

TABLE OF CONTENTS

FEE CARDS	3
INTRODUCTION TO INTRAMURALS	4
INTRAMURAL COUNCIL	5
GENERAL INFORMATION	5
ELIGIBILITY	8
MEDICAL ELIGIBILITY	9
INTRAMURAL MANAGER & TEAM CAPTAIN DUTIES	11
ACCIDENT REPORT FORM.	12
DEFAULT FORM	14
PROTEST FORM	15
AWARDS	16
4-ON-4 INDOOR SOCCER	23
AIR HOCKEY TOURNAMENT	28
BADMINTON	29
BASKETBALL 1-ON -1 TOURNAMENT	32
BASKETBALL 2-ON-2 TOURNAMENT	34
BASKETBALL 3-ON-3 TOURNAMENT	36
BASKETBALL 3-POINT CONTEST	39
BASKETBALL 5-ON-5 LEAGUE.	40
BASKETBALL 5-ON-5 CO-REC LEAGUE	44
BASKETBALL GOLF	45
BILLIARDS	46
BOWLING LEAGUE	47
CHILI COOK-OFF & DINNER	49
CLOSEST TO THE PIN COMPETITION	50
COLORING CONTEST	51
CUT-THROAT RACQUETBALL TOURNAMENT	52
DODGEBALL TOURNAMENT	53
EASTER EGG DECORATING CONTEST	56
EASTER EGG HUNT	57
FANTASY FOOTBALL	58
FLAG FOOTBALL	61
FOOSBALL.	65
FREE THROW CONTEST	67
FRISBEE GOLF	68
GOLF DOUBLES: LOWBALL.	70
GOLF SCRAMBLE	71
GOLF TOURNAMENT	72
H-O-R-S-E TOURNAMENT	73
HORSESHOES	74
HOT SHOT	76
HOME RUN DERBY	77
INNER TUBE WATER POLO TOURNAMENT	78
LIFE SIZED JENGA	81
KANSAS HUNTER'S EDUCATION	82
KICKBALL LEAGUE	83
LADDER GOLF	86

LAWN GAME OLYMPICS	87
LEGO BUILDING CONTEST	91
LONGEST DRIVE COMPETITION	92
LONGEST PHEASANT TAIL FEATHER CONTEST	93
LONGEST TURKEY BEARD CONTEST	94
MADDEN LEAGUE XBOX/PS4	95
MAJOR LEAGUE BASEBALL POOL	99
MINIATURE GOLF TOURNAMENT	100
MUD TRACTOR PULL	101
MUD TUG OF WAR TOURNAMENT	101
MUD VOLLEYBALL TOURNAMENT	102
NASCAR PICK'EMS	105
NBA 2K LEAGUE XBOX/PS4	106
NCAA MARCH MADNESS POOL	110
OUTDOOR SOCCER LEAGUE	111
PICKLEBALL	116
PING PONG TOURNAMENT (TABLE TENNIS)	119
PUMPKIN CARVING CONTEST	121
PRECISION VALLEY GOLF SIMULATOR LEAGUE	122
RACQUETBALL	123
SAND VOLLEYBALL LEAGUE	126
SHUFFLE BOARD	129
SLAM DUNK CONTEST	131
SNOW SCULPTURE CONTEST	132
SOFTBALL LEAGUE	133
STUDENT/FACULTY SCAVENGER HUNT	137
TENNIS	138
TEXAS HOLD'EM POKER	140
TROUT FISHING DERBY	142
VOLLEYBALL LEAGUE	143
WALLYBALL	146
WRESTLING TOURNAMENT	148

INTRAMURAL FACILITIES SCHEDULE

Cunningham Hall Hours:

Monday - Thursday	8:00 a.m. - 9:50 p.m.
Friday	8:00 a.m. - 5:50 p.m.
Saturday - Sunday	10:00 a.m. - 4:50 p.m.

Pool Hours:

Monday – Friday	12:30 p.m. - 1:20 p.m.
Monday - Friday (Lap Swim Only)	3:30 p.m. - 4:30 p.m.
Monday – Thursday	3:30 p.m. - 6:20 p.m.
Friday	3:30 p.m. - 5:50 p.m.
Saturday – Sunday	1:00 p.m. - 2:50 p.m.

Gross Memorial Coliseum:

The track will be open when there are no varsity practices taking place. The upstairs deck will be open during athletic practices. The coliseum will be closed during special events.

Monday - Thursday	7:30 a.m. - 9:00 p.m.
Friday	7:30 a.m. - 5:50 p.m.
Saturday – Sunday	10:00 a.m. - 5:00 p.m.

Controlled Entrance:

You will need to show your FHSU ID card or fee card to the security worker when you enter the southeast or southwest doors of the Intramural and Recreation area during the following hours:

Monday - Thursday	5:00 p.m. - 9:50 p.m.
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FEE CARD PRICES

University Faculty and Staff	FREE
Spouse & Family of Faculty/Staff (children age 17 and under)	\$125.00
Student (7 hours or more)	FREE
Spouse & Family of student (children age 17 and under)	\$25.00
Community single (member)	\$125.00
Community Family (children age 17 and under)	\$175.00
Retired Staff Family	\$50.00

If you have any questions concerning rates, hours, or policies, please contact the FHSU Intramural Department, 785-628-4373

INTRODUCTION TO INTRAMURALS

FHSU INTRAMURALS -- "WE'VE GOT IT GOIN' ON"

A place for good, friendly competitive athletics and recreational activities for everyone within Fort Hays State University. This means building proper TIGER spirit, loyalty, and knowledge of sportsmanship. Good luck, and have fun!

Purpose

The Campus Intramural and Recreational Sports Department at Fort Hays State University strives to provide a broad and competitive variety of physical and social activities designed to meet the diverse needs and interests of the students, faculty, staff, and on some occasions the community. Participants have an opportunity to choose from various team and individual activities. The program offers equal opportunity for participation for both sexes, regardless of their ability or skills.

Philosophy and Sportsmanship

Sportsmanship is vital to every Intramural Sports contest. Officials, program supervisors, teammates, and opponents all deserve each other's respect and courteous behavior. Players must recognize that these are not varsity sports; there will not be any professional coaches or officials for any activity or sport. Intramural games become what participants make of them; you will get out as much as you put in.

**WE INVITE YOU TO JOIN US FOR FUN, FITNESS, SOCIALIZATION AND FRIENDSHIP!
THE INTRAMURAL SPORTS EXPERIENCE WILL BE MOST MEANINGFUL TO ALL INVOLVED IF
WE WORK TOGETHER IN A SPIRIT OF GOOD SPORTSMANSHIP!**

Organization

The Campus Intramural and Recreational Sports Program at Fort Hays State University is in the Department of Health and Human Performance (HHP).

Objectives

1. To provide a competitive and recreational activity program that meets the needs of the college and FHSU students.
2. To provide students with the opportunity of decision-making and leadership roles as officials, student managers, and council members.
3. To develop desirable attitudes, good sportsmanship, and a high standard of cooperation among FHSU students.

Entry Procedures

1. All registration for activities must be done on IMLeagues.com before the deadline. For any questions or concerns call the FHSU Intramural office at 785-628-4373 or come and visit us in Cunningham Hall Room 111.
2. Please include applicable entry fee for each activity.
3. Attend the mandatory captains' meeting on IMLeagues.com prior to the beginning of league or tournament play as posted.
4. Season schedule will be on IMLeagues.com or the IMLeagues app. Standings and schedules will be posted on the Intramural Bulletin Boards.

5. All students, undergraduates and/or graduates, are automatically eligible to take advantage of all intramural privileges, and shall retain that status until they fail to comply with the eligibility rules stated elsewhere in this handbook.
6. Team Rosters -- Must include first and last names of all team members, e-mail, signatures and name, address, and telephone number of team managers.
7. Rosters will serve as a waiver. All participants must read and sign an entry form.
8. Rosters must be completed on IMLeagues.com before game time. If a student is not on your roster he/she will not be allowed to play. All individuals playing in any Intramural activity will be subject to being asked to show a FHSU student ID card. Individuals playing on a team without proper eligibility, not on the roster, will be considered trespassing and are liable for their actions to themselves and others.

Intramural Groups

The Fort Hays State University Intramural Group is a very large group. The Intramural Group has officers, which are elected each year, the positions are: President, Vice-President, Secretary, Treasurer, and Student Government Association (SGA) Representative. To become a member or an officer you must attend our weekly meetings. The Intramural Group provides jobs for many of its members. These jobs range from intramural officials, lifeguards, security workers, student office assistants, to occasional special event help. The office of Campus Recreation and Intramural Sports Department also provides opportunities for interns and Graduate Assistants.

2021-2022 Officers:

President – Beau Dill

Vice President – Kellyn Wahlmeier

Student Office Assistant – Maddy Koelsch

Treasurer – Ryleigh Whitehurst

SGA Representatives – Laurie Frazier, David Hammeke & Dawson Bertrand, Masen Torres

GENERAL INFORMATION

Types of Competition

1. Competition in team sports are represented by clubs, residence halls, Greek houses, and independents for both men and women.
2. Individual and dual sports are run in one bracket with all individuals competing against each other for the championship.
3. Champions are decided in team sports by championship playoffs, which are preceded by a divisional playoff.

Entry Fees

1. An entry fee will be charged for each team sport at the following costs:
Sand Volleyball. \$50.00
Football. \$50.00
Volleyball. \$50.00
Softball. \$75.00
Basketball. \$75.00
Bowling. \$00.00
Mud Volleyball(Students) \$50.00
Mud Volleyball (Community). \$65.00
2. **MORE THAN TWO FORFEITS = NO PLAYOFFS. Every forfeit in the regular season, up to the 3rd forfeit, you will incur a \$10 forfeit fee, up to \$30.**

Postponements

1. No scheduled Intramural contest may be postponed without the unanimous agreement of managers of both teams and the IM-REC Office at least 24 hours ahead of the scheduled contest.
2. In case of bad or threatening weather the Intramural Office will reschedule those contests involved, **IF possible.**

Field and Court Conduct of Players and Fans

A major objective of the Fort Hays State University Intramural Program is that good sportsmanship is vital to the conduct of every contest. In order to maintain this philosophy, each participant is accountable for his/her actions and each team captain is responsible for the actions of their team members as well as team spectators.

Schedules

All schedules will be found on IMLeagues.com or the IMLeagues app. If any changes occur you will be notified on IMLeagues.com

Scheduled Time/Forfeit Time

All matches and games are scheduled for a specific hour and date. Any individual or team who fails to appear 10 minutes after scheduled time automatically forfeits that contest. Each team should attempt to arrive 10 minutes early to scheduled events start time.

Lost and Found

The Intramural Sports Office holds items turned in lost and found for 2 weeks. After 2 weeks, items are turned over to the general collection containment device (trash can). In the event the item is of value to others, after a two-week waiting period, the item may be donated to the FHSU IM-REC Department for use as the director sees fit.

Game Officials

The success of the Intramural Sports Program is contingent upon the quality of its sports officials and participants. Intramural contests are officiated by fellow Fort Hays State University

students. They are not professionals and are paid modestly for the service they perform, or fulfillment of a class requirement in HHP 380 and HHP 370. They deserve and expect your cooperation, your respect and your sportsmanlike behavior. We train the student workers to perform these jobs and we expect them to officiate to the best of their ability. We invite you to apply for the student officials' jobs available in our Intramural Sports Program.

Alcoholic Beverages/Tobacco Products

Alcoholic beverages/Tobacco products are not permitted at any Intramural event. Violators will be asked to leave the playing area. Teams are responsible for the action of their teammates and fans.

Captain's Meeting

A mandatory Captain's Meeting is on IMLeagues.com and must be completed before a team is created. Rules and schedules will be gone over at this time (please check IM-REC sports book for scheduled meeting times). Most Captain Meetings are held online at IMLeagues.com

Defaulted Game Forms

A defaulted game form may be completed if your team is unable to play a game, which is scheduled. The game will still be recorded as a LOSS; however, it takes TWO DEFAULTS to equal one forfeit. If you do not complete a defaulted form by 3:00 p.m. the day of the scheduled event, the game will be considered a forfeit. Forms are available in the Campus Intramural and Recreational Sports office.

Protests

All protests must be submitted in writing to the Intramural Director no later than 24 hours after the incident. Protests may be made on the playing of an ineligible player or rule interpretation. Under no circumstances will an official's judgment be grounds for protest. All written protests will be handled by the Intramural Director and the Intramural Sports Council protest committee. After receiving the protest, information of the protest will be clarified and the protest committee will respond no later than two days excluding Saturday and Sunday. During play-offs, the form has to be turned in before the next game is played in the advancing bracket. A decision will be made in a timely manner as games could be scheduled back-to-back. All decisions of the Intramural Director and/or Intramural Sports Council protest committee are FINAL.

Additions to the Roster

Additions may be made up until **TWO** weeks prior to the last regular season game. All additions must be made on IMLeagues.com and proof must be shown to official before game time.

Tie Breaker

This will be resolved in the following way:

- Head-To-Head
- Least amount of forfeits

- Least points given up
- Most points scored (Excluding Volleyball)
- Forfeit will count as:
 - 7 - 0 Softball
 - 15 - 0 Volleyball
 - 21 - 0 Football
 - 49 - 0 Basketball
 - 25 - 0 3 on 3 Basketball

ELIGIBILITY

1. Special weekend events are open to any FHSU faculty/staff or students regardless of their league affiliation.
2. FHSU students in good standing, enrolled in 7 hours or more, and graduate students enrolled in 6 hours or more are eligible for intramurals.
3. All FHSU faculty and staff, and their spouses, are eligible.
4. Current members of intercollegiate sports programs may not participate in that sport as well as persons academically ineligible. Applies to RED SHIRT players as well.
5. Varsity players who are cut from intercollegiate programs are eligible.
6. Varsity players who quit during their season are eligible for that sport immediately if he/she was not receiving financial aid based on athletic ability and more than 50% of the FHSU varsity schedule is left to play when student signs up on IMLeagues.com.
7. Participants who are considered former intercollegiate athletes are eligible to participate in a similar intramural sports event. However, they must participate in the higher division/league. No more than 2 former intercollegiate athletes may play on the same team in a similar sport. (Subject to Intramural Director review.)
 **Former Player/Letterperson: Any individual who "made the final cut", including practice players.
8. No more than two former intercollegiate athletes or former pro athletes may participate on any teams in the sport similar to their intercollegiate sport, with the exception of **softball**. On softball teams, three former intercollegiate athletes may be entered.
9. A participant may not be a member of more than one team in each activity. The exceptions are being on a co-ed team and one men's or women's team.
10. Any person not on the team entry roster on IMLeagues.com is considered ineligible. All entries, team and individual, must be made on official intramural rosters which are available on IMLeagues.com. Team Captains are responsible for the eligibility of their

players and also the actions of ineligible players. All players are subject to showing a FHSU Tiger ID upon request of the IM-Rec Staff.

11. TEAM CAPTAINS, not the Intramural Sports Staff, have the responsibility for ascertaining eligibility.
12. By signing up on a roster on IMLeagues.com, you are agreeing to the FHSU Intramural liability and responsibility waiver.

13. Any player that is wearing jewelry that is visible will be ineligible to continue play unless they remove it. We also reserve the rights to inspect under breathe-rite strips and any other band aid covering the body for jewelry. Placing tape over the jewelry does not constitute as removing the jewelry. Players will also be counted as ineligible if they are wearing anything besides a headband, on their head while participating in any indoor activity. Unless stated elsewhere (Due to softball rule).

Penalties for Eligibility Violations

1. Any team who plays an ineligible player will forfeit any and all contests in which the player has participated in. Prior to any game, if ineligibility is discovered, that player must be removed.
2. Any participant using an assumed name shall be barred from the remainder of the league and/or tournament.
3. Any participant found playing on more than one men's, women or co-ed team will forfeit the game in which they are playing even if they are listed on that team's roster.

TEAM ELIGIBILITY

1. Two unexcused forfeits will result in being dropped from the post season tournament.
2. Unexcused forfeits are when a team does not call to let the office know if you are planning not to play and does not have a default form on file by 3:00 p.m.

MEDICAL ELIGIBILITY

All students taking part in the Intramural Program are highly recommended to have a health form on file with the Student Health Center. The Intramural Office reserves the right to require proof of a health exam prior to specific activities.

Insurance and Injuries

All participants engage in Intramural sports and activities at their own risk. All participants are encouraged to have a physical examination and obtain adequate health and accident insurance

prior to participating in Intramural activities. FIRST AID will not be administered by the FHSU Athletic Training Staff.

Injury Reports

All accidents must be reported to the FHSU Campus Intramural & Recreational Sports Office and an accident form filled out. The Department of Intramurals is not responsible for injuries incurred during intramural participation or practice. Emergency treatment is provided by the Student Health Service during office hours only. The emergency room of the Hays Medical Center will receive emergencies.

Acknowledge of Risk

All participants engage in FHSU Intramural & Recreational Sports activities at their own risk. All Intramural Activities are potentially dangerous and may cause small scratches and bruises up to and including death. All participants are encouraged to have a physical examination and obtain adequate health and accident insurance prior to participating in Intramural Activities. You are not covered through the university. Fort Hays State University, the Intramural Department, or any employees of Fort Hays State University are not responsible for injuries incurred during Intramural participation or practice.

Discipline Statement

All Disciplinary measures will be handled in the office of the Director of Campus Intramural & Recreational Sports. Most sports have discipline and conduct rules within the sport. Actions not covered in an individual set of rules will be directed to the director's office. All disciplinary actions will carry over from one sport to the next or from one season to the next if not resolved by the end of the activity the problem took place in.

INTRAMURAL MANAGER & TEAM CAPTAIN

The units for competition of this Intramural Program are based upon the permanent campus organizations that are part of this institution. The campus organizations are divided into five specific groups: Social Fraternities and Sororities, Resident Halls, Professional Religious Organizations, other Recognized Student Organization/Community Groups, and Independents.

This program is student oriented and requires the assistance of student Intramural Managers and team captains. Remember, that the success of the organization is proportionate to the dedication of its student leadership.

The duties are as follows:

I. Intramural Manager Duties

- a. Communicate with the Intramural Office frequently.
- b. Promote interest in the current sport.
- c. Register and enroll your team on IMLeagues.com.
- d. Ensure all team member are signed up through IMLeagues.com.
- e. Enter all teams and individuals in competition.
- f. Attend rule meetings with his/her team captains.
- g. Check eligibility of all participants.
- h. See all interested students in his/her unit have an opportunity to participate.
- i. Notify teams of schedules, postponements, and forfeits.
- j. Submit entry fees (where applicable).
- k. Promote all Intramural activities among his/her group.
- l. See that each participant has a set of rules and access to game schedules.
- m. Select team captains and help organize the teams.

II. Team Captain Duties

- a. Check game schedule.
- b. Have his/her team at the contest on time.
- c. Attend Intramural rules meeting and clinics.
- d. Check out game equipment and see it is returned.
- e. Furnish a scorekeeper for his/her game (where applicable).
- f. Organize team practice when applicable.
- g. Promote sportsmanship.
- h. If no manager, captains must perform all manager duties.

The success of the Intramural Program is in direct proportion to the dedication and enthusiasm of the Intramural Manager and Captain. The Intramural Manager need not be a player, only a good leader who is interested in sports.



