

11th Annual **Warrior Games**

Presented By Mort Harris Recreation and Fitness Center

WAYNE STATE UNIVERSITY

April 3-6, 2017

Registration Period: March 15th – March 30th

<http://rfc.wayne.edu/intramural/warrior-games.php>



ATHLETICS

**MORT HARRIS RECREATION AND
FITNESS CENTER**

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Contact List & General Rules

Warrior Games Director

Rob Latva – robert.latva@wayne.edu

Warrior Games Committee Member

Melanie Stawkey – az5292@wayne.edu

Marcell Jones – ek2243@wayne.edu

Mort Harris Recreation and Fitness Center
Warrior Games Information/Rules packet

(313) 577-2348

rfc.wayne.edu/Warrior-Games.php

Registration Deadline

March 30th 2017

Warrior Games Rules Meeting:
(Receive 100pts if team attends meeting.)

Friday, March 31st at 2pm.

Mort Harris RFC

Rainout line/posting:

(313) 577-6712

1. Any group of students may be involved in the games as long as there are at least six students on the roster. An organization may not enter multiple teams under one organization's name but under different names, ex. Pikes- I, Pikes- II.
2. Individuals can participate on two teams, but they must be in separate divisions. (Ex. Jane participates with "Women's Rugby" in the women's division and "Rugby" in the co-rec division.) There CAN be multiple teams from the same organization, as long as they are in separate divisions. (Ex. Jim and Jill participate with Nursing. Jim participates in the Men's division; Jill participates in the Women's division; both compete in the co-rec division.)
3. All participants must be on the team's roster prior to the April 3rd start date. No one will be allowed to participate unless they have their One Card present at the start time of the event.
4. A person may only be on one team's roster. Organizations that fail to abide by this rule will be penalized points determined by the Warrior Games Rules Committee.
5. All protests, disputes or misconduct before or during Warrior Games will be supervised by the Warrior Games Committee Members or Warrior Games Director.
6. Teams can participate in as many events as they please. Volunteering and attending the Rules Meeting do not count as events. However, the rules meeting is mandatory.
7. Each participant will be expected to have reviewed all of the Warrior Games rules before participating.
8. A team can compete in as many events as possible. The more events your team participates in, the better chance you have of winning.
9. Participants must adhere to the Student Code of Conduct.
10. All teams attire must be appropriate and not display any forms of profanity, drugs/alcohol or sexual content. Warrior Games officials have the right to disqualify any participants with inappropriate attire.
11. All participants **MUST BE** currently enrolled students taking classes in the Winter 2017 semester or a WSU faculty/staff member. Any individual not meeting this requirement will result in a **TEAM** disqualification from that specific event in which that illegal player participated in.
12. Points may be adjusted if one division has less than 4 teams in that division. This gives the teams a more fair advantage in divisions with fewer teams involved.

Schedule of Events

Monday, April 3rd, 2017

9am-7pm: Spirit Walk Painting Contest Starts, Matthaei Spirit Walk

5pm-8pm: Fowling Tournament – Matthaei Intramural Fields

-2 participants per team

6pm-9pm: Euchre Tournament- Mort Harris RFC, 2nd Floor Lobby

-2 participants per team, 2 teams per group

Tuesday, April 4th, 2017

5-7pm: Warrior Game Night – Mort Harris RFC

-4 participants needed

7-10pm: Dodgeball Tournament- Mort Harris RFC, Basketball Courts

-6 participants needed

Wednesday, April 5th, 2017

4-8pm: Beach Volleyball Tournament – Keast Commons

-6 participants needed

7-9pm: Ropes Course Races – Mort Harris RFC, Basketball Court

-5 participants needed per team

Thursday, April 6th, 2017

5-7pm: Wayne State Scavenger Hunt Race

-4 participants needed

7pm: Presentation of Winners – Mort Harris RFC

Point System

We will use a standard scoring system for all events, with an exception of the final event, the Scavenger Hunt. We have increased the point discrepancy between first, second, and third. We did this so teams can have a better chance of catching the leaders if they start to win more and more events. In years previous, the point spread was so narrow that once a team fell behind after a few events, it was almost impossible to catch back up. The points awarded are listed as follows:

- **1st place: 400**
- **2nd place: 300**
- **3rd place: 200**
- **Participation: 100**

The Scavenger Hunt is the final event of Warrior Games and the winners will be awarded more points. This event can possibly determine who wins Warrior Games.

