INTRAMURAL LAWNGAME CONTEST RULES

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.

2. The contests will consist of Bucket Pong, Cornhole, Washers, and Spikeball.

3. Participants must complete in 2 of the 4 activities to receive an intramural champ t-shirt.

4. Rules for activities are listed below:

- **Bucket Pong:**
    - 10 throws to see how many they can make
    - If playing against someone: First one to knock out every bucket.
        - To knock out a bucket:
        - Throw the ball from 15 feet away and make it in one of the trash cans. Once a trash can has been hit remove it.
- **Cornhole**
    - On the board= 1 point
    - In the hole= 3 points
    - First team/individual to 21 points wins.
- **Washers:**
    - On the board= 1 point
    - In the hole= 2 points
    - First one to 21 points wins.

Participants can play against each other to 21 or can participate by themselves. If they choose to participate by themselves they will see how many points they can get in 10 throws.

- **Spikeball**

    - Normally played 2 vs 2. (can play 1 vs 1 if not enough people)
    - A player starts a point by serving the ball down onto the Spikeball net so it ricochets up at his opponents.
    - The returning team has up to 3 hits between them (think bump, set, spike from volleyball) to return the ball back onto the net.
    - The rally continues until a team can't return the ball onto the net within their three touches.
    - Games will be played to 11
        - The rally ends and a point is awarded when:
        - The ball contacts the ground or otherwise isn't returned onto the net within 3 touches.
        - The ball is hit directly into the rim at any time, including on a serve.
        - The ball bounces and falls back onto the net or rim.
        - The ball clearly rolls across the net.