Fort Hays State University

Campus Intramural & Recreational Sports

Accident Report Form

Complete at site of Accident:

Name _____ Sex _____ Birth Date _____ Phone _____
 Tiger ID# _____ Local Address _____ Date _____
 Time _____ Event _____
 Class _____ Instructor/Supervisor _____

Location (Please circle)

Gym 100	Gym 120	Field #1	Field #3	Field #5
Gym 101	Gym 121	Field #2	Field #4	Sonic
Racquetball Courts	Bickle Schmidt	Football Fields	Bickle Schmidt	Softball Fields
Hallway	Men's Locker Room	Women's Locker Room	Other	_____
Pool				

Action Taken (Circle #)

- 1 Refused aid
- 2 No treatment and player returned to action
- 3 Treated at location and player remained at site
- 4 Treated at location and advised to report to the hospital
- 5 Treated at location and sent or taken to the hospital
- 6 Treated at location and taken to hospital by emergency services
- 7 Treatment occurred before movement of injured person
- 8 Treatment occurred after movement of injured person
- 9 Other _____

Treatment Occurred
(Circle 7 or 8)

*** Always inform participants that FHSU does not have insurance and it is highly recommended they go to the hospital.

Type of Injury

_____ Abrasion	_____ Dislocation	_____ Bruise
_____ Laceration	_____ Puncture	_____ Concussion
_____ Sprain	_____ Break	_____ Other _____

Side of Body Injured (Circle side): Right Left

<u>Location of Injury</u>	_____ Abdomen	_____ Finger	_____ Neck
	_____ Ankle	_____ Foot	_____ Nose
	_____ Arm	_____ Groin	_____ Shoulder
	_____ Back	_____ Hand	_____ Teeth
	_____ Chest	_____ Head	_____ Thigh
	_____ Ear	_____ Hip	_____ Toe
	_____ Elbow	_____ Jaw	_____ Tongue
	_____ Eye	_____ Knee	_____ Wrist
	_____ Face	_____ Mouth	_____ Other _____

Treatment Given By: _____

(see more on back)

Treatment Given (Check all appropriate items)

Immobilized Area Treated for Shock Compression or Direct Pressure
 Elevation Applied Ice Applied

Describe Treatment Given:

Brief Description of Accident:

What activity was the participant doing when the accident occurred:

Person Filing Out Report: _____ Phone _____
Witnesses: Name _____ Phone _____
 Name _____ Phone _____
 Name _____ Phone _____



Fort Hays State University

Campus Intramural & Recreational Sports

FHSU INTRAMURAL GAME DEFAULT FORM

Team Defaulting: _____

Sport: _____ Versus: _____

Date of Game: _____ Time of Game: _____

Date Defaulted: _____

Time of Default: _____

Reason: _____

Captain or Secretary's Signature: _____

Date: _____

*** MUST CALL BEFORE 3:00 PM THE DAY OF THE ACTIVITY OR BEFORE 3:00 PM ON FRIDAY FOR WEEKEND ACTIVITIES!!!



Fort Hays State University

Campus Intramural & Recreational Sports

PROTEST FORM FOR INTRAMURAL ACTIVITIES

Date of Activity under Protest: _____ Time: _____

Date Protest Filed: _____ Time Protest Filed: _____

Activity: _____

Team Protesting Against: _____

Team Filing Protest: _____

Rules, Violations in question (Be specific; policy/rules & page):

- Equipment
- Illegal Player
- Suspension
- College Athlete
- Enrollment Issue
- Rules
- Other _____

Player(s)/Team(s) violating rules: _____

Person(s) Filing Protest: _____

Signature: _____

Decision Rendered: _____

Signed: _____ Date: _____

Title: _____

AWARDS

Team Sports

Intramural Championship t-shirts will be presented to post-season winning teams. The team captain of the championship team is required to turn in a list of shirt sizes to the Intramural Director after the championship playoff games.

Individual/Dual

Top finishers in INDIVIDUAL/DUAL sports will receive varying prizes according to availability.

INTRAMURAL POINT SYSTEM FOR ALL SPORTS TEAM CHAMPION

This award is given to one Men's, Women's, and Co-Rec team, which with a combination of participation and team placements has accumulated the most points over the school year. Awards are given to each team member of the winning team in Men's, Women's, and Co-Rec divisions.

GUIDELINES

-For a team to be given points for the FHSU All Sports Champion (Campus Cup) the team **MUST** be entered under the Campus Cup. After a team is put in the campus cup each member of this team **MUST** sign up under the team in the Campus Cup. Whenever anyone makes a team that they want to have the points go towards the Campus Cup Awards they **MUST** select the team in the options category when they are creating the team. If a member is not signed up under the team in the Campus Cup they will not see this option available. If you have any questions about this you may contact the FHSU Intramurals office.

-For events requiring less than 7 members, a team has the option to make more than one entry under their given name.

PARTICIPATION POINTS & NUMBER OF ENTRIES PER TEAM PER SPORT

Persons Required For Team	# of Entries For Points	Participation Points
7-15	1	50
6	2	25
5	2	25
4	3	16
3	3	16
2	4	12
1	5	10

-Team All Sports Champion will be decided based on 2 Criteria

- 1.) 5 points will be awarded to the team for every entry under the same name.
- 2.) 3 points will be awarded to the team for every game played in.
- 3.) 1 points will be awarded to the team for each win they receive.

-Individual All Sports Champion will be decided based on 3 criteria

- 1.) 5 points will be awarded for every team a person plays on.
- 2.) 3 points will be awarded for every game played in
- 3.) 1 point will be awarded for every win a person receives.

FORFEITS - Team will lose 20 points per game forfeited, and missed captain's meetings.

UNIVERSITY ALL SPORTS CHAMPION

This award is given to the team, who with a combination of participation and team placement has accumulated the most points over an entire school year. An award is given in the men's, women's, and co-rec divisions.

<u>Men's</u>		<u>Women's</u>		<u>Co-Rec</u>	
1996-97	Bushleaguers	1996-97	TKD	2003-04	GOAT
1997-98	Goats	1997-98	TKD	2004-05	GDS
1998-99	GDS	1998-99	TKD	2005-06	GDS
1999-00	GDS	1999-00	TKD	2006-07	MXC
2000-01	GDS	2000-01	GDS	2007-08	Captain Hooker
2001-02	GDS	2001-02	GDS	2008-09	Hangovers
2002-03	BIZ	2002-03	BIZ	2009-10	Mario Kart Mafia
2003-04	GOAT	2003-04	Hooters	2010-11	Mario Kart Mafia
2004-05	GDS	2004-05	W.A.N.G.	2011-12	Stormin' Mormons
2005-06	Peter Griffins	2005-06	RBC	2012-13	Moose Tacos
2006-07	MXC	2006-07	Lady Killers	2013-14	Trifecta
2007-08	Captain Hooker	2007-08	Lady Killers	2014-15	Old Timers
2008-09	Captain Hooker	2008-09	Lady Killers	2015-16	WDGAH
2009-10	Mario Kart Mafia	2009-10	Mario Kart Mafia	2016-17	Angels in the Troutfield
2010-11	Mario Kart Mafia	2010-11	Flaming Ravens	2017-18	Participation REcquired
2011-12	Slapnut Magoos	2011-12	Naptime Ninjas	2018-19	The Wet Bandits
2012-13	Moose Tacos	2012-13	Moose Tacos	2019-20	Few but Less Than Mighty
2013-14	Trifecta	2013-14	Trifecta	2020-21	Don't Stop Ballieven
2014-15	Justice League	2014-15	Justice League		
2015-16	5 th Rounders	2015-16	Fighting Pickles		
2016-17	Chubbs' Que	2016-17	Fighting Pickles		
2017-18	RECreational Hazard	2017-18	The Ball Stars		
2018-19	RECreational Hazard	2018-19	Setsy Ladies		
2019-20	RECreational Hazard	2019-20	Big Buckets		
2020-21	Recking Squad	2020-21	Ball Squad		

GREEK ALL SPORTS CHAMPION

This award is given to the fraternity and sorority team, who with a combination of participation and team placement has accumulated the most points over an entire school year of all the Greek Houses.

<u>Men's</u>		<u>Women's</u>	
1996-97	Sig Ep	1996-97	Tri Sigma
1997-98	Sig Ep	1997-98	Tri Sigma
1998-99	Sig Ep	1998-99	Delta Zeta
1999-00	TKE	1999-00	Delta Zeta
2001-02	SAE	2001-02	Delta Zeta
2002-03	SAE		
2006-07	TKE	2006-07	Delta Zeta
2007-08	TKE	2007-08	Delta Zeta

CLUB ALL SPORTS CHAMPION

This award is given to the club team, who with a combination of participation and team placement has accumulated the most points over an entire school year.

Men's

1995-96 Block & Bridle
1996-97 Block & Bridle
1997-98
1998-99 Beta Tau Beta
2006-07 Fringe Theater
2007-08 Fringe Theater

Women's

1995-96 Block & Bridle
1996-97 Block & Bridle
1997-98 Rad Techs

2006-07 Fringe Theater
2007-08 Fringe Theater

INDEPENDENT ALL SPORTS CHAMPION

This award is given to the independent team, who with a combination of participation and team placement has accumulated the most points over an entire school year.

Men's

1996-97 Bushleaguers
1997-98 Sig Ep
1998-99 GDS
1999-00 GDS
2000-01 GDS
2001-02 GDS
2002-03 BIZ
2003-04 GOAT
2004-05 GDS
2005-06 Peter Griffins

Women's

1996-97 TKD
1997-98 TKD
1998-99 TKD
1999-00 TKD
2000-01 GDS
2001-02 GDS
2002-03 BIZ
2003-04 Hooters
2004-05 W.A.N.G.
2005-06 RBC

Co-Rec

2003-04 GOAT
2004-05 GDS
2005-06 GDS

OUTSTANDING MEMBER OF THE YEAR AWARDS

Each year a member will be awarded the "Outstanding Member of the Year" award. This person will have demonstrated outstanding leadership, and compassion towards the Intramural club.

2003-04	Chris Brocklemen
2004-05	Scott Wagner & Kayla Winkel
2005-06	Allen Eberwein & Shane Jellison & Kayla Winkel
2006-07	Shane Jellison
2007-08	Jacob Schneider
2008-09	Jacob Schneider
2009-10	Jacob Schneider
2010-11	Brad Dickson
2011-12	Tanner Parmely & Kirby Benisch
2012-13	Kirby Benisch
2013-14	Corey Dunlap & Eric Dysinger
2014-15	Corey Dunlap & Jaden Richardson
2015-16	Corey Dunlap
2016-17	Trevor Leverette
2017-18	Trevor Leverette & Jackson Dwyer
2018-19	Tyrel White, Jackson Dwyer & Brook Ziegelmeier
2019-20	Laurie Frazier & Kylie Holmes
2020-21	Beau Dill & Kellyn Wahlmeier

OFFICIAL OF THE YEAR AWARDS

Each year an official will be awarded the "Official of the Year" award. This person will have demonstrated outstanding leadership, and knowledge of the game.

1997-98	Andrew Nation	2011-12	Cody Dunlap, Wyatt Dautel & Eric Dysinger
1998-99	Travis Smith & Tim Stoecklein	2012-13	Eric Dysinger & Kyle Fox
1999-00	Tim Stoecklein & Travis Scheele	2013-14	Corey Dunlap & Eric Dysinger
2000-01	Jeremy Capo	2014-15	Corey Dunlap & Jaden Richardson
2001-02	Scott Krier	2015-16	Corey Dunlap, Cody King, Nathan Kroeker, Jaden Richardson, & Cameron Weishaar
2002-03	Scott Krier & Cliff Pitts		
2003-04	Scott Krier	2016-17	Trevor Leverette & Matthew Perkins
2004-05	Tony Brown & Eddie Weber	2017-18	Trevor Leverette & Tyrel White
2006-07	Trevor Carney & Tony Brown	2018-19	Jackson Dwyer & Tyrel White
2007-08	JD Johnson & Kelley Brown	2019-20	Beau Dill & Tyrel White
2008-09	Jacob Schneider, Dusty Spresser & J.D. Johnson	2020-21	Beau Dill & Tyrel White
2009-10	Jacob Schneider		
2010-11	Cody Dunlap, Chase King & Grege Traf		

MOST IMPROVED OFFICIAL

Each year an official will receive the "Most Improved Official" award. This person will demonstrate improved skill development and rule knowledge.

1999-00	Noel Turner & Scott Krier
2000-01	Gary Hollerich
2001-02	Chris Broeckelman
2002-03	Chris Broeckelman & Brett Petersen
2003-04	Laura Banninger
2004-05	Curtis Kramer & Sean Krier
2005-06	Trevor Carney
2006-07	Jeff Riener & J. D. Johnson
2007-08	Kirby Benish, Tressa Cossman, Marcus McKenna
2008-09	Rustam Hurd, Judd Dorhman, Greg Traffas, & Jacob Wasinger
2009-10	Chase King, Cliff Dunlap, & Cody Dunlap
2010-11	Kyle Fox & Brad Freidenberger
2011-12	Brittany Lewis
2012-13	Kevin Castor, Corey Dunlap and Erick Perez
2013-14	Nathan Harrison, Jade Richardson, Nathan Kroeker, & Dakota Hays
2014-15	Kiley Crider, Cody King, & Cody Moon
2015-16	Garth Helton, Gunner Helton, Karissa Pena, Shania McCormick, & Lane Sherer
2016-17	Tre Torrez, Brik Thompson, & Grant Davis
2017-18	Daniel Figge, Megin Shetley, Jordan Haan & Hannah Pletcher
2018-19	Seth Beauchamp & Jose Batres
2019-20	Laurie Frazier, Brady Jeffery & Seth Beaucamp
2020-21	Seth Beaucamp, Lydia Becker & David Hammeke

NEWCOMER OF THE YEAR

Each year an official will receive the title of “Newcomer of the Year” award. This person will have demonstrated eagerness to learn and willingness to work during his/her first year in the intramural program.

2000-01	Jared Rutti & Deanna Litke & Austin Sander
2001-02	Scott Wagner
2002-03	Ashley Brungardt & Eddie Weber
2003-04	Bobby Fossum
2004-05	Allen Eberwein
2005-06	Brad Dickson
2006-07	Emmanuel Torres & Craig Emme
2007-08	Jacob Schneider & Chelsy Proehl
2008-09	Brittany Sheehan, Jake Prockish, & Ryan Moore
2009-10	Chase King, Kyle Hadley, Jordan Barrett
2010-11	Wyatt Dautel
2011-12	Eric Dysinger, Chance Miller, & Liv Longfellow
2012-13	Corey Dunlap, Kevin Klug, Bryan Newhouse and Erick Perez
2013-14	Nathan Harrison, Jeff Laue, & Jade Richardson
2014-15	Kiley Crider, Cody King, Cody Moon, & Jordan Wahlmeier
2015-16	Garth Helton, Gunner Helton, Karissa Pena, Jordan Arellano, & Trevor Leverette
2016-17	Paige Herrmann, Brook Ziegelmeier, Brik Thompson, Joseph Raat, Jason Borthwick, & Grant Davis
2017-18	Tyrel White, Jordan Haan, Megin Shetley, Camdon Sweet, Jose Batres & Kim Brown
2018-19	Christian Rivas, Beau Dill & Maryna Buessing
2019-20	Levi Ausherman, Laurie Frazier, Jared Mosher, Kellyn Wahlmeier & Matthew Davenport
2020-21	Dawson Bertrand, Will Fried, Haley Gleason & Hannah Gleason

STUDENT MENTOR OF THE YEAR

Each year an official will receive the “Most Inspirational Mentor of the Year” award. This person shows patients in their ability to help other officials hone their officiating skills.

2000-01	Timothy Stoecklein & Travis Ploutz
2001-02	Timothy Stoecklein
2002-03	Kylie Smelker & Jeremy Capo
2003-04	Jeremy Capo
2004-05	Kayla Winkel & Scott Wagner
2005-06	Scott Wagner
2006-07	Scott Krier & Allen Eberwein
2007-08	Allen Eberwein
2008-09	Garrett Kaiser, Jacob Schneider, Lishe Isom, & Trevor Carney
2009-10	Trevor Carney & Mallory Prather
2010-11	Brad Dickson
2011-12	Alison Dudley & Kirby Benisch
2012-13	Kim Fisk, Kirby Benisch, Lathair Romero and Reisa Hayes
2013-14	Eric Dysinger, Lathair Romero, Kyle Fox, & Brittney Sheehan
2014-15	Corey Dunlap & Jaden Richardson
2015-16	Corey Dunlap, Jake Ham, & Brittany Jacobs
2016-17	Trevor Leverette, Trevor Smith, Corey Dunlap, and Matthew Perkins
2017-18	Trevor Leverett, Garth Helton & Jackson Dwyer
2018-19	Garth Helton
2019-20	Trevor Leverett
2020-21	Jackson Dwyer, Tyrel White & Brook Ziegelmeier

FACULTY MEMBER OF THE YEAR

Each year an official will receive the “Faculty Member of the Year” award. This faculty member actively participates and supports Intramural events.

1999-00	Dr. Micol Maughan
2000-01	Lisa Heath
2001-02	Dr. Jeff Burnett & Dr. Steve Sedbrook
2002-03	Dr. Jeff Burnett
2003-04	Dr. Jeff Burnett & Galyn Mcfarland
2004-05	Dr. Jeff Burnett & Dr. Steve Sedbrook
2005-06	Dr. Steve Sedbrook & Dr. Micol Maughn
2006-07	Dr. Steve Sedbrook
2007-08	Dr. Steve Sedbrook
2008-09	Dr. Steve Sedbrook
2009-10	Dr. Glen McNeil
2010-11	Dr. Steve Sedbrook
2011-12	Dr. Steve Sedbrook, Becky Kuhn, & Kenny Kippes
2012-13	Dr. Duane Shepherd
2013-14	Dr. Maska
2014-15	Kerry Shannon
2015-16	Steve Sedbrook, & Jim Dechant
2016-17	Becky Kuhn, Jim Dechant, & Dr. Steve Sedbrook
2017-18	Sarah Gist & Brittney Jacobs
2018-19	Dr. Steven Sedbrook
2019-20	Sarah Gist & Jordan Barrett
2020-21	Sarah Gist & Jordan Barrett

Community Mentor of the Year

Each year a community member will receive the “Community Mentor of the Year” award. This community member actively helps and supports the Intramural Club.

2003-04	Larry Jantz
2003-05	Brad Taylor & Herb Schwarzkopf
2005-06	Brad Taylor & Rick Bowden
2006-07	Brad Taylor
2007-08	Herb Schwarzkopf
2008-09	Mark Goodhart
2009-10	Herb Schwarzkopf
2010-11	Rick Bowden
2011-12	Brad Taylor
2012-13	Herb Schwarzkopf & Dr. Lyle Noordhoek
2013-14	Jim Riener
2014-15	Eric Dysinger
2015-16	Martin Labarge, & Larry Jantz
2016-17	Shane Summers, Jim Keenan, & Jay Harris
2017-18	Brad Taylor
2018-19	Keith Smith
2019-20	Shane Sommers & Keith Smith
2020-21	Jackson Dwyer

MEN'S AND WOMEN'S K-AWARD

This award is given to the man and woman, who have participated and placed in the most events over an entire school year.

<u>Men's</u>		<u>Women's</u>	
1998-99	Rob Rixon	1998-99	Jerri File Allison McClure Kelly Lorson
1999-00	Rob Rixon	1999-00	Kelly Lorson Kylie Smelker
2000-01	Tim Stoecklein	2000-01	Kylie Smelker Jerri File
2001-02	Tim Stoecklein	2001-02	Jerri File & Janae Stucky
2002-03	Rob Rixon	2002-03	Lisa Day
2003-04	Brett Seibel	2003-04	Mindi Bussen
2004-05	Shane Jellison	2004-05	Karli Richardson & Crystal Bruntz
2005-06	Shane Jellison	2005-06	Ashley Brungardt
2006-07	Shane Jellison	2006-07	Kathryn Biles
2007-08	Shane Jellison	2007-08	Chelsy Proehl
2008-09	Chris Quigley	2008-09	Vicki Hollerich
2009-10	Jacob Schneider	2009-10	Mallory Prather
2010-11	Chris McLain Jake Prockish	2010-11	Kim Fisk
2011-12	Luke Terrell	2011-12	Kim Fisk
2012-13	Lathair Romero & Cameron Cunningham	2012-13	Gloria Johnson & Heather Pitts
2013-14	Lathair Romero	2013-14	Makala Ocamb
2014-15	Drew Gannon	2014-15	Alivia Inlow
2015-16	Eli Kulhman & Corey Dunlap	2015-16	Kiley Crider
2016-17	Logan Bischoff Braden Schultz	2016-17	Kiley Crider
2017-18	Garth Helton Ty Clark	2017-18	Breanna Holmes Brittanie Newman
2019-20	Jordon German Brook Ziegelmeier	2019-20	Kellyn Wahlmeier
2020-21	Ervey Arroyo Lawson Oeser	2020-21	Paige Herrmann Lindsay Shupe

Athletic Director of the Year

Each year an Athletic Director will receive the title of "Athletic Director of the Year". The individual's school will have participated in the FHSU officiating program. This individual has created an environment in which young officials can develop their skills and experience in a sportsmanlike and positive environment.