- **1st place: 800**
- **2nd place: 600**
- **3rd place: 400**
- **Participation: 300**

Day 1—April 3rd

Spirit Walk Painting Competition

(Matthaei, 9am-7pm)

The Spirit Walk Painting Competition starts on April 3rd and can be painted through the last day of Warrior Games. 300 participation points will be given to all teams that paint a square. This can be painted at any point from 9am-7pm through Thursday. Painting supplies will be provided.

Fowling Tournament

(Fowling Tournament, 5-8pm)

Fowling is a hybrid game that combines the equipment of American Football and Bowling into one sport with a similar layout as Horseshoes and Cornhole. Teams will consist of two players from each team. Seeding will be determined randomly before the event starts. Captains will be notified of game times and tournament schedule no later than Friday, March 31st.

Rules:

1. Teams will consist of two players.
2. Partners will stand at the same end of the fowling lane.
3. Boards will be separated 48 feet apart. 10 bowling pins will be set up like normal bowling at each board.
4. Men cannot step pass the back portion of the board. Women cannot step pass the front portion of the board.
5. Teams will alternate throws one at a time. Partners must also alternate throws.
6. You can throw the football however you wish as long as you stick with the same throwing arm.
7. The goal of the game is to knock down the other teams pins before they knock down yours.
8. Once a pin is knocked down, it must be removed from the board.
9. You may not block a thrown football. However, once it hits the board or the ground, you may grab it or knock it out of the way. If you knock a pin down while attempting this action, that pin will count as knocked down pin.

10. If you knock down the center pin (pin 5), and only that pin, your team automatically will win that frame (game).
11. This game will be played best two out of three.

Euchre Tournament

(Mort Harris RFC, 2nd Floor Lobby, 6-9pm)

The Euchre tournament will be a double elimination style tournament. Tournament seeding will be done at random by the Warrior Game Staff and captains will be notified of when their team plays at the rule meeting. Each team can have no more than 1 team in the tournament. The tournament will start at 6pm. Please be there 15 minutes prior to check in and find your table.

Rules:

1. Each team will consist of two players.
2. In the coed division, a team **MUST** consist of one male and one female.
3. Game is played up to 10 points
4. Standard Euchre rules will apply.
5. There will be no farmers in this game, but we will use the "Screw the Dealer" rule.
6. There will be no stealing of the deck. This is an honest game people.
7. Each person is required to ask the person to their right if they wish to 'cut' the deck.
8. If the dealer flips over the card that is trump, and the cards have been dealt wrong, meaning somebody has more or less than 5 cards, this will be considered a miss deal and the next person in line will deal.
9. If the dealer does not flip over the card that is trump, and realizes the cards have been dealt wrong, this will be considered a redo and the dealer can shuffle and deal the cards again.
10. If at any time, the Warrior Game staff suspects cheating or table talk, that team will be kicked out of the tournament, and their group will receive a 50 point deduction from their total team score.
11. All decisions made by the Warrior Game Staff are final.

Day 2—April 4th

Warrior Game Night

(Mort Harris RFC, 5-7pm)

Each Warrior Game Night team will need 4 players to participate in various, classic games throughout the night. Teams will earn points for each game that they win or place in. At the end of the event, the team with the most cumulative points will win first place. Please see below for a short description of the games. Game rules will be explained again before each event.

- **Taboo:** The objective of the game is for a player to have their partners guess the word on the teammate's card without using the word itself or five additional "taboo" words listed on the card.
- **Spoons (Card game):** The objective is to get a four-of-a-kind and grab a spoon, which placed in the center of the group's table. The one person that doesn't grab a spoon will be eliminated from the next round.
- **Pictionary:** Try to get your team to guess the word on your card by drawing a picture on the whiteboard. The artist may not talk, make any non-verbal gestures, use numbers or letters in their drawings.
- **Speed Charades:** One member of each team will act out a word on a card without talking. Teammates will try to guess what they are acting out. The teammate who guesses the word correctly will now become the next one to act out the next word.

Dodgeball Tournament

(Mort Harris RFC Basketball Courts, 7–10pm)

Rules:

1. A team consists of 6 players.
2. Each game will last a maximum of 4 minutes.
3. Six balls will be used. Officials will place the balls at the half court line. A whistle will start play with players starting behind the baseline.
4. At the one minute mark, teams may advance to the opposing team's volleyball attack line regardless of the number of players remaining. The volleyball attack line includes the whole line and an imaginary line that extends across the whole court to the sidelines. Players may not go further than their opponents' volleyball attack line to retrieve a ball in any situation.
5. During the game all players must stay within the sidelines of the basketball court. They can stay behind the end line during play. Players may cross the line to retrieve a ball, but then they have to immediately get back in bounds.

