

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!**
- All games will be played at Buchtel Field.
- 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).
- This is a self-officiated event; any disputes can be brought to the attention of the Site Supervisor. If there is still no resolve, the serve shall be replayed.
- 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.

GAME FROMAT:

- Cans will be placed 50 feet apart.
- A coin toss, called by the Visiting Captain, at the beginning of the match will determine the choice of throw or can to defend.
- Each game will have one (1) disc to share between both teams.
- Teammates will stand one at each can, opposite each other.
- Teams will alternate throwing the disc at the other can alternating players each throw.
- Each team will be given an equal number of throws. (i.e.: If a team was the first to throw and eventually reaches 21 points, the opposing team will still get a chance to throw last)
- Throwers must release the disc from behind the front edge of their can.
- Deflectors may move anywhere within the playing area to deflect the disc.

SCORING:

- Games will be played until one team scores exactly 21 points or 10 minutes has elapsed, whichever comes first.
 - If a team is in the process of throwing, and the second team to throw is losing, both teams must finish their final throw.

- If a team receives points that places them over 21 points, the points they just scored are deducted from their previous score. (i.e.: Team A has 19 points and scores a bucket for 3 points. Their new total would be 22 which places them above the required 21. Those 3 points are in turn subtracted from 19 and their new total is 16 points.)
- Each team has 4 possible ways to earn points:
 - A teammate that deflects the disc and hits the outside of the can counts as 1 point.
 - If the disc bounces out of the can off a deflection, it counts as 1 point only.
 - 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.
 - If the disc goes through the front slot or through the top hole without being touched results in an automatic win.
 - If the disc bounces out of the can off a direct throw, it counts as 2 points only (not an instant win)
- The disc is automatically out of play when it hits the ground.
- In the event of a tie, both teams reach 21 points in the same number of turns, there will be an overtime.
 - Overtime will consist of each player attempting one throw, which will be added to the team's points to determine a winner. Throws will continue until a winner is determined.

AWARDS:

- The winning team will receive Intramural Sports Champion T-shirts.

Updated 8/15/18