2011-12	Chris Delimont	2014-15	Ken Windholz
2012-13	John Crist	2015-16	Ron Davis, & Mark Goodheart
2013-14	Ken Windholz	2016-17	Ron Davis, & Lance Krannawitter
2017-18	Derek Schoenthaler	2018-19	Troy Schulte & Jeremy Sampson
2019-20	Ron Davis & John Crist	2020-21	Derek Schoenthaler

4-on-4 Indoor Soccer

General Information

1. The NIRSA rules will be used with FHSU Intramurals and Recreation Department modifications.
2. Games will consist of 2 teams, 4 players per team including a goalie.
 - a. Co-rec teams must have 2 women on the court at all times.
 - b. Games may start with 3 players.

Equipment/Facility

3. All games will be played in Cunningham gyms.
4. All participants should wear proper recreational attire. This includes t-shirts, gym shorts, wind or sweat pants, and athletic closed toe shoes. This also means **NO** jewelry.

Time Regulations

5. Games will consist of 2 15-minute halves and a 5-minute half time.
 - a. The clock will run continuously with the exception of: injuries, and referees' time.
 - b. Regular season games can end in a tie and will be recorded as a tie.
 - c. Playoff games will not end in a tie.
6. Overtime/Shoot out: for playoff games.
 - a. A shoot out will determine tie games in the playoffs.
 - b. The shoot-out will consist of three players from each team taking 1 shot, 12ft from the goal, 1-on-1 with the goalie.
 - c. The shooters and goalies will alternate between kicks.
 - d. The goalie that starts the shoot-out must finish the shoot-out, no substitutions.
 - e. After first round of game if still tied, this process will be repeated.
 - f. Players are eligible for only one set of kicks.
 - g. In co-rec a woman must take every other kick. In a shoot-out form a woman must kick once per set of 3 kicks.
 - h. Only players on court at the end of regulation game may participate in the shoot out.
 - i. Home team will kick first. The referee will choose the goal that will be used.

Scoring

7. A goal is scored when the whole ball passes completely over the goal line. The ball must also hit the pads at the end of the gym. It is also a goal when the ball is in the goalie's hands even after the goal line.
8. Goals may not be scored by a player directly from a kick off, indirect free kick, kick-in, on a free kick into a team's own goal, and on a goal throw.
9. **Mercy Rule: If one team is up by ten goals in the second half, play is stopped after the 10th score and the game is concluded.**

Substitutions

10. A substitute that desires to enter the game must report to the mid court line to make their intentions known to the supervisor.
11. All substitutions will be made on the fly at any time. The player being substituted for must be completely off of the floor before the substitution can enter. In the case of a goalkeeper being substituted for they must notify the referee that they are being substituted for.
12. A team that has a player ejected from the game must play a man down for the rest of the game.

Kick Off

1. The choice of ends or possession will be determined by paper-rock-scissors.
2. At half time teams will switch ends.
3. All players on the team which is not kicking off shall be at least 3 yards away from the ball until it is kicked.
4. The ball must travel forward before it is played; if it does not go forward then it is repeated.
5. The player who first kicks the ball shall not be allowed to touch the ball until a second player has touched it.

Ball In/out of Play

1. Ball is in play:
 - a. When it rebounds off a crossbar or post.
 - b. If it rebounds off of referee or line judge.
 - c. When a drop ball hits the ground.
2. Ball is out of play:
 - a. When the referee has stopped the game.
 - b. When the ball strikes the wall above the yellow padding, restart: kick-in.
 - c. It is touched or interfered with by a player in the bench area or penalty area, restart: goal kick or corner kick.
 - d. The ball hits the ceiling, lighting or basketball goals, restart: indirect kick where this happens.
 - e. When the ball is stuck behind the goal, restart: goalie throw.

Slide Tackling: Not permitted in FHSU Intramurals. Penalty: Indirect Free Kick. Player will receive a red card and ejection from the game if contact is made. If no contact is made a yellow card will be issued.

Offside: There are no off sides in indoor soccer.

Kick-in

1. There are no throw-ins, just kick-ins.
2. Any ball that becomes dead will be put into play by a kick-in.
3. The ball is placed on the sideline before kicking.
4. The kicker's non-kicking foot must remain on or outside the touchline. Penalty: Kick-in awarded to opposing team.
5. The kick-in must not exceed 4 seconds. Penalty: Kick-in awarded to opposing team.
6. The opposing team must be 5 feet away from the point of the kick-in. An opponent shall not interfere nor in any way impede the actions of the kicker while a kick-in is being taken. Penalty: Indirect free kick awarded to the opponents at the spot of infraction.
7. Ball is playable once it has left the kicker's foot.
8. Kick-ins shall not be directed toward the goal.

Free Kick

1. All free kicks for Intramurals will be indirect kicks.
2. An indirect kick is one in which a goal cannot be scored without touching another player first. The ball must complete one complete revolution in any direction prior to being kicked by another player. Penalty: Re-kick, second offense kick-in opposing team.
3. Free Kick Execution:
 - a. Opposing players shall be at least 5 feet from the ball until it is kicked, unless they are standing on their own goal line between the goal post.
 - b. After the free kick, any player except the one who executed the free kick can play the ball. The one that kicked the free kick can play the ball once it has been touched or played by another player.
4. Indirect Free Kicks are awarded:
 - a. If a player intentionally attempts to kick, strike, or jump at an opponent.
 - b. If a player intentionally trips an opponent.
 - c. If someone other than the goalkeeper uses their hands.
 - d. If a player intentionally holds or pushes an opponent to gain an advantage.
 - e. If a player intentionally charges an opponent in a violent or dangerous manner, or charges an opponent who has both feet off the ground in order to play the ball.
5. The following result in awarding the ball from the point of infraction:
 - a. Kicker plays ball again after kickoff
 - b. Charges into an opponent who doesn't have the ball.
 - c. Player without the ball obstructs an opponent who is attempting to play the ball.
 - d. Tries to kick the ball while in possession of the goalkeeper.
 - e. Goalkeeper takes more than 4 steps before releasing the ball.

- f. Goalkeeper kicks or throws the ball past the mid-court line without touching the ground.

Penalty Kicks

1. Awarded when a foul occurs.
2. Kicker and goalkeeper shall be within the field of play.
3. Penalty kick can be attempted after time has expired.
4. Goalie needs to stay on the goal line until there is a kick.

Corner Kicks

1. Are awarded to the attacking team when the ball becomes dead behind the goal and in the netting.
2. During a corner kick, players of the defending team shall be at least 5 feet from the ball until it has been kicked.

Goalie Privileges/Restrictions/Throws

1. Goalie can touch the ball with his hands in their goalie box.
2. If the opposing team has touched the ball the goalie can use their hands.
3. If their own team passed it back the goalie has got to kick it.
4. A goal throw is when the ball becomes dead behind the goal.
5. No goal may be scored directly off the throw of a goalkeeper.

Fouls

1. Kicking-Striking-Tripping-Jumping
2. Touching the ball with your hands when not the goalie
3. Holding and Pushing
4. Obstruction, based on discretion of officials
5. Dangerous play, based on discretion of officials

Player/Team Conduct

1. A yellow/red card system will be in place.
2. The yellow card is for cautioning a player, coach, or other bench personnel.
3. Two yellow cards equal one red card.
4. If the same player happens to receive 2 red cards in the tournament they will be suspended for the remainder of the tournament.
5. One red card means finished for rest of the night.

Yellow Cards will be given when a player

1. Persistently infringes upon any of the rules of the game.
2. Shows dissent by word of mouth or action to decisions given by the referee.
3. Is guilty of unsportsmanlike conduct, incidental, vulgar, or profane language.
4. Enters or leaves the court of play without the permission of the referee.

Red Card will be given when a player

1. Is guilty of violent conduct or serious foul play.
2. Is abusive in language or gesture toward a player or official.
3. Slide tackling.
4. Persists in misconduct after receiving a caution.
5. Destruction or abuse of the Cunningham Gyms or FHSU property.
6. Fighting

Men's Champions

2005-06	Arsenal
2006-07	Arsenal
2007-08	Ding Dang
2008-09	Let Us Play
2009-10	Chinese Tiger
2010-11	The Street Hooligans
2011-12	Last Place
2013-14	FC Barca
2014-15	Justice League
2015-16	Origin Originals
2016-17	Sweat
2017-18	Sigma Chi Fashion Killas
2018-19	Clappers
2019-20	Ryan & CO
2020-21	Martin's Team

Co-Rec Champions

2011-12	Beautiful People
2012-13	Cindy Benitez
2015-16	We Don't Give a Hit
2016-17	Sweat
2017-18	Champs
2018-19	Head Game Strong
2019-20	FC Kennedy
2020-21	Indomitable FC

Women's Champions

2015-16	The Fighting Pickles
2016-17	The Fighting Pickles
2018-19	Fashion Killas
2019-20	BBO
2020-21	Dream Team Yo

AIR HOCKEY TOURNAMENT

Starting and Finishing

1. A game of Rock/Paper/Scissors will be used to decide who chooses their side for the first game.
2. Matches will have a time limit of 30 minutes and will be played on Intramural tables.
3. A match will be a best 2 out of 3 games.
4. A game becomes official when one player scores 7 points. The players will then switch sides and play the next game.

Playing the Game

5. During play, players can stand anywhere around the table as long as they don't pass the center line.
6. The winner of Rock/Paper/Scissors will also be awarded the first serve.
7. No topping will be allowed. Topping is the act of bringing your mallet down on the puck to stop it or drag it.
8. For a point to count the puck must land in the opposing player's goal and stay there.
9. A goal does not have to come from an opposing player only. Own goals are thus entirely possible.
10. If a puck goes off the table it is simply reset on the side it went off of.

BADMINTON

There will be singles and doubles in Men's, Women's, and Co-Rec divisions.

Rules for singles:

1. A game consists of 15 points and must be won by two points.
2. We will use honor play.
3. Play will be a single elimination tournament, with first round losers playing a Division A-1 bracket.
4. First serve is determined by rock, paper, and scissors. This person must serve from his/her respective right half of the court.
5. Serves will be from right side of court on even numbered score totals.
6. Serves must be below the waistline.
7. Must have the serve to score.
8. In serving, a missed shuttlecock is a fault.
9. Shots on the line are considered in.
10. Side-out occurs when you:
 - a. Fail to return the shuttlecock during rally.
 - b. Return the shuttlecock out-of-bounds.
 - c. Failure to serve.
11. No double hits. Body contact of the shuttlecock is a fault.
12. Change courts at the end of a game. Winners serve first. In doubles, either winner may serve first or loser may receive.
13. Opponents change ends with the start of each new game.
14. If a third game is needed, players change courts when one side reaches 8 points.

Rules for Doubles:

1. Games will be played to 15 points. Match will be the best of 3 games to a score of 15 points each.
2. First service is determined by Rock/Paper/Scissors. This team must serve from their respective right side of the court.

3. The team who receives the first serve only has one "down". This means only the person on the right-hand side of the serving side court gets to serve. However, every possession thereafter results in each partner of the serving side one serve each before possession changes.
4. Serves must be below the waistline.
5. Must have served in order to score.
6. On the line shots are considered in.
7. Teams change ends at the start of each new game.

Men's Singles Champions

1997-98	Paul Strecker
1998-99	Matt Wolf
1999-00	Rob Rixon
2000-01	Travis Ploutz
2002-03	Tim Stoecklein
2002-03	Luke Schroeder
2003-04	Kyle Small
2004-05	Steele Dearden
2005-06	Ryan Vavricka
2006-07	Shane Jellison
2009-10	Daniel Pearson
2010-11	Kirby Benisch
2011-12	Clayton Latimer
2012-13	Clayton Latimer
2014-15	Charles Dick JR
2015-16	Corey Dunlap
2016-17	Trevor Smith
2017-18	Garth Helton
2018-2019	Christian Rivas
2019-20	Christian Rivas
2020-21	Jackson Dwyer

Women's Singles Champions

1997-98	Kendra Ostmeyer
1998-99	Mindy Lies
2000-01	Julie Simon
2001-02	Jerri File
2002-03	Ashlee Wood
2003-04	Karli Shirley
2004-05	Laura Banninger
2005-06	Andria Bohling
2006-07	Kat Biles
2010-11	Christina Unrein
2011-12	Kim Fisk
2012-13	Kim Fisk
2014-15	Alivia Inlow
2015-16	Alivia Inlow
2016-17	Alivia Inlow
2017-18	Karissa Pena
2018-19	Brittanie Newman
2019-20	Kylie Holmes
2020-21	Lindsay Shupe

Men's Doubles Champions

1997-98	Brian Flax/Michael Willey
1998-99	Phil Gwost/Matt Wolf
1999-00	Michael Ohnsat/Gary Hollerich
2000-01	Phillip Gwost/Mark Roberts
2002-03	Tony Brown/Luke Schroeder
2003-04	Shane Jellison/Kyle Small
2004-05	Shane Jellison/Allen Eberwein
2005-06	Kevin Polechek/Ryan Vavricka
2009-10	Derek Perkins/Stevon Kline
2010-11	Kirby Benisch/Casey Baumgartner
2011-12	Clayton Latimer/Joel Iman
2012-13	Clayton Latimer/Joel Iman
2014-15	Charles Dick JR/Joel Iman
2015-16	Corey Dunlap/Cameron Weishaar
2016-17	Trevor Smith/Earnest Spiller
2018-19	Team Awesome
2019-20	Airpodz
2020-21	Airpodz

Co-Rec Champions

1996-97	Brian Flax/Kelley Roberts
1998-99	Rob Rixon/Julie Simon
1999-00	Gary Hollrich/Julie Simon
2000-01	Ron Haag/Jerri File
2001-02	Tim Stoecklein/Bridget Weiser
2002-03	Nathan Smith/Ashley Brungardt
2003-04	Shane Jellison/Karli Shirley
2004-05	Shane Jellison/Laura Baninger
2010-11	Chase King/Kirby Benish
2011-12	Taylor Lunsford/Kim Fisk
2012-13	Eric Dysinger/Kim Fisk
2014-15	Charles Dick JR/Alivia Inlow
2015-16	Cameron Weishaar/Autaum Poley
2016-17	Trevor Smith/Alivia Inlow
2017-18	Matt Hrabe/Megin Shetley
2018-19	The Dream Team
2019-20	Surrender Cobras
2020-21	Surrender Cobras

Women's Doubles Champions

1997-98	Ellin Collins/Brenda Hoopingarner
1998-99	Julie Simon/Katie Ahlers
1999-00	Anita Bader/Julie Simon
2000-01	Cammie Bell/Lacie Franklin
2002-03	Ashlee Wood/Emily Janobel
2004-05	Ashlee Wood/Laura Banninger
2005-06	Andria Bohling/Emily Zink
2010-11	Kim Fisk/Christina Unrein
2014-15	Alivia Inlow/Autaum Poley
2015-16	Alivia Inlow/Autaum Poley
2016-17	Alivia Inlow/Riley Sosa
2017-18	Marisa Dixon/Sarah Gist
2018-19	Flying Birdies
2019-20	Flying Birdies
2020-21	Paige Herrmann/Lindsay Shupe

1-ON-1 BASKETBALL TOURNAMENT

1. There will be two divisions, 6 ft. and over and under 6 ft.
2. Games are played to 11 points.
3. During the championship best two out of three games wins.
4. At the beginning of each game, players will do Rock/Paper/Scissors and the winner will have first out.
5. There is a 30-minute limit. If games are not completed, the participant with the most points is crowned the winner. In the event of a tie, the next point wins.
6. Each player is allowed one time-out per game.
7. Each made basket will count as 1 point. Those made behind the 3 point line count as 2 points.
8. There are no shooting fouls.
9. Only a league supervisor will be provided - call your own fouls.
10. The ball will always be checked at the 3-point line.
11. This is a half court game.
12. You do not have to win by two points.
13. This will be a double elimination tournament.
14. This is not make it take it. Loser of point will take ball out.

Forfeit

15. Starting at game time one basket (1 point) will be awarded for every minute a team fails to show. After 10 minutes, the game is 10-0 and a forfeit.

Women's Champions

2010-11	Kim Fisk
2011-12	Kelsey Hubin
2012-13	Kim Fisk
2013-14	Alivia Inlow
2014-15	Alivia Inlow
2015-16	Kiley Crider
2016-17	Alivia Inlow
2017-18	Rachel Doll
2018-19	Lynnea Benyshek
2019-20	Paige Herrmann
2020-21	Lindsay Shupe

Mens' Champions

2010-11	Chris McLain
2011-12	
Under 6'	Cory Post
6' and Over	Chris McLain
2012-13	
Under 6'	Matt Kaiser
6' and over	Cory Post
2013-14	
Under 6'	Armon Selectman
6' and over	Cory Post
2014-15	
Under 6'	Cody King
6' and over	Jordan Wahlmeier
2015-16	
Under 6'	Garrett Balsick
6' and over	Ivan Montes
2016-17	
Under 6'	Daniel Griffith
6' and over	Chad Martinek
2017-18	
Under 6'	Tre Torrez
6' and over	Bobby Pock
2018-19	
Under 6'	Devon Cooper
6' and over	Jordon German
2019-20	Devon Cooper
2020-21	Kameron Karey Michael Ryan

2-ON-2 BASKETBALL TOURNAMENT

1. There will be a limit of 3 players per roster. A minimum of 2 players must start and finish the game.
2. This is a 2 on 2, double elimination basketball tournament.
3. A game will be played to 11 points. All made 3 point shots will count 2 points, and all 2 point shots will count as 1 point.
4. Winners will move along the bracket as will one-time losers. The brackets will allow one-time losers the opportunity to play back for a chance at the finals providing they don't fall into a second loss.
5. At the beginning of each game, players will do Rock/Paper/Scissors and the winner will have first out.
6. Teams will call their own fouls and the ball will be checked-up behind the 3-point line on every change of possession.
7. Only a league supervisor will be provided. Call your own fouls. All scores will be reported to him/her immediately.
8. This is a half-court game.
9. Each team will be allowed one short time-out per half. This is a call your own game so there is no set time. The key is to keep time-outs limited to a short 30 seconds.
10. Every foul beyond 4 team fouls will count as 1 point for the non-fouling team.
11. There are no shooting fouls.

Forfeit

12. Starting at game time one basket (1 point) will be awarded for every minute a team fails to show. After 10 minutes, the game is 10-0 and a forfeit.

Men's Champions

1995-96	Frank Miller/Mike Lankas	2018-19	Ballers
1996-97	Mike Wimberly/Cory Bandel	2019-20	TTJ
1998-99	Matt and Lucas Palmquist/Brent Painter	2020-21	Ryan & CO
1999-00	Joe Burgardt/Eric Cooper/Chad Novack		
2000-01	Tyler Charvat/Jim Kyler/Jacob Marintzer		
2001-02	Tyler Charvat/Michael Janzen		
2002-03	Tijuan Harvey/Scott O'Hara		
2003-04	Marshall Fey/Kevin Dolechek		
2004-05	Brent Brooks/Matt Overlease		
2005-06	Scott Hand/Tomoya Ando		
2006-07	Chris Schmidberger/Steven Lynch		
2007-08	Zeke Adair & Julous Coleman		
2008-09	Shawn Ludwig/Trever Beiberly		
2009-10	Seth Blackwell/Ben Godwood		
2010-11	Ethan Hays/Eric Dysinger		
2011-12	Cory Post/Brett Gfeller		
2012-13	Raw Dawgs II		
2013-14	T-Wolves		
2014-15	Jordan Wahlmeier/Corey Dunlap		
2015-16	Cole Callaway/Matthew Perkins		
2016-17	Cody Coyle/Jacob Perry		
2017-18	Matthew Perkins/Tanner Kaniper		

Co-Rec Champions

1997-98 Kendra Ostmeyer/Paul Strecker
1998-99 Sarah Chrisman/Joe Burgardt
1999-00 Joe LaBarge/Brooke McAfee
2000-01 Tyler Charvat/Tonya Tasset Hand
Jennifer N
2001-02 Tyler Charvat/Greta Osterhaus/Katie Livingston
2002-03 Rose McFarland/Galen McFarland
2003-04 Marshall Fey/Amanda Poore
2004-05 Steele Dearden/Ashley Thurston
2005-06 Katie Rhodes/ Scott
2007-08 Chelsy Proehl/ Shawn Ludwig
2010-11 Brad Dickson/Tanner Parmely
2011-12 Wyatt Dautel/Tanner Parmely
2012-13 Raw Dawgs
2013-14 Chris Ouellette/Taylor Akagi
2014-15 Jordan Wahlmeier/Amanda White
2015-16 Tanner Hoekman/Karina Anderson
2016-17 Cody Coyle/Alivia Inlow
2017-18 Big Baller Brand
2018-19 Wet Bandits
2019-20 She Can Shoot
2020-21 Wet Bandits

Women's Champions

1996-97 Monica Olberding/ Lisa Harbour
2000-01 Tara Schmitz/ Tonya Tasset
2001-02 Brandy Unruh/ Alicia Lock
2002-03 Rose McFarland/ Karody Stucky/
2003-04 Casey Wanger/ Amanda Poore
2004-05 Nikki Rhodes/ Holly Simpson
2007-08 Chelsy Proehl/ Chelsea Wehkamp
2008-09 Arika Monelt/ Molly Phelan
2010-11 Robin Ortner/ Ashley Hoehn
2011-12 Tanner Parmely/ Sydney Flock
2012-13 Wray
2013-14 Taylor Akagi/ Erin Berg
2014-15 Taylor Akagi/ Erin Berg
2015-16 Kiley Crider/ Autum Poley
2016-17 Kiley Crider/ Alivia Inlow
2017-18 Karissa Pena/ Paige Herrmann
2018-19 Setsy Ladies
2019-20 Laurison
2020-21 Setsy Ladies

3-ON-3 BASKETBALL TOURNAMENT RULES: **(THIS IS A HALF COURT GAME)**

Starting and Finishing

1. Teams will be comprised of 3 playing members, (3 men or 3 women) with a maximum of 6 listed on the roster. A minimum of 2 players will need to start and finish a game.
2. To start the game, there will be rock, paper, scissors between the captains to determine which team receives first possession of the ball.