6. No player at anytime should purposely throw a ball at the head of an opposing player. Conduct like this is immediate grounds for ejection. A player will not be removed from a game for accidentally hitting an opposing player in the head. Judgment is left up to the on-court supervisor and official.
7. No player is allowed to wear jewelry during the contest.
8. Player Elimination:
 - a. A player may not cross the center line when attempting to throw or retrieve a ball. If they do, they will be called out. The same will be true when the players are allowed to advance to the volleyball attack line.
 - b. Players will be called out if a thrown ball hits them on the fly. The ball must hit a player on or below the shoulder to be out. If a player is hit in the head, the player will not be out. If a player ducks or is on the ground and hit in the head, the player will be out.
 - c. A player will be called out if a ball they throw is caught on the fly. If a ball hits a player and is caught by another player the thrower is safe. The player hit initially is called out. Deflections off the floor, court dividers, ceiling, basketball hoop, and officials do not count as an out if caught. A caught ball must be CLEANLY caught. It is not considered a clean catch if a ball hits off an obstacle, besides a teammate, and is then caught after it has made contact with that obstacle. Obstacles may include officials, basketball hoops, surrounding walls and ceilings, as well as many other possible items.
 - d. If a ball hits another ball which a player has in her/his possession it does not make either player out. If a ball is dropped as a result of contact from the thrown ball, then the player who drops the ball is out.
 - e. If a ball hits another ball which a player has in his/her possession and that ball is caught by a teammate, the person who threw the ball is out. If the ball hits another ball which a player has in her/his possession and that ball hits a teammate, the person who was hit is out
 - f. If a player is stalling or making no attempt to play a ball, they will be ordered to roll the ball to the other side by the court supervisor. A player may be called out at the court supervisor's discretion for continuously stalling to avoid an outcome of the game. A player has five seconds to throw the ball once he or she has retrieved it.
 - g. Once a player is out, they must immediately leave the floor and sit behind the baseline. Players who have been called out cannot retrieve stray balls for their teammates or the ball will be given to the other team.
 - h. Once the whistle is blown, all action shall stop. Teams will keep the same number of balls they had prior to the whistle being blown.
 - i. Time will end all games. The team with the most players at the end of the game is considered the winner.
 - j. A court supervisor will oversee the games. The decision of the on-court supervisor is final. Arguing decisions will not be tolerated.
9. Ejections:

If any player is ejected from a game for any reason he or she is removed from the game. The player ejected is out for the remainder of the dodgeball tournament.

Day 3—April 5th

6 vs. 6 Beach Volleyball Tournament

(Keast Commons, Sand Volleyball Court, 4-8pm)

This event will be a 6 on 6 beach volleyball tournament. We realize that most sand volleyball isn't played with 6 people on one team, but we wanted to encourage more participation from each team. This tournament will be either a single or double elimination tournament depending on the number of teams entered in this event. Tournament seeding will be done at random by the Warrior Game staff. All captains will be notified of when they play during the rule meeting.

In case of rainout, this will be played at Mort Harris RFC Basketball Courts.

Rules:

1. The Serve:
 - a. Server must serve from behind the restraining line (blue rope) until after contact.
 - b. Ball may be served underhand or overhand.
 - c. Ball must be clearly visible to opponents before serve.
 - d. Served ball may graze the net and drop to the other side for point.
 - e. A coin flip determines first game serve, the previous game loser shall serve each subsequent game.
 - f. Serve must be returned by a bump only. No blocking or attacking a serve.
2. Scoring:
 - a. Rally scoring will be used.
 - b. There will be a point scored on every serve of the ball.
 - c. Offense will score on a defense miss or out of bounds hit.
 - d. Defense will score on an offensive miss, out of bounds hit, or serve into the net.
 - e. Game will be played to 15 points in a best 2 out 3 game series.
 - f. Must win by 2 points.
3. Rotation:
 - a. Teams do not have to rotate after each point.
 - b. Teams must rotate servers (guy then girl in coed).
 - c. There shall be 4–6 players on each side.
4. Playing the Game (Volley):
 - a. Maximum of three hits per side.
 - b. In coed, if the ball is played three times on one side, each gender must touch the ball.
 - c. Player may not hit the ball twice in succession (block is not considered a hit).
 - d. Ball may be played off the net during a volley and on serve.
 - e. A ball touching a boundary line is good.
 - f. A legal hit is contact with the ball by a player's body above and including the waist which does not allow the ball to visibly come to a rest.
 - g. If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play.
 - h. A player must not block or attack a serve.

