



2021 Adult Field Day Rules

I. Sportsmanship

A) Sportsmanship: **KC Crew, LLC ("KCC")** is dedicated to providing a safe and fun sporting environment. All participants should keep this in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship.

KCC will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the tournament. Any behavior deemed unacceptable by **KCC** staff may result in a game suspension and/or ejection from the tournament. Abuse of **KCC** staff will not be tolerated.

1. If a player touches another player physically, inappropriately or with intent to harm, despite who may be "right or wrong", they will be immediately ejected from the tournament and may be banned from future tournaments.
2. Anyone exuding douchebaggery, rudeness or overwhelming ignorance will be ejected and possibly removed from the tournament as these actions eliminate fun for everyone else.

II. Team Details

1. All co-ed teams must have 7-10 players, 3 being female.
2. All participants must participate in at least 2 events throughout the day.

III. Games

1. Speed Jenga

- a. Two teams compete head to head to complete Jenga before the tower falls or a team runs out of time.
- b. At least 5 players from each team must participate in this game, 1 **MUST** be female.
 - i. Teams must decide their order and keep that rotation throughout the game.
- c. Rock, paper scissors to determine who starts - winner's choice.
- d. The tower is set and each team has 3 minutes set to their clock.
- e. When the game starts, Team 1 starts their time and chooses their block and places the block on top of the tower. Once completed, that player pushes the clock to start the other team's time.
- f. Team 2 must wait until their clock has started before approaching the tower. Team 2 chooses their block and places the block on top of the tower. Once completed, they hit the clock to resume Team 1's time.
- g. This continues until a team has knocked over the tower or a team runs out of time.
 - i. If your team knocks over the tower or runs out of time, you lose.
- h. **NOTES:**
 - i. Players may only use 1 hand to pull a block and place it on top of the tower.
 - ii. If you move a block and decide not to play that one, you must put it back in place before choosing another block.
 - iii. You **MUST** place your block on top of the tower in an appropriate position.
 - iv. You **MAY NOT** take a block any higher than the top 3 completed rows.
- i. Teams will compete against other teams in this event.
- j. Points will be awarded for every win.

- i. 1 point for a win, 0 points for a loss

2. Giant Pong

- a. Two teams compete head to head to knock out all of their opponents cans.
- b. At least 4 players from each team must participate in this game, 1 MUST be female.
 - i. Teams must decide their order and keep that rotation throughout the game.
- c. Rock, paper, scissors to determine who throws first - winner's choice.
- d. Team 1, players 1 and 2 throw two balls while standing behind their cans aiming towards the opposing teams cans.
 - i. If team 1 makes a can, it is removed.
 - 1. Made cans will be removed after both balls are thrown.
 - ii. If Team 1 makes two cans, they get the balls back for a second turn. Players 1 and 2 remain for this throw.
 - 1. If a team makes the same can, the throwing team will choose a second can of their choice to remove.
- e. Team 2, players 1 and 2 then throw the balls back toward the opposing team's cans trying to eliminate their cans.
- f. Once it's Team 1's turn again, players 3 and 4 take their turn.
- g. This continues until all of one team's cans are eliminated or time runs out.
 - i. In the event time runs out before a game is finished, the team who has eliminated the most cans wins.
 - 1. If both teams have the same number of cans eliminated, teams will take turns shooting until one team makes a can.
 - a. If Team 1 makes one first, team 2 gets 1 redemption attempt.
- h. NOTES:
 - i. Each team will get one re-rack.
- i. Points will be awarded to the winning team.
 - i. 1 point for the win, 0 points for a loss

3. Sponge Relay - Teams may get wet!

- a. Teams will transport water from one end of the course to the other by use of a sponge.
- b. Each team will be timed in this game.
- c. At least 7 players from each team must participate in this game, 1 MUST be female.
 - i. Teams will choose their lineup before the event begins and each player must take their place on the field.
- d. At the whistle, the first player will fill up their sponge with water then transfer the sponge to the next player. The sponge is transferred until it reaches the last player who then squeezes the sponge into their water container.
- e. Once the container is filled to the line, time stops.
- f. Points will be awarded after all teams have completed this game. The team with the fastest time will be awarded the most points - based on the number of teams. The team with the slowest time will be awarded 1 point.
 - i. 20 teams - Fastest team = 20 points, Slowest team = 1 point

4. Team Relay

- a. Teams will be timed to see how long it takes to complete this game.
- b. At least 7 players from each team must participate in this game, 1 MUST be female.
 - i. Teams must decide their order and keep that rotation throughout the game.
- c. When time starts, player 1 will start the relay and complete their task. When they get to player 2, they start their task. This continues until all players have completed their tasks.

- d. Points will be awarded after all teams have completed this game. The team with the fastest time will be awarded the most points - based on the number of teams. The team with the slowest time will be awarded 1 point.

- i. 20 teams: Fastest team = 20 points, Slowest team = 1 point

5. Rock Paper Scissors Showdown

- a. Teams play head to head to see who can reach the other team's side first by making their way down the path by hopping.
- b. When players meet, they play Rock Paper Scissors.
 - i. The loser goes to the end of their line and a new team member starts heading towards the other team's end repeating the process until one team makes it to the other's side.
- c. All players must play this event
- d. NOTES:
 - i. Rock Paper Scissors (RPS) must be played as Rock, Paper, Scissors - Shoot
 - 1. You throw your choice on "shoot"
 - ii. If you lose RPS, as soon as you leave the path, your next player can start.
- e. Points will be awarded to the winning team.
 - i. 10 points for a win, 0 points for a loss.

6. Cornhole Skeeball

- a. Each team will get a total of 20 attempts to get as many points as possible by throwing cornhole bags at the boards.
- b. All players on each team MUST throw at least one bag in this game.
- c. Boards will be in a line, the closer the board, the fewer the points awarded. The further away, the more points awarded.
 - i. Points will be awarded for bags on the board or in the hole. Each set will be marked with the number of points.
- d. NOTES:
 - i. If a bag bounces off the ground and lands on the board, it DOES NOT count towards the total score and it will be removed from the board.
 - ii. All bags will be cleared AFTER all 20 have been thrown.
- e. Points will be awarded to each team based on the total points scored.
 - i. 50 points scored = 50 points awarded