Forfeit

Starting at game time one basket (1 point) will be awarded for every minute a team fails to show. After 10 minutes, the game is 10-0 and a forfeit.

General Rules

3. **NO DUNKING ALLOWED.**
4. Boundary lines include the 2 sidelines, center court and the end-line of the basketball court. The 3 second rule is in effect.
5. Jump ball situations will alternate possession. Alternation possession will continue to start the second half.
6. After each possession, the ball must be taken out at the top of the key. After the ball has been checked at the top of the key, offensive players may shoot or dribble.
7. The ball will be taken out at the top of the key after all violations, traveling, etc.
8. Once a team has possession they have 25 seconds to attempt a shot. It is a turnover if a shot is not attempted in 25 seconds. No stalling is allowed.
9. If a shot is attempted and it does not touch the backboard, rim, or net; the ball may be put right back up by either team (except by the player who attempted the shot).

FOULS AND FOUL SHOTS

- a. All 2 shot fouls (act of shooting, intentional, flagrant personal or technical fouls) and fouls in the act of shooting where basket is made shall be shot as they occur.
- b. One and one shall be in effect on the fourth foul of the half.
- c. All act of shooting fouls behind the 3-point line result in 3 foul shots.
- d. After four personal fouls, an individual is disqualified from the game. NOTE: AN INDIVIDUAL MAY BE DISQUALIFIED AFTER ONE FLAGRANT OR INTENTIONAL FOUL.

10. Substitutes may enter game during dead ball situations (violations, fouls, time-outs) or after a basket.
11. Intramural sports encourages each team to provide their own shirts. If you do not have your own, pull-over will be provided. **NUMBERED SHIRTS MUST BE WORN.**
12. Games will be played on half court and will consist of 10 minute running time halves. There will be 2 minutes between halves.

Time-Time Outs

13. If the game is tied at the end of regulation play, then sudden death will be in effect. The 2 teams will shoot free throws to determine which team gets the ball first. Each team will pick one player to shoot 3 shots. The first team to score wins the game.
14. A team may take up to 2 time-outs (time-outs will stop the clock and each are not to exceed 30 seconds) per game.

Scoring

15. A field goal will count 1 point with foul shots worth 1 point. Goals shot outside the 3 point line are worth 2 points.

Conduct

16. Only a scorekeeper will be provided, no officials, this will be a "call your own game".
17. Two technical fouls will result in a one game suspension. Two technical fouls in one game also results in the player being suspended from that current game, and the player's team forfeiting the game.
18. If a player receives 3 technical fouls they will be suspended from the league. No exceptions.
19. Technical fouls carry over throughout the season.

Men's Champions

1998-99	PZ
1999-00	Ballas
2000-01	Busdrivers
2001-02	Furry Pranksters
2002-03	Landis' Frogs
2003-04	I Hit a Pole
2004-05	Silver Bullets
2005-06	FLB
2006-07	Greatness
2007-08	The Truths
2009-10	Entourage
2010-11	Gettin' Buckets
2011-12	Gettin' Buckets
2013-14	No Worries
2014-15	Justice League
2015-16	Super Troopers
2016-17	Richie's
2017-18	KFC Buckets
2019-20	Elite Ballzerz Select
2020-21	Ryan and CO

Co-Rec Champions

2016-17	Gannny Ballers
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Women's Champions

1995-96	G-Strings
2000-01	Shootin' Out Da Lights
2001-02	G-Strings
2002-03	G-Strings
2003-04	Still Thinking About
2004-05	G-Strings
2005-06	Bouncing Booties
2006-07	MXC
2007-08	Team Maxene
2008-09	Crazy Legs
2010-11	Dream Team
2013-14	Trifecta
2014-15	Justice League
2015-16	The Fighting Pickles
2016-17	Amanda's Team
2017-18	GODSQUAD

BASKETBALL 3-POINT CONTEST

1. Numbers will be drawn to determine the order of participation.
2. There will be three rounds. Round three will be the final round.
3. In the first round, each participant will shoot their best of 15 three point shots under 45 seconds.
4. The top eight finishers will move on to the second round. Round two will involve the same number of shots within 45 seconds. In the event of a tie, both participants will move on to the third round.
5. The top four finishers from round two will advance to the third and final round. These four participants will again shoot the best of 15 three-pointers under a 45 second time limit. In the event of a tie, to determine a winner, each participant will shoot fifteen three-pointers under the 45 second time limit to determine a final winner.
6. Each round the scores will be dropped and all contests will start equal.

Men's Champions

1995-96	Jason Kanak
1996-97	Juan Ramirez
1997-98	Paul Strecker
1998-99	Matt Palmquist
1999-00	Nick Base
2000-01	Chad Novak
2001-02	Devin Treaster
2002-03	Chris Hann
2003-04	Matt Wolf
2004-05	Leo Veleta
2005-06	Karl Brown
2006-07	Steven Lynch
2007-08	Steven Lynch
2008-09	Markus Hilger
2009-10	Chris McLain
2010-11	Chris McLain
2011-12	Blake Roth
2012-13	Chris McLain
2014-15	Dakota Soderlund
2015-16	Jordan Wahlmeier
2016-17	Cody Coyle
2017-18	Devon Cooper
2018-19	Dakota Breuer & Jordan German
2019-20	Kameron Carey
2020-21	Kameron Carey

Women's Champions

1995-96	Rose McFarland
1996-97	Rose McFarland
1997-98	Rose McFarland
1998-99	Cheri Strohl
1999-00	Cheri Strohl
2000-01	Rose McFarland
2001-02	Melissa Kingslien
2002-03	Chelsea Hunt
2003-04	Ashley Staal
2004-05	Sara Easter
2005-06	Janae Zachary
2007-08	Lishe Isom
2008-09	Chelsea Wenkamp
2009-10	Brittany O'neil
2010-11	Jennifer Sickle
2011-12	Kalli Kruse
2012-13	Audrey Martin
2014-15	Sarah Mamot
2015-16	Karissa Pena
2016-17	Alivia Inlow
2017-18	Karissa Pena
2018-19	Lynnea Benyshek
2019-20	Laurie Frazier
2020-21	Paige Herrmann

5-ON-5 BASKETBALL RULES

KSHSAA Basketball Rules shall govern play with the following exceptions.

Starting and Finishing

A team shall consist of 5 men or women. There will be a limit of 12 players per roster. Game may not be started if a team has less than 3 legal players. A game may be completed with no less than 2 players on any one team.

Forfeit Time

One basket (2 points) will be awarded for every minute a team is late to start the game. Ten minutes past game time will result in a forfeit. The final score will be 49 - 0.

General Rules

1. A game ball will be provided by IM-REC Office, another ball may be used if captains of both teams agree.
2. The start of the game and each overtime period shall be initiated by a jump ball. In subsequent jump ball situation, the alternate possession rule will be in effect.
3. The 3-second rule shall be in effect with regard to free throw lane.
4. BONUS RULE: A bonus free throw (second free throw) is awarded for each common foul (except player control fouls) committed by a player of a team beginning with the team's seventh personal foul. (The ball is awarded out of bounds after a common foul until the bonus rule goes into effect.)
After the 10th foul the player gets two shots.
5. Dunking will be allowed during the game only. A technical foul will be called for any non-game dunk. Grabbing of the rim is also considered a technical foul when done in the pre-post and halftime settings.
6. 3 pointers shall be in effect if both the feet are behind the 3-point line upon release of the basketball.
7. Correcting Errors: Officials may correct an error if a rule is inadvertently set aside and results in:
 - a. Failure to award a merited free throw
 - b. Permitting a wrong player to attempt a free throw
 - c. Attempting a free throw at the wrong basket
 - d. Erroneously counting or canceling a score. In order to correct any of the three official's errors (a-c) listed above, such error must be recognized by an official before the ball becomes live, following the first dead ball after the error.

8. **Additional Rule Clarifications:**
- a. **Front and Back---over and back**, in regard to the mid-court line. When a player is in the back court, that player will be considered in front court when both feet and the ball are in the front court.
 - b. **Players occupying lane positions during a free throw attempt may enter the lane after the ball leaves the shooters hand. To purposely fake a free throw attempt is a violation.**
 - c. **A player who does not occupy a lane space along the lane line must take a position behind the free throw line extended and behind the 3 point line when a free throw is attempted.**

Game Time

- 9. **Games shall consist of two (18 minute) halves with 5 minutes between halves. Time will be "running time" except for time outs, the last 2 minutes of the game, and official referee time-outs, and technical fouls.**
- 10. **2 – 60 second timeouts per half per team will be allowed. No timeouts carry over and clock will stop during timeouts.**

ONLY PLAYERS ON THE COURT MAY CALL TIME OUT.

- 11. **The clock shall stop when the official:**
 - a. **stops play: because of an injury, to confer with scorers/timers, because of unusual delay in getting a dead ball alive, or for an emergency.**
 - b. **grants a player's request for a time-out. EXCEPTION: If either team has a 10 point lead, the clock WILL NOT STOP during the last 2 minutes of the game.**

Penalties

- a. **A player/team shall not be in continuous control of a ball which is in his/her back court for more than 10 consecutive seconds, this will result in a 10 second violation (loss of ball).**
 - b. **Substitutes must report to scorer's table to check in. Substitution during a live ball is a technical foul.**
 - c. **When closely guarded and the 5-second count is reached, it becomes a violation and the defensive team is awarded the ball out of bounds.**
 - d. **On the 10th foul and thereafter, 2 free throws will be awarded.**
 - e. **A team has a 5 second count to in-bounds the ball or it is a loss of possession.**
12. **In case of a tie game, there will be a two-minute overtime. The first minute the clock will not be stopped. The second minute the clock will be stopped for free throws, out-of-bounds, etc., or as governed by regular basketball rules. Each team will be allowed one time out. If at the end of the overtime, the score is still tied, a sudden death overtime will start immediately with a toss at the center. There will be no time outs. The first team to accumulate three points will win. The clock will not start in the sudden death overtime.**

Scoring

13. **SCORING AND TIMING: THE RUNNING SCORE ON THE SCORE SHEET IS THE OFFICIAL SCORE.** If there is a discrepancy on the score sheet or score board, the running score sheet shall be official.
14. **Mercy Rule:** If a team leads by 30 or more points after the first half, they will be named the winner and the game will be called.

Conduct/Technical Fouls

15. **TECHNICAL FOULS** can be charged to any coach, fan, or player resulting from bench and/or court misconduct. Technical fouls will result in 2 free throws being awarded.
16. If there is a technical foul on a team, a definite warning will be given to the team captain at the time of the foul. If there is a second technical foul given to the same team, the game will be forfeited.
17. If team receives 4 total technicals the team will be removed from further play of league and the playoffs.
18. A team removed from the league for four technicals will be charged forfeit fees for the remainder of the regular season.
19. Only the team captain has the right to talk to the officials.
20. Each technical foul will carry a label of misconduct. The most severe are considered felonies and include the following:
 - a. any pregame or postgame dunking
 - b. inappropriate language
 - c. any fighting, taunting, or a show of bad sportsmanship

A misdemeanor is a less severe type of technical foul, and includes the following:

- a. slapping the backboard
- b. incidental hanging on the rim

A flagrant foul can result in an automatic suspension from the league. This type of foul is at the discretion of the IM-Rec supervisor.

21. Different levels for the punishment is based on the severity and/or amount of incidents. The following chart will be used to determine punishment for acts seen as inappropriate.
 - a. Any two technicals in the same game, that participant is done for the night.
 - b. 2 felonies = automatic 2 game suspension and "Orange Suit Probation"
 - c. Any combination of 3 technical fouls = automatic 2 game suspension and "Orange Suit Probation"
 - d. 3 felonies = automatic suspension from league
 - e. Any combination of 4 technical fouls = automatic suspension from league
 - f. One felony plus one misdemeanor equals one game suspension.
22. "Orange Suit Probation" is a punishment following 2 felony, technicals, or a combination of any 3. The following criteria must be met for the punishment:
 - a. Individual must officiate one full night of intramural basketball.
 - b. At least one of those games is required to be their team.
 - c. Individuals are required to wear a special uniform provided by the IM-Rec office.

23. Intentional Foul Rule shall be in effect with the individual getting 2 shots and the ball out of bounds where the foul occurred. Intentional fouls are personal fouls.

Men's Champion

1998-99	B-Ballers
1999-00	Lambda Lambda Lambda
2000-01	Dirty Donkeys
2001-02	Whose Ur Daddy
2002-03	Ballers Inc.
2003-04	Chocolate ASWAHOV
2004-05	Team Speed
2005-06	The Untouchables
2006-07	Cunning Linguists
2007-08	8 th Street Liquor
2008-09	The Beers
2009-10	Affletics
2010-11	Bullets
2011-12	Dreiling's Ballers
2012-13	Pippin Ain't Easy
2013-14	The 3 Eleven
2014-15	The 3 Eleven
2015-16	Pippen Ain't Easy
2016-17	Cash Me Outside
2017-18	Hoopin Flockas
2018-19	Big Time D
2019-20	FM Tropics
2020-21	Brett's Babes

Women's Champions

1998-99	G-Strings
1999-00	TKD
2000-01	Players
2001-02	G-Strings
2002-03	G-Strings
2003-04	G-Strings
2004-05	G-Strings
2005-06	Camel Feet
2006-07	WORD
2007-08	FCAMT
2008-09	Crazy Legs
2009-10	Brew Crew
2010-11	Chaos
2011-12	Naptime Ninjas
2012-13	ACA Ballers
2013-14	Silence of the Lambs
2014-15	Silence of the Lambs
2015-16	Free Ballin
2016-17	Hoops, I Did It Again
2017-18	Don't Be A Smart Pass
2018-19	Tune Squad
2019-20	RIP Kobe
2020-21	Ball Squad

CO-REC BASKETBALL RULES: (This is a 5 on 5 game)

KSHSAA Basketball Rules shall govern play with the following exceptions.

Starting and Finishing

1. Teams shall be comprised of two men and three women. Minimum of 2 persons from each gender. There will be a limit of 10 players per roster. A game may not start with less than 4 legal players (2 males and 2 females) and may not be completed with fewer than 2 players. (1 male and 1 female).

General Rules- Co-Rec basketball will be regular basketball

1. The game will begin with a jump ball between a woman player of each team and then the alternating possession rule will take effect.
2. Dunking during the game by the men will be treated as a technical foul (unsportsmanlike).

Champions

1996-97	G-Strings
1997-98	G-Strings
1998-99	G-Strings
1999-00	G-Strings
2001-02	G-Strings
2002-03	G-Strings
2003-04	G-Strings
2004-05	Clumsy and Stupid
2005-06	The Donkey Punchers
2006-07	The Players
2007-08	Loverman Yen Yens
2009-10	Gamers
2010-11	Beauties and the Beast
2011-12	Press N' Stress
2012-13	Rain Makers
2013-14	Big Ballers
2014-15	Big Ballers
2015-16	Pippen Ain't Easy
2016-17	The Tropics
2017-18	T.O.W.T.O
2018-19	Ballin w/ My Bros
2019-20	Alley "Oops"
2020-21	Putt It in Reverse Terry

BASKETBALL GOLF

1. This is an 18 hole, par 25 course.
2. Each golfer will shoot from the same place until a shot is made.
3. No more than 7 shots per hole.
4. The person with the lowest score will be declared the winner.
5. Players will draw number to determine the order of shooting.

Spot #1	Par 1	Spot #10	Par 1
Spot #2	Par 1	Spot #11	Par 1
Spot #3	Par 1	Spot #12	Par 1
Spot #4	Par 1	Spot #13	Par 1
Spot #5	Par 2	Spot #14	Par 1
Spot #6	Par 2	Spot #15	Par 1
Spot #7	Par 2	Spot #16	Par 1
Spot #8	Par 2	Spot #17	Par 2
Spot #9	Par 2	Spot #18	Par 2

Men's Champions

1995-96	David Mowry
1996-97	Galen Wilderman
1997-98	Ryan Weiser
1998-99	Eric Pickerell
1999-00	Lucas Palmquist
2000-01	Scott Krier
2001-02	Scott O'Hara
2002-03	Jason Dumler
2003-04	Aaron Davidson
2004-05	Justin Schoonover
2005-06	Allen Eberwein
2006-07	Ryan Murray
2007-08	Ben Kahle
2008-09	Andrew Epp
2010-11	Chris McLain
2011-12	Luke Terrell
2012-13	Cameron Cunningham
2013-14	Dakota Soderlund
2014-15	Corey Dunlap
2015-16	Nick Kennedy
2016-17	Devon Cooper
2017-18	Devon Cooper
2018-19	Jordon German
2019-20	Levi Ausherman
2020-21	Michael Ryan

Women's Champions

1995-96	Rose McFarland
1996-97	Stephanie Stieben
1997-98	Christina Braun
1999-00	Cheri Strohl
2000-01	Carrie Cassida
2001-02	Ashlee Wood
2002-03	Elizabeth Pauls
2003-04	Ashlee Wood
2004-05	Karli Richardson
2005-06	Rio Deal
2006-07	Cassie Zelfer
2007-08	Jessica Baker
2008-09	Chelsy Hamlin
2013-14	Alivia Inlow
2014-15	Autaum Poley
2015-16	Karissa Pena
2016-17	Catalina Hernandez
2017-18	Rachel Doll
2018-19	Paige Hermann
2019-20	Madison Milstead
2020-21	KayCee Miller

BILLIARDS

1. Straight 8 will be played.
2. No slop.
3. All shots will be called.
4. A double elimination tournament will be played. (with true second)
5. On any scratch shots, ball in hand rule will be in effect.