5. Basic Violations:
 - a. Stepping on or over the line on a serve.
 - b. Failure to serve the ball over the net successfully.
 - c. Hitting the ball illegally (carrying, palming, throwing, etc.).
 - d. Touches of the net with any part of the body while the ball is in play. If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
 - e. Reaches under the net (if it interferes with the ball or opposing player).
 - f. Failure to serve in the correct order.

High Ropes Course Race

(Mort Harris RFC, Ropes Course 2nd floor, 7-9pm)

This even will be for 5 team members. We will drop 4 different elements from our high ropes course challenge located above our basketball courts. This event will be timed and the goal is to complete all four elements the quickest. Once each participant has reached the top of each element, the clock will stop. It will not begin again until the next participant starts the element. If you happen to fall off the element, you will be lowered to the floor and must start over. The only time the clock will stop is when an employee is lowering the participant to the floor. This will allow the employees enough time to safety check all equipment before belaying all participants.

Element 1: Dangling Duo

1. This element will require two participants.
2. The object of this element is to use your partner to get all the way to the last wooden section.
3. The sections get wider and wider apart as you get higher on the element making it impossible to climb without your partner.
4. If one or both persons cannot climb to the top, you can ask to be belayed down to the ground and 1 or 2 more participants can begin to climb to the top.
5. Once both participants have ascended to the top, your team may go on to the next element.

Element 2: Basic Ladder

1. This element will only require one participant.
2. This element looks and acts as a basic ladder. The only difference, it hangs from the ceiling at more than 30 feet tall.
3. The object of this is simple, climb the ladder and touch the ceiling as fast as you can.

Element 3: The Firecracker

1. This element will only require one participant.
2. This element is similar to the ladder, but the parts in which you grab on too and stop on twist and turn unlike the ladder. This element is probably the hardest out of all of them.
3. You must use only the firecracker ladder to climb all the way to the ceiling as fast as you can. This one will definitely test your strength and endurance.

Element 4: The Centipede

1. This element will only require one participant,
2. The Centipede consists of three wooden poles that you must climb. These poles are connected by pieces of rope. Along these poles are metal loops that stick out the random sides. These will serve as the hand and foot holds to climb to the top.
3. Once again, the object of this is to climb the element as quickly as you can.

Day 4—April 6th

Wayne State Scavenger Race

(Mort Harris RFC Lobby, 5 - 7pm)

This event will be for 4 team members. At 5pm, in the Mort Harris RFC lobby, we will pass out clues to the Scavenger Race. At least one person on the team will need a cell phone with them to take pictures. The rules are as follows:

1. Each team will need to visit as many clues on the list as possible.
2. Teams must take photos of all locations and all team members are required to be in the photo, along with the location/item.
3. Follow all traffic rules.
4. The team that finds the most locations/items in the shortest amount of time wins.

7 Keys to Winning Warrior Games 2017

1. Have your captain or a team representative attend the rule meeting. **THIS IS VITAL TO THE SUCCESS OF YOUR TEAM!**
2. Get as many participants to compete with your team as possible
3. Participate in the all of the events!
4. Show a lot of spirit throughout Warrior Games Week.
5. Have a positive/open mind.
6. Pick a captain that is responsible. One that will give you updates throughout the week and let you know of game times and changes.
7. **Most importantly.....HAVE FUN!!!!**

Warrior Games Registration Form

Organization/Team: _____ President/Manager: _____

Phone: (____) _____ - _____ E-mail: _____

Vice-President/Asst. Manager: _____ Phone: (____) _____ - _____

E-mail: _____

***Divisions: Men's Women's Co-ed**

*Individuals can participate in two teams, but they must be in separate divisions. (Ex. Jane participates with "Women's Rugby" in the women's division and "Rugby" in the co-rec division.) There CAN be multiple teams from the same organization. (Ex. Jim and Jill participate with Nursing. Jim participates in the Men's division; Jill participates in the Women's division; they both participate in the co-rec division.)

Please choose as many events as your team would like to participate in.

__ Spirit Walk Painting	__ Fowling Tournament	__ Euchre Tournament
__ Warrior Game Night	__ Dodgeball Tournament	__ Beach Volleyball Tournament
__ Ropes Course Race	__ Scavenger Race	

NAME	ACCESS ID (aa1234)	NAME	ACCESS ID (aa1234)

If additional spots are needed please attach a typed roster form with the name and access ID numbers of the participants. All roster forms will be turned into the Mort Harris RFC or e-mailed to Melanie Stawkey at az5292@wayne.edu by March 30th.

