
- The rim is considered out of bounds and is a point for the opposing team.
  - A team will reserve if a spike hits the rim and net simultaneously.

### **HORSESHOES:**

- One person from each team will face off at a time and will alternate each turn.
- The first team to 21 points, or over, wins.
- The first player throws both of their shoes, then their opponent throws both shoes.
- A shoe must be within "one shoe width" from the stake, to be considered for points.
- The closest shoe counts as 1 point
  - If two shoes closer than the opponents, each counts as a point for a total of 2 points.
- A shoe touching the stake, also known as a Leaner, counts as 2 points.
- A shoe around the stake, also known as a Ringer, counts as 3 points.
  - If your shoes qualify as both the closest and a ringer it counts as a total of 4 points.
- If each player has a ringer they cancel each other and neither team receives any points.

### **AWARDS:**

- The team with the most wins will receive Intramural Sports Champion T-shirts.