Men's Champions

1996-97	Ron Chartier
1997-98	Doug Kaser
1998-99	Josh Dewitt
1999-00	Vonley Frey
2000-01	Travis Watson
2001-02	Erik Grover
2003-04	Russ Meyer
2004-05	Eric Scherman
2006-07	Shane Jellison
2007-08	Mike Carlson
2010-11	Zar Ravitskiy
2011-12	Tyler Jones
2012-13	Cameron Cunningham
2013-14	Jeff Laue
2014-15	Jake Ham
2015-16	Trevor Smith
2016-17	Cody McKinnis
2017-18	Braden Schultz
2018-19	Camdon Sweet
2019-20	Jackson Dwyer
2020-21	Tyler Doty

Men's Doubles Champions

1997-98	Matt Talioferro/Eric Schuette
1998-99	Josh Dewitt/Bill Russel
1999-00	Josh Kirchhoff/Caleb Maxwell
2000-01	Jim Reiner/Jacob Marintzer
2001-02	Adam Tabor/Dick Barnes
2003-04	Russ Meyer/Justin Schoonover
2013-14	Jeff Laue/Kerry Shannon
2014-15	Jake Ham/Lathair Romero
2015-16	Jake Ham/Trevor Smith
2016-17	Dakota Soderlund/Lane Bigge
2017-18	Daniel Figge/Jordon German
2018-19	The Wet Bandits
2019-20	AirPodz
2020-21	Brady Jeffery/Tyrel White

Women's Champions

1996-97	Amy Rosales
1998-99	Janelle Nelson
1999-00	Molly Bircher
2000-01	Bridget Wieser
2001-02	Kylie Smelker
2011-12	Kim Fisk
2012-13	Kim Fisk
2013-14	Alivia Inlow
2014-15	Tina Kirton
2015-16	Kiley Crider
2016-17	Kaydawn Haag
2018-19	Jordan Hann
2019-20	Laurie Frazier

Women's Doubles Champions

1998-99	Molly Bircher/Kristen Lindsten
1999-00	Kylie Smelker/Julie Simon
2000-01	Karen Seib/Nicole Bruntz
2001-02	Kylie Smelker/Jerri File
2003-04	Laura Banninger/Rachel Cisneros
2013-14	Sarah Mamot/ Katilan Kilizke
2014-15	Tina Kirton/Brittney Jacobs
2015-16	Kiley Crider/Brittney Jacobs
2016-17	Kaydawn Haag/Brittney Jacobs
2018-19	Setsy Ladies
2019-20	Laurison
2020-21	Kylie Holmes/Lauren Robben

Co-Rec Champions

1998-99	Tony Smith/Jonna Terry
1999-00	Vonley Frey/Kylie Smelker
2000-01	Travis Schelle/Tina Dix
2001-02	Jerri File/Jared Rutti
2002-03	Brian Hanes/Sara Dunlap
2003-04	Grant Lacy/Kristen Adams
2009-10	Jie Wei/Partner
2010-11	Zar Ravitskiy/Partner
2013-14	Jeff Laue/Sarah Mamot
2014-15	Jake Ham/Brittney Jacobs
2015-16	Kiley Crider/Garth Helton
2016-17	Kaydawn Haag/Dakota Soderlund
2017-18	Tre Torrez/Ashten Clark
2018-19	The Dream Team
2019-20	Surrender Cobras
2020-21	Brook Ziegelmeier/Lindsay Shupe

BOWLING LEAGUE

1. Men's, Women's, and Co-Rec teams will consist of 4 members. Co-Rec teams will consist of equal number of men and women.
2. Handicaps will not be used in this league.
3. Each team will pay \$5.50 to Centennial Lanes each time you bowl. The \$5.50 includes two games and shoes.
4. A legal line-up will be two or more eligible players in the 4 player team league. Substitutes shall be considered eligible players for a minimum legal line-up. When a lesser number is present to start any game of a series at the time scheduled by the league, the game shall be forfeited. No more than four will be allowed to bowl in any one game.
5. Any team not having the required four players will have to pay for all games not bowled by the absent players. Failure to pay for all games not played by absentees will result in the team being dropped from the league immediately.
6. When any games are declared forfeited the team present and not at fault must bowl any and all games to be bowled as though they were actually contested. Every member bowling on such team must have completed their frame on one lane before the team shall commence its next frame on the adjoining lane. All game forfeited by a team not having a legal line-up will be required to pay for all lines not bowled on the regular schedule. Failure to pay for these forfeited contests will result in being dropped from the league immediately.
7. Absentee scores shall be allowed when a team has a legal line-up but less than a full line-up at the start of any game in a series. The scores shall be the average, minus ten pins, of the absent bowler.
8. Any player who arrives after completion of the third frame may be allowed to bowl that game (as a spacer) but whose score will be tabulated from his average, minus ten pins, of the absent bowler.
9. Any bowler shall be allowed to finish the final game of a series before their teammates or opponents, providing they finish on the lanes assigned to the contest and alternate lanes. Using any other lanes to finish early, other than those assigned, will nullify whatever score the bowler finished with and his average, minus ten pins, will be used instead. Willful violation to use the adjusted score will result in forfeiture of the game by the team.

Men's Champions

1995-96	Wiest Infection
1996-97	Sig Ep 31
1998-99	GDS
1999-00	On Ice
2003-04	GOAT
2004-05	GDS
2005-06	Peter Griffins
2006-07	MXC
2007-08	Captain Hooker
2008-09	Sofa King Good
2009-10	Flying Turtles
2010-11	Mario Kart Mafia
2011-12	Flying Turtles
2013-14	The Steez
2014-15	Justice League
2015-16	Buddy Hield's Teeth
2016-17	We Don't Give a Split
2017-18	Chubbs Que
2018-19	Bowler Ballers
2019-20	We Don't Give A Split

Women's Champions

1995-96	McMindes Mooncalves
1997-98	McMindes Turkeys
1998-99	Custer Chicks
1999-00	Delta Zeta
2007-08	Captain Hooker
2008-09	TM
2010-11	Mario Kart Mafia
2013-14	Trifecta
2014-15	Justice League
2015-16	The Fighting Pickles
2016-17	Gutter Gang
2017-18	KR3W
2018-19	The Rissa's
2019-20	Queens Of The Lane

Co-Rec Champions

2002-03	TigerWild
2003-04	GOAT
2004-05	Strikers
2005-06	Peter Griffins Giggily
2006-07	MXC Peter Griffins
2007-08	Captain Hooker
2009-10	Bowling Off Constantly
2010-11	Mario Kart Mafia
2011-12	TLBA
2013-14	WWIFATG
2014-15	Old Timers
2015-16	We Don't Give A Hit
2016-17	The Fighting Pickles
2017-18	Roll Em & Fold Em
2018-19	Split Happens
2019-20	Snakes On A Lane

CHILI COOK-OFF & DINNER

The Chili Cook-off will test your chili cooking abilities against the toughest judges this side of Salina.

1. There will be 4 categories in which you will be able to enter your chili:
 - a. FIRE BREATHING DRAGONS (Flaming Hot)
 - b. HOT TAMALES (Hot)
 - c. MILD MELLOW YELLOW (Mild)
 - d. GREEN MONSTER (Green)

2. At the end of the contest a winner will be determined in each category as well as an overall winner.

Champions

1999-00	Fire Breathing Hot! – Devin Treaster Mild Mellow Yellow - Kelly Lorson Overall Champion – Kelly Lorson	2009-10	Overall Best Chili - Adrian Mohr Mild - Adrian Mohr Medium - Lindsay Bogner Hot - Tyler Dumler White - Latisha Haag
2000-01	Fire Breathing - Gary Hollerich Mild Mellow Yellow – Amanda Doud Green Monster – Jeremy Capo Hot Tamale – Devin Treaster Overall Champ – Jeremy Capo	2010-11 2011-12	Latisha Haag Overall Best Chili- Adrian Barker Mild- Rachel Weston Green- Karina Barrett Hot- Adrian Barker Fire Breathing Dragon- Chris Quigley
2001-02	Mild Mellow Yellow-Melissa Kingslien Green Monster-Jason Nease Fire Breathing – Jessica Issinghff Overall Winner-Melissa Kingslien	2012-13	Hot-Latisha Haag Mild-Eric Dysinger Green-Karina Barrett Overall-Dylan Obermueller
2002-03	Mild Mellow Yellow – Nicole Masden Green Monster – Rob Rixon Fire Breathing – Nathan Smith Overall Winner – Nicole Masden	2013-14	Overall-Latisha Haag Hot-Jaden Richardson Mild-Eric Dysinger Green-Reisa Hayes Overall-Latisha Haag
2003-04	Mild Mellow Yellow – Jeremy Capo Green Monster – Ryan Nickel Fire Breathing – Thaddeus Brown Overall Winner – Jeremy Capo	2014-15	Mild-Cody King Hot-Jaden Richardson Green-Clay Cosand Flaming Hot-Jaden Richardson
2004-05	Mellow Yellow – Nicole Masden Fire Breath – Tony Brown Hot Tamale – Melissa Kingslien Overall Winner – Melissa Kingslien	2015-16	Hot-Matthew Perkins Mild-Jordan Arellano Green-Brittney Jacobs Overall-Matthew Perkins
2005-06	Mellow Yellow – Jinny Wagner Hot Tamale – Scott Wagner Fire Breathing – Daniel Fjell	2016-17	Flaming Hot- Jaden Richardson Hot- Lloyd Clair Mild- Katie Herkelman Green- Brandon Smith Overall- Kaitlyn Pham
2006-07	Mellow Yellow - Craig Emme Hot Tamale - Josh Miller Overall Winner - Craig Emme	2017-18	Hot Tamale-Ameila Ballard Green-Joslynn Davis Mild Mellow Yellow-Matthew Perkins Overall-Matthew Perkins
2007-08	Mellow Yellow – Zach Michaelis Hot Tamale – Krista Waldman Green Monster – Sean Krier Fire Breathing – Sam Terry Overall Winner – Sam Terry	2018-19 2019-20	Christian Rivas Christian Rivas

CLOSEST TO THE PIN COMPETITION

1. This is the 3rd of the 6 FHSU coveted Masters Golf Tournaments.
2. Each contestant will be allowed 3 shots.
3. This will take place on the Precision Valley Virtual Golf Course.
4. This is a 20 yard chip shot.
5. In the rare event of a tie, the two players will do a second “closest to the pin” hole and the winner of that hole will win

Men’s Champion

1995-96	Kenny Morris
1996-97	Nathan Buding
1997-98	Dean Schroeder
1998-99	Billy Scogin
1999-00	Billy Scoggin
2000-01	John Penka
2001-02	Wes Simmeau
2002-03	Chris Broeckelman
2003-04	Kevin Largent
2004-05	Eddie Weber
2005-06	Mike Wooten
2006-07	Myles Smith
2007-08	Travis Rupp
2008-09	Sean Kelly
2009-10	Kirby Benisch
2010-11	Royce Wichers
2011-12	Zach Muckenthaler
2012-13	Cayle Taylor
2013-14	Jaden Richardson
2014-15	Jaden Richardson
2015-16	Jacob Welker
2016-17	Zeke Haag
2017-18	Matt Hrabe
2018-19	Jordon German
2019-20	Jake Sedbrook

Women’s Champion

1995-96	Karah Dankenbring
1996-97	Tina Bussen
1997-98	Sara Strecker
1998-99	Heather Kerr
1999-00	Christy McCormick
2000-01	Jenny Sohm
2001-02	Deanna Litke
2002-03	Ashley Brungardt
2003-04	Melissa Kingslien
2004-05	Jennifer Hacke
2005-06	Kelley Pottberg
2008-09	Vicki Hollerich
2009-10	Lorinda Lester
2010-11	Kim Fisk
2011-12	Ashley Fitzsimmons
2012-13	Brittany Lewis
2014-15	Sarah Mamot
2015-16	Autaum Poley
2016-17	Marisa Dixon
2017-18	Marisa Dixon

COLORING CONTEST

1. This contest is open to all.
2. You must color the drawing provided for the contest.
3. Only one entry per person.
4. You may use your method of coloring. (Water colors, colored pencils, markers, or crayons).
5. Must be the work of person submitting entry, no help from adults/ parents.
6. The entry form is on the back of the coloring page. Please include the age of the participant.
7. Entry must be mailed to:
111 Cunningham Hall, 600 Park St., Hays, KS 67601-4099
8. Your entry must be postmarked by the designated date on the back of the entry form.
9. Coloring will be judged on neatness and originality – be creative!
10. A committee of 5 will judge the entries.
11. A prize will be awarded to the winner of each age division.

Entry must be made in the proper division:

3 & under
Preschool
1st Grade
2nd Grade
3rd Grade
4th Grade
5th Grade
6th Grade
Junior High
High School
College
Adult

CUT-THROAT RACQUETBALL TOURNAMENT

1. This is a three person game.
2. Order of service is determined by a lag service.
3. Service will follow the same rotation once it is established by lag.
4. Points can only be scored by server.
5. Once the ball is served the game becomes 2 on 1, the server against the other two.
6. All other AARA rules apply.
7. Games are played to 15 points.
8. Championships will be played the best 2 out of 3 games.
9. Games do not have to be won by two points.
10. Players will draw names into pools of 3.
11. From the first round, the top 9 players will advance to the second round.
12. From the second round the top 6 players will advance to the semi-finals.
13. From the semi-finals, 3 players will go to the finals.
14. In case of a tie, the following criteria will be used:
 - a. Place finished in last pool.
 - b. Total points from previous rounds.
 - c. Fewest points scored against them in previous rounds.
 - d. A game to 5 will determine who is to advance if still a tie. (Note: This 5 point game is not to be counted as total points in case of another tie.)

Men's Champion

1995-96	Brandon Buadin
1997-98	Eric Schuette
1998-99	Michael Thompson
1999-00	Davis Rath
2003-04	Daran Saint
2004-05	Jamie Day
2006-07	Adam Behlke
2008-09	Daniel Pearson
2009-10	Ryan Quimby
2010-11	Blake Pilkington
2011-12	Michael Iman
2013-14	Eric Dysinger
2014-15	Jake Ham
2015-16	Trevor Smith
2016-17	Trevor Smith
2017-18	Grant Davis
2018-19	Garth Helton
2019-20	Jake Sedbrook

Women's Champion

2003-04	Ashlee Wood
2013-14	Amanda White
2014-15	Amanda White
2015-16	Autaum Poley
2016-17	Alivia Inlow
2017-18	Rachel Doll
2018-19	Katlin Winzer
2019-20	Kim Brown

DODGEBALL

The Game

1. The object of the game is to eliminate all opposing players by getting them out.
2. A 7-minute time limit has been established for each game.
3. Each team will be allowed one (1) 30-second time-out per game.

Starting and Finishing the Game

4. Prior to beginning of game, an equal number of dodgeballs are placed along the center line on each side of the center hash mark. A standard game consists of 6 balls, lined across the center line.
5. A team consists of 6 players
6. The team winning Rock/Paper/Scissors will have choice of sides to begin.
7. Players then take a position behind their end base line.
8. Teams will alternate sides following each game.
9. Following a signal by the official, teams may approach the center-line to retrieve the balls. If balls remain on the center line after a team has retrieved and moved their balls beyond the attack line, those balls may be retrieved by either team.
10. Each team must carry the ball behind their free-throw line before it may legally be thrown at an opponent.
11. An **OUT** is scored by:
 - A. Hitting an opposing player with a **LIVE** thrown ball below the shoulders.
 - B. Catching a **LIVE** ball thrown by your opponent.
 - C. Causing an opponent to drop a held ball as a result of contact by a thrown **LIVE** ball. (Usually occurs when a ball is being used to block a thrown ball).
 - D. Crossing the center mid court line.
12. A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball.
13. If a player ducks, and this is clearly the cause for the player being hit above the shoulders, the player is out and the throw is considered legal.
14. It is not an out if the ball bounces off of the floor or wall and then hits the player.

15. If you catch a ball, one person comes back into the game and the person who threw the ball is out.
16. If a ball hits your head you are not out but if the ball was deliberately thrown at your head then the thrower is out.

Declaring a Winner

17. The first team to legally eliminate all opposing players will be declared the winner.
18. When one team has two players or less the playing field is extended to the opposing team's spiking line.
19. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.
20. If an equal number of players remain after regulation play, a 3-minute sudden-death overtime period will be played.
21. All overtime periods will begin with an equal number of "balls in hand" behind a team's end line. The first team to eliminate any ONE opposing player will be declared the winner.
22. The sudden-death format continues through all extra periods.

Officials & Their Duties

23. Rules will be enforced primarily by the "honor system." Players will be expected to rule whether or not a hit was legal or whether they were illegally eliminated.
24. The court monitors will rule on any situation in which teams cannot agree. A team may appeal to the court monitor if they feel a player has violated any rule. **THE COURT MONITOR'S DECISION IS FINAL.**
25. Court monitors may warn players and suspend any player due to unsportsmanlike conduct.
26. Unsportsmanlike Conduct may include but are not limited to the following:
 - A. Foul Language
 - B. Hits above the shoulders
 - C. Unnecessary roughness
 - D. Arguing with officials
 - E. Abuse of the "honor system"

There is an inherent risk with this activity. Please be cautious when playing and realize that people will be throwing balls at you. Play at your own risk.

Men's Champions

2003-04	Led Zeppelin
2004-05	Dirty Diapers
2005-06	Peter Griffins
2006-07	The Incredibles
2007-08	Slayers
2008-09	NWK All-Stars
2009-10	Below Average
2010-11	Miz Hew
2011-12	J-Hawks
2012-13	Moose Tacos
2014-15	Justice League
2015-16	5 th Rounders
2016-17	Demon Valor
2018-19	Ohana
2019-20	Money Team

Women's Champions

2004-05	Hooters
2009-10	Weak Sauce
2014-15	Justice League
2015-16	The Fighting Pickles
2016-17	The Fighting Pickles
2018-19	Setsy Ladies
2019-20	Setsy Ladies

Co-Rec Champion

2009-10	Mario Kart Mafia
2014-15	Old Timers
2015-16	We Don't Give A Hit
2016-17	Wrenches
2017-18	DodgeDuckDipDiveDodge
2018-19	Wet Bandits
2019-20	TryHards

Easter Egg Decorating Contest

1. The Easter Egg decorating contest will test your artistic and creative abilities.
2. Categories will consist of:
 - A. Most School Spirit
 - B. Most Creative (Most Original)
 - C. Overall
3. The artistic abilities displayed must be in good taste.
4. No profanity or nudity will be accepted.

Champions 2002-03

"Most Creative": Patrice Howley
"Most School Spirit": Jaret Byer
"Most Original": Patrice Howley

Champions 2004-05

"Most School Spirit": Adria Clingsmith
"Most Original": Rachel Taylor

Champions 2005-06

"Most School Spirit": Arin Cutright
"Most Original": Scott Krier

Champions 2006-07

"Most School Spirit": Zeke Haag
"Most Original": Kaydawn Haag
"Overall Winner": Zeke Haag

Champions 2010-11

"Most School Spirit": Wyatt Dautel
"Most Original": Wyatt Dautel
"Overall Winner": Latisha Haag

Champions 2011-12

"Overall Winner": Karina Barrett

Champions 2012-13

"Most School Spirit": Asher Haag
"Most Original": Kaydawn Haag
"Overall Winner": Zeke Haag

Champions 2013-14

"Most school Spirit": Zeke Haag
"Most Original": Kaydawn Haag
"Overall Winner": Asher Haag

Champions 2014-15

"Most School Spirit": Nick Grevas
"Most Original": Kip Kiperling
"Overall Winner": Jake Ham

Champions 2015-2016

"Most Creative" Gracelyn Inlow
"Most School Spirit" Alivia Inlow
"Overall Winner" Trevor Smith

Champion 2016-2017

"Most Creative": Megan Corneslsen
"Most School Spirit": Emma Skelton
"Overall Winner": Audra Nowak

Champion 2017-2018

"Most Colorful": Breanna Holmes
"Most School Spirit": Braden Schultz
"Most Original": Garth Helton

Champion 2018-2019

Kaylie Doll

Champion 2019-2020

Brook Ziegelmeier
Makenna Fritts

EASTER EGG HUNT

1. The Easter Egg Hunt is an annual event. It will be held every year, when the Intramural Easter Bunny comes to FHSU and visits.
2. The Easter Bunny will leave at least \$500.00 in cash and prizes.
3. **There may be a charge for this activity.**
4. The hunt is officially over at 10:30 am. At this time all unclaimed prizes go to the person who finds the numbered egg for all unclaimed prizes.

FANTASY FOOTBALL

1. **GAME PURPOSE**

Match your football strategy and sports management skills with friends. Determine through weekly FFL scoring, who drafts and manages the best professional football team. Points are awarded based on actual scores made by NFL season. Play head-to-head against other FFL teams until a league champion is crowned.

2. **DRAFT**

Prior to the start of the NFL season, franchise owners hold a draft. Each franchise owner drafts a total of 17 offensive players and up to 2 defensive/special teams units, and 2 head coaches from current NFL rosters.

3 Quarterbacks (QB)

5 Running backs (RB)

5 Wide Receivers (WR)

2 Tight Ends (TE)

2 Kickers (K)

2 Defensive Teams (DT)

1 Flex

Franchise owners are allowed **45 seconds** between draft picks. Selection not made in the allotted time will be waived until the end of the draft.

NOTE: Some NFL players start at more than one position during the NFL season. These players will be listed on the Available (or Non-drafted) Players List as they appear on the current NFL roster. A franchise owner earns points if that player scores in any position, as long as the player was started that week.

3. **STARTING LINEUPS**

Each franchise submits a starting lineup of 8 offensive players plus a defensive/special teams unit and 1 head coach to the commissioner prior to kickoff of the first game of the NFL week. After week one, if no starting lineup is submitted, the commissioner assumes the franchise has no lineup changes. The starting lineup consists of:

1 QB 1DT/ST

2RBs 1FLEX

3WRs

1TE

1K

4. **There will be no trades, waivers, or injured serves until Week #3.**

5. **TRADES**

As with real NFL teams, franchise owners can trade or transfer one or more NFL players from one franchise to another. Players cannot be traded for defensive teams. Trades must be finalized in time for the weekly lineup exchange. No trades are allowed during the last 4 weeks of the NFL season. Once a player has been traded, he must stay on your roster 3 weeks unless due to season ending injury.

6. **WAIVERS**

A franchise owner may also waive a player on his/her current roster and add a non-roster player from the Available Players List throughout the season.

7. **INJURED RESERVE**

A franchise owner may place a valued NFL player from his team on Injured Reserve only if the real NFL team has this player placed on IR. The franchise owner may then draft another player at the position from the Available Players List. Once the NFL team takes this player off IR the franchise owner must do so as well. The owner must then decide whether to keep the formerly injured player or the replacement player. Up to 4 IR moves may be done per franchise in a season.

8. **SCORING**

FFL Scoring is based on actual plays and performances made by NFL players each week during the NFL Season. Only players listed as starters for each franchise receive points for that franchise. Points are awarded for head coaches, rushing TDs, passing TDs, receiving TDs, point-after-TDs, field goals, and any touchdown or safety scored by the defensive/special teams unit, special team's players.

OFFICIAL FFL SCORING SYSTEM

Passing	Points
Every 50 yards	2
TD Pass	6
40+ TD Pass (Bonus)	1
Throw INT	-1
2 Point Play	2
300-399 Passing Yards	2
400+ Passing Yards	5
Receiving	
Every 10 Yards	1
Every Reception	1
TD Reception	6
40+ TD Reception (Bonus)	1
2 Point Play Conversion	2
100-199 Receiving Yards	2
200+ Receiving Yards	3
Rushing	
Every 10 Yards	1
TD Rushing	6
40-49 Yard Rushing TD (Bonus)	1
2 Point Play Rushing Conversion	2
100-199 Yards Rushing	1
200+ Yards Rushing	5

Kicking

PAT Made	1
PAT Missed	-2
Field Goal G 0-39	3
Field Goal 40-49	5
Field Goal 50+	10

Defense/Special Teams

Every Sack	1
INT for Touchdown	6
Fumble for Touchdown	6
Kickoff for Touchdown	6
Punt Return for Touchdown	6
Blocked Punt, PAT, or Field Goal	1
Each Interception	1
Each Fumble Recovery	1
Safety	2
0 Points Allowed for Game	8

Key: QB (Quarterback), RB (Running Back), WR (Wide Receiver), TE (Tight End), K (Kicker), DT/ST (Defensive Team and Special Team), LB (Linebacker), DB (Defensive Back), DL (Defensive Lineman), TD (Touchdown).

8. **LEAGUE SCHEDULE**

League Schedules will come out 2 days after Draft.

Regular League play will last 14 weeks with playoff weeks 15, 16, 17.

9. **Line-ups**

If a team does not submit a new line up, the previous weeks line up will be used.

FLAG FOOTBALL

Starting and Finishing

1. Seven players will make up a team. (You must have at least 5 players to start the game.)

General Rules

2. When a free kick/punt is declared, 4 linemen of both teams must be on the line of scrimmage when the ball is kicked.
3. Four downs will be allowed each team to cross the first down markers, or to score depending upon the location of the ball on first down.
4. No kickoffs will be used in this game. All change of possessions after a touchdown will begin on the 3 yard line. Including the first possession of the half.
5. The punt is not a free ball and may not be recovered by the kicking team.
6. During punts the receiving team may advance the ball even though it has touched the ground, provided the player has not fumbled or muffed the ball when trying to catch it. All fumbles/muffs are dead balls at the fumbled spot.
7. A free kick/punt may be declared by the offensive team only on the fourth down.
8. When a free kick/punt is declared, the ball **must** be kicked. See rule 2.
9. Interception and/or loss of down are the only two possible ways for offense to lose possession to the defense without a score being made. All muffs and fumbles are defined as dead balls. Including the snap or hike of the ball, this also includes punting situations.
10. The kicker may not be rushed on a free kick/punt.
11. Receiving team may advance even though the punt was not caught, but, if a player tries to catch it and fumbles the ball to the ground, it is a dead ball.
12. A Snap is a legal act of passing or handing the ball backward from its position on the ground. In a snap the movement must be a quick continuous backward motion of the ball during which the ball immediately leaves the hand of the snapper and touches the back or the ground, before it touches any other player.
13. There is a limit of 2 forward passes on any play including punts, controlled tips, and interceptions. On a pass, only one foot needs to be inbounds.

14. A controlled tip will be counted as forward passes. It will be up to the official's discretion on whether a tip was controlled or if the tip was incidental. A controlled tip is prolonged contact on the ball on the ball to move the ball in a desired direction.
15. No player may pass either forward, backwards, or laterally to himself.
16. A ball may be touched consecutively by any number of offensive players before being caught and still in play. This is excluding controlled tips. The ruling on possession will be determined by the discretion of the officials.
17. The ball will be put into play at the original line of scrimmage after any pass or passes which are thrown from behind the line of scrimmage which fall incomplete.
18. The ball will be declared dead when an opposing player who is on his feet removes the ball carrier's flag, or the ball carrier running out of bounds.
19. **ABSOLUTELY NO DIVING**. No defensive or offensive player shall leave his feet in a head first motion to make a play on any player or the ball. This also includes purposely sliding to get an advantage on the field. Falling and Slipping are based on the discretion of the officials.
20. Aggressive touching and bull rushing of any player is prohibited. These acts will be treated as unnecessary roughness and be penalized as such.
21. Only upright body blocking with the arms extended between the shoulder widths will be allowed by the offensive team on the line of scrimmage or in the offensive backfield.
22. All downfield blocking must be upright screen blocking with no body contact. You must not leave your feet to block at any time.
23. A) Defensive players must attempt to go around the offensive player.

b) **Bull Rushing**- any player that deliberately runs through a player to get to the ball. This is prohibited. This includes plays inside and outside of the tackle box.
24. Any hitting with a forearm is prohibited by both offense and defense.
25. A fumbled ball is dead when it is fumbled, and belongs to the team which fumbled it, unless it was fourth down.
26. **NO metal cleats are allowed.**
27. No player will be allowed to participate in bare feet.
28. KSHAA High school rules apply where not covered in this rule sheet.

CO-REC RULES

28. The seven players will constitute a team. You must have 3 women and 4 men or 4 women and 3 men. (You must have at least 5 players to start a game, no more than 4 of one gender). **There is unlimited passes to women and a limit of two passes to men.**

Time-Time Outs

29. Each half will be 16 minutes long, with the clock being stopped only when a team asks for a time-out, or when time-out is taken by an official. Time-outs will be taken on delays and 15 yard penalties.
30. Each team is allowed two 1 minute time-outs per half.
31. The last two minutes will be played by regular KSHSAA rules in regard to time, if the score is within 6 points or less.
32. 7 points will be given to the opposing team if a team is late. If a team is late by 10 min it will be a forfeit and the other team will win 21-0, with the exception of the team who is late because of playing on another field with a game that ran late.
33. Tied game rules and regulations:
- a. Immediately following the conclusion of the fourth quarter, Rock/Paper/Scissors is to be held. The winner will be given the usual options.
 - b. Team A shall place the ball in play, 1st and goal, on B's 20 yard line.
 - c. Team A shall have 4 downs in which to score unless there is a loss of possession. If a touchdown is scored, the ball will go to Team B.
 - d. If the defensive team gains possession of the football by intercepting a pass, the ball is not dead until the down is ended. This provides them the opportunity to score a touchdown and the game is over.
 - e. After loss of possession, Team B shall become the offensive team with the ball in its possession on its opponent's 20 yard line. The same end of the field is to be used for both possessions. This will ensure equal game condition (wind, moisture, etc.).
 - f. If Team A loses possession to Team B, then Team B loses possession to Team A within the same down, Team A has 1st and goal from end of play.
 - g. Each team shall be allowed one additional time-out for each extra period plus any unused regulation game time-outs.

Scoring

34. A try for point after a touchdown must be made by passing or running.
Passing PATs are worth 1 pt.
Running PATs are worth 2 pt.
Touchdowns are worth 6 pts.
Safeties are worth 2 pts.
35. Mercy Rule: If a team leads by 40 or more points after the completion of the first half, they will be named the winner and the game will be called.

36. Forfeits will take place when a team calls in and forfeits or if a team arrives late to a game (unless they were on a previous Intramural field that was running late.) In the instance of a team being late 7 points will be given to the present team at game time. 10 minutes after game time a forfeit will be called and the late team will lose 21-0.

Conduct

37. Penalties:

- a. For less than four men on defensive line of scrimmage on fourth down when a kick is declared -- 5 yards.
- b. For leaving feet in covering or attempting to cover a fumble -- 15 yards. (**A SLIP & A DIVE ARE DIFFERENT**)
- c. For blocking using other than an upright body block -- 15 yards.
- d. For unnecessary roughness in touching a ball carrier, using hands or in blocking, or bull rushing -- 15 yards.
- e. For flagrant roughness -- disqualification and 1/2 distance to goal.
- f. For leaving feet in making a touch or block -- 15 yards.
- g. For flagrant roughness of any of the above -- disqualification and 1/2 distance to goal.
- h. For wedge blocking -- 15 yards.
- i. For pass interference --
 - 1. Offensive -- 15 yards and loss of down from previous spot.
 - 2. Defensive -- 15 yards and automatic 1st down from previous spot.
- j. For use of profane and abusive language --
 - 1. First Occurrence -- 15 yards
 - 2. Second Occurrence -- disqualification and 1/2 distance to goal.
- k. Flag guarding is a 10yd penalty – Flag guarding is the use, by the offensive player, of forearms or hands to prevent the defensive player from pulling their flags. Flag guarding would be a sweeping action below shoulder level, a stiff-arm would be using a rigid arm at or above shoulder level.
- l. Diving for the ball by offense is a 15 yard penalty from previous spot and loss of down.

Men's Champions

1996-97 TKD
 1997-98 TKD
 1998-99 Bushleaguers
 1999-00 Team Speed
 2000-01 GDS
 2001-02 GDS
 2002-03 Team Speed
 2003-04 Duff Mivers
 2004-05 Duff Mivers
 2005-06 Duff Mivers
 2006-07 Duff Mivers
 2007-08 Duff Mivers
 2008-09 Rebel Alliance
 2009-10 Ring Tails
 2010-11 Blitzkreig
 2011-12 Raw Dawgs
 2012-13 SilverBack
 2013-14 Raw Dawgs
 2014-15 The 311 Silverbacks
 2015-16 Bye Week
 2017-18 Friday Natty Lights
 2018-19 Thunder Biscuits
 2019-20 The B Team

Women's Champions

1996-97 Tri Sigma
 1997-98 Bombers
 1998-99 TKD
 1999-00 TKD
 2000-01 Me & Them
 2001-02 GDS
 2002-03 BIZ
 2003-04 Hooters
 2004-05 Hooters
 2005-06 Speedsters
 2006-07 Lady Killers
 2012-13 Suzy
 2018-19 Caucasian Invasion & Bean
 2019-20 Walk On's

Co-Rec Champions

1997-98 TKD/Goats
 1998-99 TKD
 1999-00 Backdoor Boys
 2000-01 GDS
 2001-02 GDS
 2002-03 BIZ
 2005-06 GDS
 2006-07 Miller's Ballerinas
 2007-08 The Hangover's
 2009-10 Flaming Marshmallows
 2010-11 Mighty Ducks
 2011-12 Naptime Ninjas
 2015-16 The Real Haag Team
 2017-18 Huskies
 2018-19 Surrender Cobras
 2019-20 TryHards

FOOSBALL LEAGUE

Starting

1. In order to start a singles match, the player on each side needs to be present and ready to play by scheduled start time. For doubles matches both players on each team need to be present to start.
2. Rock/Paper/Scissors shall precede the start of the match. The team that wins has the choice of table side or first serve. The team that loses has the remaining option. Once a team has chosen either the table side or the first serve, they may not change their decision.
3. The match officially starts once the ball has been put into play. (BUT violations such as cursing, etc. may be called by the official assigned to judge the match as soon as he and both teams are present at the table.)

The Serve

4. A serve through the serving hole is used to put the ball into play at the start of the match, after a point is scored, or after a ball leaves the table. The server may attempt to influence the roll of the ball, but may not allow any part of either hand to be in the play area once the ball hits the playfield.
5. Prior to serving the ball, the server may place either hand in the play area in order to position the ball. However, no part of either hand may be in the play area at the moment the ball is released into play. If the ball hits the playfield while any part of the server's hand is in the playing area, the serve shall be considered illegal.
 - a. On the first violation of any part of this rule, the ball shall be re-served by the original server. Subsequent violations, however, shall result in the ball being put into play by a server of the opposing team.
6. Following the first serve of a match, subsequent serves shall be made by the team last scored upon. First serves in subsequent games of a multi-game match shall be made by the team which lost the preceding game.

Ball off the Table

7. If the ball should leave the playing area and strike the scoring marker, ash trays, top of the side rails, cabinet ends, or any object that is not a part of the table, the ball shall be declared off the table. The ball should be put back into play with a serve by the team which originally served that ball. A ball entering the serving cup and then returning to the playfield is still considered "in play."
8. A ball shall be declared a dead ball when it has completely stopped its motion and is not within reach of any player figure.
 - a. If the ball is declared dead between the goal and two-man rods, it shall be put back into play by placing the ball in the corner nearest the spot of the dead ball and releasing it into play from rest.

Scoring, Overtime, and Time Limit

9. First team or single player to reach 7 points will be declared the winner. Matches will be best 2 out of 3 games and must be completed in a 30 minute time limit from the time the first game begins.
10. Overtime will be first doubles team or singles player to score wins.

No Spinning

A spin is a rule for when the rod completes a 360 degree rotation without touching the ball.

This is deemed an illegal move in the rules of foosball.

No Jarring

Jarring is a rule for when a player slams his or her rods against the wall of the foosball table in an attempt to distract or jar the foosball loose from the other player's possession. **The rule is that there is no jarring allowed at any point during a game.** This is not the same as when a player on the opposite team moves his or her foosball rods back and forth in an attempt to play defense.

Men's Championship

2019-20 Jake Sedbrook

FREE THROW CONTEST

1. Numbers will be drawn to determine the order of participation.
2. There will be three rounds. Round three will be the final round.
3. In the first round, each participant will shoot until the contestant misses two shots.
4. The top eight finishers will move to the second round. In the event of a tie, both participants will move to the second round.
5. The top four finishers from round two will move to the final round. In the event of a tie, both participants will have a head to head shoot off.
6. Each round participants will shoot until they miss twice, if a contestant makes 20 shots with-out missing twice they will advance into the next round (except for the final round).

Men's Champions

1996-97	Dusty Porter
1997-98	Matt Palmquist
1998-99	Eric Pickrell
1999-00	Chad Novack
2000-01	Chad Novack
2001-02	Brett Koster
2002-03	Chris Hann
2003-04	Matt Wolf
2004-05	Marshall Fry
2005-06	Dane Kelly
2006-07	Ryan Murray
2007-08	Clint Little
2008-09	Jeremy Appel
2009-10	Chris McClain
2010-11	Eric Woodside
2011-12	Wyatt Dautel
2012-13	Isamar Vasquez
2013-14	Bryan Newhouse
2014-15	Lane Sherer
2015-16	Nick Kennedy
2016-17	Logan Durler
2017-18	Andre Smiley
2018-19	Jordon German
2019-20	Devin Ryan
2020-21	Kameron Karey

Women's Champions

1996-97	Lisa Harbour
1997-98	Rose McFarland
1998-99	Cheri Strohl
1999-00	Cheri Strohl
2000-01	Rose McFarland
2001-02	Stacey Schumacher
2002-03	Kelli Goebel
2003-04	Karli Shirley
2004-05	Kelli Weilert
2005-06	Janae Zachary
2006-07	Shawna Burke
2008-09	Chelsea Wenkemp
2011-12	Tanner Parmely
2012-13	Taylor Akagi
2013-14	Erin Berg
2014-15	Taylor Akagi
2015-16	Karissa Pena
2016-17	Catalina Hernandez
2017-18	Rachel Doll
2018-19	Brittanie Newman
2019-20	Paige Herrmann
2020-21	Paige Herrmann

FRISBEE GOLF
Frontier Park Course ONLY

1. This is an 18 hole, par 72 course.
2. Participants will play one 18 hole round.
3. Participants with the lowest score will be declared winners.
4. You may pick-up a score card at the IM-REC Office.
5. You will keep your own score. Be honest.

Mens Singles Champions

1996-97	Ryan Berland
1997-98	Larr Whaley
1998-99	Billy Scogen
1999-00	Jeff Williams
1999-00	Jeff Williams
2000-01	Skyler Rorabaugh
2001-02	Skyler Rorabaugh
2002-03	Brett Seibel
2003-04	Skyler Rorabaugh
2005-06	Brett Seibel
2006-07	Derek Schwindt
2007-08	Shawn Kuhlman
2010-11	Matt Cook
2011-12	Tyler Treinen
2012-13	Matt Cook
2013-14	Clay Garland
2013-14	Scott Ochs
2014-15	Clay Cosand
2015-16	Travis Riley
2016-17	Trevor Smith
2018-19	Jason Jordan
2019-20	Dillon Spellman
2020-21	Cooper Thomspen

Womens Singles Champions

1995-96	Tina Bussen
1996-97	Tina Bussen
1999-00	Jara Vandervort
2003-04	Kristen Hazen
2007-08	Stacy Rounds
2008-09	Jill Schaeffer
2010-11	Gena Myers
2011-12	Haley Wolf
2013-14	Tori Brass
2014-15	Tina Kirton
2015-16	Autaum Poley
2018-19	Amanda Miller
2019-20	Kellyn Wahlmeier
2020-21	Lauren Robben

Men's Doubles Champion

1994-95 Jami Fisher/Richard Thompson
1995-96 Brad Claycamp/Tom Wapp
1996-97 Troy Herrman/Bill Weber
1999-00 Morgan Grippin/Donivan Edgerle
2000-01 Eric Glassman/Matt Eaves
2001-02 Skyler Rorabaugh/Brett Siebel
2002-03 Brett Seibel/Travis Nittler
2003-04 Jason Dumler/C.J. Connover
2005-06 Brett Seibel/Skyler Rorabaugh

2011-12 Matt Cook/Mason Salmons
2012-13 Matt Cook/Mason Salmoms
2013-14 Scott Ochs/Cory Post
2014-15 Tina Kirton/Clay Cosand
2015-16 Gunner Helton/Garth Helton
2016-17 Joseph Raat/Jacob Gaughan
2017-18 Rob Davis/Keshawn Wilson
2018-19 Jake Sedbrook & Jackson
2019-20 Jordan German & Kam Carey
2020-21 Gavin Powell/James Garetson

Co-Rec Doubles Champions

1995-96 Bill Weber/Tiffany Dague
1999-00 Kelly Lorson/Billy Scoggin
2000-01 Amanda Kibbe/Matt Eaves
2001-02 Skyler Rorabaugh/Kristen Hanzen
2002-03 Brett Seibel/Melanie Wilson
2003-04 Jason Dumler/Melanie Wilson
2014-15 Autaum Poley/Jake Ham
2015-16 Autaum Poley/Gunner Helton
2016-17 Jacob Gaughan/Cassidy Feldt
2017-18 Trevor Leverett/Jordan Haan
2018-19 Jordon German/ Marissa Dixon
2019-20 Melissa Davenport/ Matt Davenport
2020-21 Jackson Dwyer/Lindsay Shupe

Women's Doubles Champion

1996-97 Tiffany Daque/Tina Herrman
2013-14 Kaitlan Klitzke/Amanda White
2014-15 Alivia Inlow/Amanda White
2015-16 Alivia Inlow/Autaum Poley
2016-17 Rachael Schoonmaker/Melanie Espino
2017-18 Kim Brown/Kylie Holmes
2018-19 Sarah Gist/ Marissa Dixon
2019-20 Melissa Davenport/ Kim Brown
2020-21 Kellyn Wahlmeier/Maddy Koelesh

GOLF DOUBLES: LOWBALL

1. This is a 2-person event.
2. There are Men's, Women's, and Co-Rec divisions.
3. The event will be played at Fort Hays Municipal Golf Course. Green fees must be paid at the golf course for this event.
4. This is an 18-hole contest.
5. Each team is expected to golf at a suitable time for them and must call for their own tee time. Call 785-625-9949.
6. Each person will play his or her own ball throughout the round. The lowest score of the two individuals for each hole will be recorded for the team's lowball score (Example: Joe scores a 5 on Hole #1 and his partner John scores a 6. The team's score would be recorded as a 5).
7. Leave score card at the Intramural Office upon completion of round. You are on your honor with your card.
8. Participants can play 9 and double score, but must let Intramural Office know before play begins.

Mens Champions

1999-00	Andrew Nation/Rob Beckley
2000-01	David Rorabaugh/Lloyd Panzer
2001-02	Austin Sander/Curt Wehkam
2002-03	Brett Buhman/Ryan Prickett
2004-05	Nick Green/Tyler Bacon
2011-12	Adam Paul/Ryan Bibbens
2012-13	Cliff Pitts/Lathair Romero
2013-14	Jaden Richardson/Cameron Weishar
2014-15	Jaden Richardson/Nathan Kroeker
2015-16	Chase Keller/Anthony Broeder
2016-17	Jaden Richardson/Nathan Kroeker
2017-18	Taden Zimmerman/Taylor Dyer
2018-19	Garth and Trevor
2019-20	Jordan German & Kam Carey

Womens Champions

2011-12	Jessica Freeman/Amanda Perkins
2013-14	Sarah Mamot/Amanda White
2014-15	Alivia Inlow/Autaum Poley
2015-16	Alivia Inlow/Autaum Poley

Co. Rec Champions

2003-04	Ryan Prickett/Stacy Deneault
2013-14	Jaden Richardson/Amanda White
2014-15	Jaden Richardson/Autaum Poley
2015-16	Nathan Kroeker/Autaum Poley
2016-17	Nathan Kroeker/Alivia Inlow
2017-18	Hunter Klamm/Garth Helton
2019-20	Matt Davenport/ Hannah Feldman

2017-18	Marisa Dixon/ Kylie Homes
2018-19	Melissa Davenport/ Kiley Schmidtb
2019-20	Kim Brown/ Kylie Holmes

2016-17 Alivia Inlow/Autaum Poley

GOLF SCRAMBLE

1. The Scramble is a two person scramble.
2. There are Men's, Women's, and Co-Rec divisions.
3. Participants must pay green fees in clubhouse at Fort Hays Municipal Golf Course before playing.
4. This is an 18-hole scramble.
5. There is a minimum of 4 and a maximum of 5 drives per person per nine holes.
6. Participants are expected to golf at a suitable time for them and must call for their own tee time. Call 785-625-9949.
7. You are on your honor with your card.
8. Participants can play 9 and Double score, but you must let the Intramural Office know before play begins.

Men's Champions

1996-97	Matt Taliaferro/Curt Wehkamp
1997-98	Mike Leiker/Greg Kandt
1998-99	Andrew Nation/Rob Beckley
2000-01	David Rorabaugh/Lloyd Panzer
2001-02	David Rorabaugh/Lloyd Panzer
2010-11	Brad Dickson/Scott Logan
2011-12	Cliff Pitts/Jordan Barrett
2014-15	Jaden Richardson/Nathan Kroeker
2015-16	Jaden Richardson/Nathan Kroeker
2016-17	Matthew Hastings/John Munson
2017-18	Braden Schultz/Drew Connors
2019-20	Trevor Leverett/Tyrel White
2020-21	Dylan Pruter/James Garetson

Women's Champions

1995-96	Tina Bussen/Brandi Gabel
1996-97	Tina Bussen/Kaylee Wilkins
2015-16	Alivia Inlow/Autaum Poley
2016-17	Alivia Inlow/Riley Sosa
2017-18	Jordan Haan/Breanna Holmes

Co-Rec Champions

1995-96	Greg and Char Kandt
1996-97	Dean Schroeder/Nicki Swift
2001-02	Ryan Prickett/Janae Stucky
2015-16	Alivia Inlow/Nathan Kroeker
2016-17	Alivia Inlow/Matthew Hastings
2017-18	Jordan Haan/Jackson Dwyer
2018-19	Tiger's Wood
2020-21	Dylan Pieschl/Whitney Brummer

GOLF TOURNAMENT

1. The singles golf tournament will take place at the Fort Hays Municipal Golf Course.
2. It is a one day 18 hole tournament.
3. Participants are expected to golf at a suitable time for them and must call 785-625-9949 for a tee time and leave score card and entry form at the Intramural Office.
4. You are encouraged to golf with a partner.
5. Participants must pay green fees at clubhouse before playing.
6. The tournament score is an "On Your Honor" scoring. **No handicaps** for this tournament.
7. Participants can play 9 and Double score, but you must let the Intramural Office know this before play begins.

Men's Singles Champions

1996-97	Gregorio Trujillo
1997-98	Matt Taliaferro
1998-99	Billy Scogin
1999-00	Andrew Nation
2000-01	Ryan Prickett
2001-02	Dallis Rogers
2002-03	Jason Crist & Ryan Prickett
2003-04	Ryan Prickett
2006-07	Ryan Murray
2007-08	Tyler Schiffabein
2011-12	Alexander McAfee
2012-13	Jeff Stos
2013-14	Jaden Richardson
2014-15	Jaden Richardson
2015-16	Nathan Kroeker
2016-17	Kalcey Kroetsch
2017-18	Taden Zimmerman
2018-19	Allen Zollinger

Women's Singles Champions

1995-96	Tina Bussen
1996-97	Tina Bussen
2002-03	Erin Murray
2007-08	Lindsey Pfannenstiel
2011-12	Haley Wolf
2013-14	Reisa Hayes
2015-16	Alivia Inlow
2016-17	Alivia Inlow
2017-18	Karissa Pena
2018-19	Brittanie Newman

H-O-R-S-E TOURNAMENT

1. Break out your best “Granny” shot.
2. Just like the game of H-O-R-S-E you play with your friends in the back yard, only we’re making a tournament out of it.
3. Tournament format will depend on the number of entries.

Men’s Champion

2002-03	Scott Hand
2004-05	Tanner Nolan
2005-06	Tomoya Ando
2006-07	Steven Lynch
2007-08	Steven Lynch
2008-09	Markus Hilger
2009-10	Chris McLain
2010-11	Josh Doak
2011-12	Chris McLain
2012-13	Corey Dinkel
2013-14	Dakota Soderlund
2014-15	Jordan Wahlmeier
2015-16	Logan Durler
2016-17	Logan Durler
2017-18	Koy Alexander
2018-19	Devon Cooper
2019-20	Kameron Carey
2020-21	Kameron Carey

Women’s Champion

2002-03	Rose McFarland
2004-05	Kelli Weilert
2006-07	Shawna Burke
2007-08	Chelsy Proehl
2008-09	Chelsy Hamlin
2009-10	Brittany O’Neil
2010-11	Kim Fisk
2011-12	Kelsey Hubin
2012-13	Rylee Lander
2013-14	Erin Berg
2014-15	Taylor Akagi
2015-16	Karissa Pena
2016-17	Alivia Inlow
2017-18	Ashten Clark
2018-19	Lynnae Benyshek
2019-20	Paige Herrmann
2020-21	Paige Herrmann

HORSESHOES

1. A game shall consist of 21 points.
2. A match is determined on the basis of the best 2 out of 3 games.
3. First pitch may be decided by Rock/Paper/Scissors.
4. After play begins, the person who scores will be first pitcher.
5. If no points are scored, the person who pitched last will pitch first.
6. Pegs and shoes will be furnished, but you may use your own shoes.
7. Points will be scored as follows:
 - a. Closest shoe to peg counts as one point.
 - b. Two closest shoes count two points.
 - c. Ringer counts as three points.
 - d. Ringer and one closer shoe counts four points.
 - e. Two ringers with opponent having one, counts three points.
 - f. If each player has a ringer they cancel out, and the next closest shoe counts if it is within six inches of the stake.
 - g. A shoe leaning against the stake counts as the shoe touching stake only, counts one point.
 - h. A ringer shall be defined as a shoe that encircles the stake so that both ends may be touched by a measuring stick on the outer side.
 - i. Shoes knocked into a new position by a later pitch counts on the final position of the shoe.

Men's Singles Champions

1996-97	Bill Weber
1997-98	Casey Swindler
1998-99	Trent Berning
1999-00	Scott DiOrio
2000-01	Scott DiOrio
2001-02	Chad Novack
2002-03	Galen McFarland
2004-05	Justin Schoonover
2005-06	Billy Legleder
2006-07	Shane Jellison
2007-08	Shawn Ludwig
2009-10	Nathan White
2010-11	Casey Baumgartner
2011-12	Dallas Mata
2012-13	Cayle Taylor
2013-14	Cayle Taylor
2014-15	Cayle Taylor
2015-16	Kasey Taylor

Men's Doubles Champions

1994-95	Chris Stutz/Rodney Eck
1996-97	Dwain Kunkel/Gunnar Appl
1999-00	Scott DiOrio/Pat Taylor
2000-01	Mat Eaves & Ryan Windholz
2001-02	Chad Novack & Gary Hollerich
2002-03	Rob Rixon & Galen McFarland
2005-06	Shane Jellison & Marty Floberg
2006-07	Rusty Grafel/Leronia Owens
2010-11	Jake Prockish/Kirby Benisch
2012-13	Kirby Benisch/Cayle Taylor
2013-14	Corey Dunlap/Jaden Richardson
2014-15	Jordan Wahlmeier/Austin Terpstra
2015-16	Corey Dunlap/Jordan Wahlmeier
2016-17	Justyce Briney/Gordon Richmeier

2016-17 Justyce Briney

Co-Rec Champions

1996-97	Jim Nugent/Tiffany Keenan
1998-99	Beau Tatro/Jerri File
1999-00	Travis Smith/Jerri File
2000-01	Gary Hollerich/Ann Zedrick
2001-02	Chad Novack/Rose McFarland
2002-03	Rose McFarland/Galen McFarland
2005-06	Tyson Flax/Lindsay Schweitzer
2011-12	Sydney Flock/Kirby Benisch
2014-15	Corey Dunlap/Autaum Poley
2015-16	Alivia Inlow/Lathair Romero
2016-17	Rachel Schoonmaker/Justyce Briney

Women's Single

1997-98	Allison McClure
1998-99	Jerri File
2000-01	Jerri File
2001-02	Rose McFarland
2002-03	Rose McFarland
2004-05	Melissa Kingslien
2005-06	Lindsay Schweitzer
2007-08	Krista Waldman
2008-09	Megan Barnes
2009-10	Ashley Perez
2010-11	Kim Wessel
2011-12	Sydney Flock
2014-15	Autaum Poley
2015-16	Elynora Borgen

Women's Doubles Champions

2000-01	Kylie Smelker/Jerri File
2001-02	Kylie Smelker/Jerri File
2002-03	Kristin Kerrigan/Rose McFarland
2006-07	Jessica Peterson/Jami Turley
2014-15	Autaum Poley/ Sarah Mamot
2015-16	Alivia Inlow/Autaum Poley
2016-17	Rachel Schoonmaker/Alivia Inlow

HOT SHOT BASKETBALL

1. Participants have a 45-second time limit.
2. Points are scored as follows:
 - Lay-up (limit 2).....1 point
 - Free Throw.....2 points
 - 3 Point Shot.....3 points
 - Half Court Shot.....5 points
3. Participants may attempt any combination of shots, except only 2 lay-ups are allowed.
4. All participants will shag their own ball.
5. Balls will be provided by IM-REC or participants may use their own regulation size ball.

Men's Champions

1996-97	Lance Miller
1997-98	Mike Hayden
1998-99	Lucas Palquist
1999-00	Devin Treaster
2000-01	Heath Berry
2001-02	Devin Treaster
2002-03	BJ Ward
2003-04	Aaron Davidson
2005-06	Jared Bauck
2007-08	Kirby Benisch
2008-09	Andrew Epp
2009-10	Kasey Richards
2010-11	Ryan LiVecchi
2011-12	Dallas Mata
2012-13	Cameron Cunningham
2013-14	Tyler Wilson
2014-15	Jordan Wahlmeier
2015-16	Lathair Romero
2016-17	Stephan Long
2017-18	Andre Smiley
2018-19	Jordan German
2019-20	Tyrell Andrews

Women's Champions

1996-97	Tami Schaffer
1997-98	Kedra Ostmeyer
1998-99	Cheri Strohl
1999-00	Bridget Weiser
2001-02	Melissa Kingslien
2002-03	Rose McFarland
2005-06	Lindsey Miller
2007-08	Chelsy Proehl
2008-09	Chelsea Wenkamp
2011-12	Kelsey Hubin
2012-13	Erin Berg
2013-14	Taylor Akagi
2014-15	Erin Berg
2015-16	Karissa Pena
2016-17	Alivia Inlow
2017-18	Rachel Doll
2018-19	Karissa Pena
2019-20	Laurie Frazier

HOMERUN DERBY

GAME PURPOSE

The purpose of the Home Run Derby is to see which participant is the Home Run King/Queen at FHSU.

RULES:

1. The Derby will consist of one round, with each participant getting 20 pitches.
2. Within those 20 pitches the batter must swing at ten.
3. The Champion will be determined by the amount of homeruns hit.
4. Batters may supply their own pitcher or one will be provided.
5. Females will hit from second base.

Men's Champions

1999-00	Scott Lindemeyer
2000-01	Jamie Castaneda
2001-02	Mike Rider
Fall 02	Landis Richardson
Spring 03	Asa Stiles
Fall 03	Brian King
Spring 05	Scott Krier
	Brad Mattison
	Kyle Clark
	Drew Dallas
	Andrew Jones
Spring 06	Ron Haag
	Brett Suter
	Brad Mattison
	Garrett Mills
2006-07	Brad M.
2008-09	Steven Busch
	Kevin Large
2009-10	Judd Dohrman
2010-11	Leander Greene
2011-12	Marcus Schmidt
2013-14	Trey Brown
2014-15	Drew Gannon
2015-16	Austin Stebens
2016-17	Blake Buckles
2017-18	Garth Helton
2018-19	Colton Zink

Women's Champions

1999-00	Jessica Farr
2000-01	Jessica Stanley
2001-02	Rose McFarland
Fall 02	Sara Dunlap
Spring 03	Ashley Brungardt
Fall 03	Melissa Kingslien
Spring 05	Tara Strong
2010-11	Karina Barrett
2011-12	Caitlyn Wark
2013-14	Sarah Mamot
2014-15	Kelsey Billinger
2015-16	Kelsey Billinger
2016-17	Cheyenne Harding
2018-19	Paige Hermann

INNERTUBE WATER POLO

Starting and Finishing

1. Each team lines up at opposite ends of the pool at the start of play.
2. A team consists of eight players -- 4 men and 4 women.

General Rules

1. Play starts each quarter and overtime period when the referee throws the ball into the center of the playing area and both teams propel their inner tubes toward the ball.
2. After each score, the ball is put in play by the goalie which was scored on.
3. No player may leave his/her inner tube to touch or maneuver the ball. Otherwise, he/she is assessed a personal foul and a free throw or penalty throw is awarded to his/her nearest opponent. Also, if a person is tipped out of the tube, a player may not touch or control the ball until they are back in the tube.
4. Position of players in tubes will be seated with legs and arms outside.
5. Throws can either be 1 or 2 handed. You may carry the ball in any position.
6. You must be properly positioned in the inner tube when passing or advancing the ball.
7. The ball cannot be thrown farther than 1/2 the length of the pool. The goalie may not throw the ball more than 1/2 the length of the pool.
8. In advancing the ball, a male can throw to another male, but a female must touch the ball before a score can be counted. The goalie can pass to a male or female as long as the pass is from his own area.
9. Any one player cannot continuously control the ball for more than 15 seconds.
10. The goalie must be a male.
11. To effectively guard his goal and prevent a thrown ball from entering the goal, the goalie may not leave his inner tube in performing his task.
12. The goalie must sit in a horizontal position inside the inner tube.
13. No one can be in the goalie's area except the goalie.
14. The goalie cannot hang on the wall or goal.
15. The goalie's tube cannot touch the edge of the pool.
16. Feet are not allowed to touch the pool's bottom.
17. Each team must notify the official before the goalies can be changed.
18. Tackling a player who has possession of the ball is legal, but must be done from tube to tube. It is illegal to tackle, push, shove, etc., a player that does not have the ball.

19. After a minor infraction, the non-violating team member nearest the spot of the infraction puts the ball into play by passing or advancing with the ball. Opponents may not touch, impede, or interfere with his attempts to pass the ball. One pass must be made before any attempt of a goal.
20. If a ball goes out-of-bounds, a free throw from the same point the ball went out is awarded to the opposing team. The player nearest to where the ball goes out takes the throw.
21. If the game is stopped due to injury or illness or two or more players foul simultaneously, the referee throws the ball into the water giving both teams equal opportunity to reach the ball after it has touched the water.

Time-Time Outs

22. A game consists of four, eight minute quarters.
23. Teams change ends at the end of each quarter and at the beginning of every overtime period.
24. There will be two-minute intervals between quarters.
25. Each team shall have three time-outs per game. The time-out period shall last one minute. Time-outs can be called by any player in control of the ball at any time. Substitutions may only be made during time-outs, after a goal is scored, or between quarters or halves.
26. When the game ends in a tie score, one 4 minute quarter will be played. If after this period, the score is still tied, a sudden death overtime goes into effect in subsequent four minute quarters.

Scoring

1. Points for goals:
 - a. Scored by men: one point
 - b. Scored by women: two points
2. No point is awarded if the goal is made from within the goal keeper's area (5 feet from the end of the pool).

Conduct

1. A penalty throw is taken by an offensive player who has been fouled inside the penalty area (20 feet from the end of the pool). All players except the goalie must leave the penalty area until the throw is taken.
2. The opposing team is awarded a free throw when one of the following minor infractions occur:
 - a. Holding on the pool wall while in possession of the ball.

- b. Holding the ball under water.
 - c. Goalie throwing the ball more than half the length while he is in the goalie area
 - d. Offensive or defensive player playing inside the goal area other than the goalie. In addition to the other team being awarded a free throw, this player must leave the pool for one minute.
 - e. Walking on the bottom.
 - f. Holding the ball underwater when tackled.
3. The other team is awarded a penalty throw at their opponent's goal plus personal foul penalty assessed when one of the following major infractions occurs:
- a. Holding, pushing, hitting, jumping, tackling, dunking, or dumping an opponent not having possession of the ball.
 - 1. If this occurs within the penalty area, a direct throw at the goal is awarded plus one personal foul penalty.
 - 2. If this occurs outside the penalty arc, only one personal foul penalty is assessed and an indirect free throw.
 - b. Goalie holding on to the side of the pool while catching or passing the ball.
 - c. Persistently repeating minor infraction even after a referee warning.
4. When a personal foul is committed, a free throw is awarded to the nearest opponent, or a penalty throw at the goal if the foul occurs in the penalty area, plus the offending player leaves the pool for one minute.
5. When one of the following major fouls occurs, the offending player is removed from the game and replaced by a substitute:
- a. Attacking, striking, or kicking an opponent in such a manner as in referee's opinion to place him in danger of injury.
 - b. Refusal to obey the referee.
 - c. Unsportsmanlike conduct.
6. This is a Co-Rec Tournament. Inner tubes will be used.

Champions

1994-95	McMindes Water Logs
1996-97	TKD
2002-03	Big H's & Little B's
2005-06	Peter Griffins
2007-08	Sexy Six
2014-15	Justice League
2019-20	No Float Zone

LIFE SIZED JENGA

1. Just like the game of Jenga you played growing up, only life sized!
2. You must pull the blocks from the tower and stack them up! But take care not to knock the tower over, or you lose!
3. The purpose of the game is to be the person or the team who takes the last turn while the tower of blocks still stands.

KANSAS HUNTER'S EDUCATION

1. This is a class offered to individuals who wish to purchase a Kansas Hunting License.
2. Successful completion of this class will fulfill the Kansas requirements for purchasing a hunting license.
3. The class will consist of at least 10 hour of instruction on basic gun handling safety as well as safety instruction for hunting and boating.
4. This class will be limited to 30 students. There must be at least 15 students for the class to be held.
5. Participants must pre-register for this event.
6. Books and Class Instruction will be free.
7. Priority will be given to FHSU students, faculty, and staff.

KICKBALL LEAGUE

Starting and Finishing

1. All games will be played through 5 innings or 45 minutes. If time is to expire, an inning that has started will be completed.
2. An inning will officially begin when the third out of the previous inning is recorded. If the score is tied after regulation, one extra inning will be played.
3. A game will become official when 2 innings or 30 minutes has been played.
4. A team consists of 12 people.
 - A. There must be 6 women and 6 men to complete a roster and a team may bat in any order.
5. A team must have at least 6 consisting of 3 men and 3 women to start a game. Players that arrive late may be added to the end of the roster.
6. When fielding, each team must field at least 6 and no more than 8.

Forfeit Time

7. Any team not having the minimum number of players at the scheduled start time will forfeit after 10 minutes. There will be a penalty of one run for every two minutes the opposing team is late.

General Rules

8. A game of Rock/Paper/Scissors will determine home and away. This will be played at the captains meeting before every game.
9. Each game will start the moment the first pitch is thrown.

10. When at bat you will have one attempt to kick the ball. If the player misses the ball they are out.

A. The batter must attempt to kick the ball, if it is within one foot of either side of home plate.

B. Each batter is also awarded one courtesy foul, but the second consecutive foul ball will result in the batter being called out.

11. If the batter kicks the ball into fair territory the pitching team has the opportunity to get the batter/runner out in any of the following ways:

A. Touching the batter/runner with the ball.

B. The pitching team throws the ball and strikes the batter/runner before they reach base (If hit in the head the batter/runner shall be declared safe).

C. Touching the base while the fielding team has complete control of the ball.

D. The ball is caught by a member of the pitching team after it deflects off another team member and before it touches the ground.

E. If a runner is contacted by a kicked ball.

F. A kicker or runner that interferes with the ball

G. A runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play

12. A pitched ball must be rolled on the ground without bouncing more than 6 inches high. If the ball bounces higher than 6 inches it is deemed an illegal pitch and shall not be counted.

13. Bunting is not allowed. A kicked ball must go at least 25' according to the base line to be considered a legal kick.

A. If the ball does not go 25' the courtesy foul will be used and the batter may try again. If the ball again does not go 25' the batter is to be counted out.

14. Fair and Foul will follow the same guidelines as Intramural Softball.

15. Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

16. No leading off base is allowed. The runner may leave the base as soon as the ball is contacted by the kicker at home plate.

17. If a ball is overthrown while attempting to get an out, every baserunner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory.

A. If the ball exits the field of play the overthrow rule from Intramural Softball will take effect.

18. Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.

19. No metal cleats are permitted during play.

Men's Championship
2019-20 The B team

Co-Rec Championship
2019-20 Eradicators
2020-21 Isolation Station

Women's Championship
2019-20 BlockBusters

Ladder Golf

Starting Position

1. Ladders will be placed 10 feet apart.
2. The first team to score 21 points wins.
3. To win, a score of 21 must be scored perfectly.
4. When a score goes over 21, remaining strings are forfeited and player returns to prior score.

Scoring

5. Ladders will consist of three rungs.
6. A string that lands and stays on the bottom rung will be worth 1 point.
7. A string that lands and stays on the middle rung will be worth 2 points.
8. A string that lands and stays on the top rung will be counted as 3 points.
9. Alternative throwing is used with the team behind going first.
10. Scores are added following all throws.

Men's Champion

2005-06	Garrett Kaiser
2006-07	Shane Jellison
2007-08	Travis Brown
2009-10	Matt Vonfeldt
2010-11	Aaron Ramirez
2012-13	Evan Steitz
2013-14	Jeff Laue
2015-16	Dalyn Chapman
2016-17	Gordon Richmeier
2017-18	Camdon Sweet
2018-19	Garth Helton

Women's Champion

2005-06	Vicky Cowan
2008-09	Amy Hollerich
2009-10	Megan Brumbaugh
2010-11	Alicia Griffin
2012-13	Courtney Nemachek
2013-14	Sarah Mamot
2015-16	Valerie Wurm
2016-17	Rachel Shoonmaker
2017-18	Riley Sosa
2018-19	Marissa Dixon

Mens Doubles Champions

2011-12	Sean Gaither/Luke Terrell
2012-13	Cliff Pitts/Lathair Romero
2013-14	Ron Haag/Kerry Shannon
2015-16	Lathair Romero/Cody King
2016-17	Gordon Richmeier/Justyce Briney
2017-18	Tanner Kaniper/Matthew Perkins
2018-19	Jordon German/ Jackson Dewyer

Womens Doubles Champions

2011-12	Sydney Flock/Tessa Luke
2013-14	Latisha Haag/Kaydawn Haag
2015-16	Alivia Inlow/Autuam Poley
2016-17	Alivia Inlow/Rachel Schoonmaker
2017-18	Brittanie Newman/Paige Herrmann
2018-19	Brittanie Newman/ Marissa Dixon

LAWN GAME OLYMPICS

1. Five of seven different events will be held: Croquet, Bocce Ball, Box Hockey, Horseshoes, Ladder golf, Lawn Darts, or Washers.
2. Individual champions will be crowned in all five events. Also, a Lawn Game Olympic champion will be crowned.
3. Lawn Game Olympic champion will be crowned using the following format:

<u>Place in individual event</u>	<u>Points</u>
1 st	30
2 nd	20
3 rd	15
4 th	10
5 th	5

CROQUET

1. Croquet will be played in fields of six until the final six remain, at which time the final 6 will play for the championship.
2. The winner will be declared once a person has hit his/ her ball through all 14 wire hoops.
3. Order of play is declared on mallets.
4. If a player hits their own ball through a hoop they get another turn.
5. Once an end post is hit all accumulated turns diminish.
6. If a player hits an opponents' ball they have the option of hitting again or moving their ball beside the opponent's ball that they may hit.

HORSESHOES

1. A game shall consist of 21 points.
2. A match is determined on the basis of the best 2 out of 3 games.
3. First pitch may be decided by Rock/Paper/Scissors.
4. After play begins, the person who scores will be first pitcher.

5. If no points are scored, the person who pitched last will pitch first.
6. Pegs and shoes will be furnished, but you may use your own shoes.
7. Points will be scored as follows:
 - j. Closest shoe to peg counts as one point.
 - k. Two closest shoes count two points.
 - l. Ringer counts as three points.
 - m. Ringer and one closer shoe counts four points.
 - n. Two ringers with opponent having one, counts three points.
 - o. If each player has a ringer they cancel out, and the next closest shoe counts if it is within six inches of the stake.
 - p. A shoe leaning against the stake counts as the shoe touching stake only, counts one point.
 - q. A ringer shall be defined as a shoe that encircles the stake so that both ends may be touched by a measuring stick on the outer side.
 - r. Shoes knocked into a new position by a later pitch counts on the final position of the shoe.

Ladder Golf

Starting Position

11. Ladders will be placed 10 feet apart.
12. The first team to score 21 points wins.
13. To win, a score of 21 must be scored perfectly.
14. When a score goes over 21, remaining strings are forfeited and player returns to prior score.

Scoring

15. Ladders will consist of three rungs.
16. A string that lands and stays on the bottom rung will be worth 1 point.
17. A string that lands and stays on the middle rung will be worth 2 points.
18. A string that lands and stays on the top rung will be counted as 3 points.
19. Alternative throwing is used with the team behind going first.
20. Scores are added following all throws.

LAWN DARTS

1. This event will be played in a single elimination format.
2. Each opponent will throw two darts. The person who scored last will throw first.
3. Dart throwers must throw from behind the circle.
4. Points scored: each ringer closer than opponent and within darts reach
5. Games will be played to 21.

BOCCE BALL

1. Each game will be played to 11 points. You must win by 1 point.
2. Game consists of two red, two green, two blue, two yellow, and one white ball.
3. Rock/paper/scissors will decide who throws out the first white game ball.
4. An opponent can knock their opponent's ball out of bounds with their ball.

Object of the game is to try and get your ball(s) as close to the white ball as possible. For example: if the green team's balls are both closer to the white game ball than either of the two red balls, the green team is awarded two points, one point for each ball. Red team receives no points.

Men's Bocce Champions

2005-06	Justin Best
2006-07	Shane Jellison
2007-08	Shane Jellison
2009-10	Doug Self
2010-11	Kirby Benisch
2011-12	Wyatt Dautel
2012-13	Eric Stumon
2013-14	Cayle Taylor
2014-15	Corey Dunlap
2015-16	Lathair Romero
2016-17	Gordon Richmeier
2017-18	Caleb Frye

Women's Bocce Champions

2005-06	Ashley Brungardt
2008-09	Amy Hollerich
2009-10	Erika Toepfer
2010-11	Kim Wessel
2011-12	Sydney Flock
2012-13	Gloria Johnson
2013-14	Alisha Stroh
2014-15	Autaum Poley
2015-16	Alivia Inlow
2016-17	Rachel Schoonmaker
2017-18	Madison Milstead

Mens Bocce Doubles Champions

2011-12	Alex McAfee/Dave Greiger
2012-13	Cliff Pitts/Lathair Romero
2013-14	Boone Moser/Corey Post
2014-15	Corey Dunlap/Jordan Wahlmeier
2015-16	Lathair Romero/Cody King
2016-17	Justyce Briney/Gordon Richmeier
2017-18	Dylan Braun/Braden Schultz

Womens Bocce Doubles Champions

2011-12	Sydney Flock/Tessa Luke
2013-14	Becca Georges/Kaitlyn Hanson
2014-15	Autaum Poley/Sarah mamot
2015-16	Autaum Poley/Alivia Inlow
2016-17	Alivia Inlow/Rachel Schoonmaker
2017-18	Brooklen Skipton/Hannah Martin

Men's Croquet Champions

2005-06	Sean Krier
2009-10	Jay Hackerott
2012-13	Cliff Pitts
2013-14	Brian Newhouse
2014-15	Clay Cosand
2015-16	Corey Dunlap
2016-17	Justyce Briney
2017-18	Spencer Kochanowski

Women's Croquet Champions

2005-06	Ashley Brungardt
2006-07	Jami Turley
2007-08	Stacy Rounds
2008-09	Vicki Hollerich
2009-10	Megan Brumbaugh
2011-12	Tessa Luke
2012-13	Heather Pitts
2013-14	Brittany Lewis
2014-15	Brittney Jacobs
2015-16	Alivia Inlow
2016-17	Rachel Schoonmaker
2017-18	Joslynn Davis

Co-Rec Bocce Doubles Champions

2015-16	Lathair Romero/Alivia Inlow
2016-17	Justyce Briney/Rachel Schoonmaker
2017-18	Hannah Pletcher/Trevor Leverett

Co-Rec Croquet Champions

2015-16	Corey Dunlap/Autaum Poley
2016-17	Rachel Schoonmaker/Gordon Richmeier
2017-18	Garth Helton/Kylie Holmes

Men's Croquet Doubles Champions

2015-16	Lathair Romero/Cody King
2016-17	Justyce Briney/Gordon Richmeier
2017-18	Jackson Dwyer/Trevor Leverett

Women's Croquet Doubles Champions

2016-17	Rachel Schoonmaker/Alivia Inlow
2017-18	Rachel Doll/Shayla DeGarmo

LEGO BUILDING COMPETITION

The rules of this competition are simple, build the best Lego structure! Come to the Intramural Office, Cunningham Hall 111 in the fall, and Sunset Lounge in the Memorial Union in the spring. We will provide more Lego's than you will know what to do with! Build anything you can imagine, then we will take a picture and judge all entries at the end of the day. Winners each day win an IM-REC Prize!

LONGEST DRIVE- COMPETITION

1. Each contestant will be allowed 3 drives.
2. This will take place at Precision Valley.

Men's Champions

1995-96	Byron Palen
1996-97	Michael Willey
1999-00	Blake Beymer
2000-01	Mark Campos
2001-02	Wes Simmneau
2002-03	Jeremiah Huyett
2003-04	Jeremiah Huyett
2004-05	Trenton Smith
2005-06	Mike Wooten
2006-07	Brady Dible
2007-08	Zach Weeks
2008-09	Aaron Pfannansteil
2009-10	Mardy Floberg
2010-11	Royce Wichers
2011-12	Jordan Barrett
2012-13	Cayle Taylor
2013-14	Sam Higgason
2014-15	Jaden Richardson
2015-16	Jacob Welker
2016-17	Lane Bigge
2017-18	Cody Coyle
2018-19	Christian Rivas
2019-20	Christian Rivas
2020-21	Beau Dill

Women's Champions

1995-96	Mandi Wehkamp
1996-97	Jodi Wentz
1999-00	Christy McCormick
2000-01	Jenny Sohm
2001-02	Deanna Litke
2002-03	Ashley Brungardt
2003-04	Mindi Bussen
2004-05	Jennifer Hacke
2005-06	Jenny Baldwin
2008-09	Vicki Hollerich
2009-10	Mallory Prather
2010-11	Whitney Gillman
2011-12	Reisa Hayes
2012-13	Brittany Lewis
2013-14	Autaum Poley
2014-15	Autuam Poley
2015-16	Alivia Inlow
2016-17	Latisha Haag
2017-18	Brittanie Newman
2018-19	Kylie Holmes
2019-20	Kylie Holmes
2020-21	Lauren Robben

LONGEST PHEASANT TAIL FEATHER CONTEST

1. The top three longest tail feathers will receive T-Shirts.
2. This event will start opening day (day break) of pheasant hunting season and run to the Friday following week two at 5 p.m.
3. Only this year's bird counts, no long-time feather dusters.
4. YOU MUST SHOOT YOUR OWN BIRD!

Men's Champions

1996-97	Karl Holsch
1997-98	Brian Moore
1998-99	Rob Rixon
1999-00	Caleb Sekavec
2000-01	Rob Rixon
2001-02	Tyler Charvat
2004-05	Ryan Cox
2006-07	Garrett Kaiser
2011-12	Jared Engelbert
2012-13	Keaton Newell
2013-14	Brandon Escamilla
2014-15	Brandon Escamilla
2015-16	Jared Engelbert
2016-17	Ciody Black
2017-18	Joey Raat
2018-19	Roxton Brown
2019-20	Jasey Woods

Overall Champion

2002-03	Christina Gradig
2003-04	Ryan Hickel
2004-05	Ryan Cox
2005-06	Kayla Winkel
2006-07	Cassie Zelfer
2016-17	Dylan Braun
2017-18	Karissa Pena
2018-19	Roxton Brown
2019-20	Jasey Woods

Women's Champions

1996-97	Tina Bussen
1997-98	Alisha Gieber
1998-99	Alisha Gieber
1999-00	Allison McClure
2006-07	Cassie Zelfer
2016-17	Alivia Inlow
2017-18	Karissa Pena
2018-19	Meghan Sheeley
2019-20	Melissa Davenport

LONGEST TURKEY BEARD CONTEST

1. The longest beard will receive an IM-Rec T-Shirt.
2. This event will start opening day (day break) of turkey hunting season and run to End of Season. In order to afford participants we are opening the contest to both seasons.
3. In the case of a turkey with double beards we will measure and record the longest.
4. Only this year's bird counts.
5. **YOU MUST SHOOT YOUR OWN BIRD**

Champions

2004-05	Kayla Winkel
2005-06	Kayla Winkel
2006-07	Cassie Zelfer
2015-16	Kelby Ray
2016-17	Dylan Braun
2017-18	Dylan Braun
2018-19	Colton Heinen
2019-20	Brook Ziegelmeier
2020-21	Jordan Barrett

MADDEN LEAGUE XBOX/PS4

Starting and Finishing

A match shall not start unless both Esport athletes are present! There will be a limit of one person per team roster! A game may not be complete if both players are not present!

Forfeit Policy

1. Teams will have one (1) week to complete their match.
2. It is up to each team to coordinate a time that will work best with their team.
3. If a team is unresponsive or uncooperative in deciding a game time, then the other team will receive the win via forfeit.
 - a. Example: Team A has reached out to Team B multiple times to figure out a game time. Team B hasn't responded to any of the messages.
 - b. Team A would receive the win via forfeit since team B is unresponsive.
4. Teams may ask for an extra three (3) days onto the extension to accommodate with their player's schedules.
 - a. Example: Team A and Team B have been communicating through email to determine a game time. Team B states that they need more time because they have other commitments. As long as both teams and the Intramural Sports staff agree on the extension, then the extension request would be granted.
5. If a team is unresponsive for one match then that team would forfeit out of the remainder of the sport.
 - a. Participants are still eligible to play in the other divisions they are in.
 - b. Example: Mike is on a team for Xbox One and PS4. His PS4 team has been forfeited out of the pool play and tournament. Mike is still eligible to play in the Xbox One League since that team is still in good standing
6. **Forfeit Score is 21-0**
7. If a glitch/freeze occurs in the system the game will be completely restarted with settings remaining the same (i.e. teams)

8. Any attempt to make the game glitch/freeze will result in an automatic forfeit from the game. (Throwing controller, excessively pausing and starting the game, etc.)
9. If you believe your opponent is cheating by abusing game programming glitches to gain advantage, or is violating the parameters set by the IM Staff, report it immediately
10. Possible Glitches and Cheating Methods
 - a. D-Lineman must be kept on the screen
 - b. No one may assist another player with decisions during the game.
 - c. In a situation where a FG is going to be attempted and the clock is running down, the defense CANNOT jump offside in effort to make the clock run out
 - d. Excessive intentional penalties will result in disqualification
11. Excessively toggling the screen to gain advantage is not allowed

General Rules

12. To decide on who plays as what team, there will be a draft held for each player to choose their team!
13. Name and phone number must be provided to create a league phone book for scheduling games.
14. Each player must play as their drafted team through-out the whole season!
15. Quitting or Forfeiting midgame is prohibited except: Being down 21 points start of 4th quarter, Both agree to restart game due to a game settings issue, or a game glitch has occurred.
16. Any result in quitting or forfeiting mid game will result in a one game suspension and multiple offenses will be cause for removal from the league.
17. **No custom controllers, playbooks, settings, teams allowed, or custom profiles! Must use IM-Rec profiles.**
18. Controllers will be provided IM-Rec staff.
19. **Mercy Rule: If a team's lead reaches 21 or more points any time after the 4th or 42 points or more by half time!**
20. Audibles and Depth Chart: Teams will have 5 minutes max each after the game has begun to set up their depth chart and audibles. This will be done after the coin toss

before the opening kickoff. You can reorder parts of your depth chart during a game but if it is becoming excessive you will not be allowed to anymore during the game.

21. 11 week league with an end of season Tournament.

22. A week will be Sunday-Saturday

TROLLING

23. Trolling will NOT be tolerated in any intramural sport contest.

24. Individuals who are trolling are subject to removal from the league.

25. Individuals who were convicted of trolling may not be allowed to participate in future intramural eSport events.

26. A meeting will be scheduled with the Director of intramural sports for those who are trolling.

Game Time and Gameplay settings

27. Match will be one game!

28. The following settings will be applied throughout each contest:

29. Quarter length: 7 minutes

30. Skill level will be set to All-Pro

31. Play call Style: Competitive

32. Event Type: Exhibition

33. Injuries: On

34. Fatigue: On

35. Accelerated Clock: 20 seconds

36. Stadium: Home Team's stadium

37. Game sliders cannot be altered

38. Player fatigue and injuries will be set to on

39. All other settings will remain default

40. Custom Teams: Not allowed

41. Time: 8:30 P.M.

42. Weather: Clear (Championship will be held in "Super Bowl" Mode)

43. Overtime: NFL Rules

44. Substitutions can ONLY be made:

- a. Before the kickoff
- b. At halftime
- c. If a timeout is called

45. Regardless of any agreement between players, games will be played by the rules above unless changes are made by Intramural Sports

46. Team Selection:

47. Players are permitted to use any of the normal 32 NFL teams from the current season.

48. No special or all time/star teams may be used.

49. Participants will be forced to keep the same team all-season long.

50. Teams will be selected using a draft style.

51. If a glitch/freeze occurs in the system the game will be completely restarted with settings remaining the same (i.e. teams)

52. All Rules/Regulations from the season will carry into the tournament.

53. Tournament will be single elimination with the championship being best 2 out of 3.

LOCATION/EQUIPMENT

54. All Games will be played in Intramural Office CH 111 using Intramural consoles and controllers.

55. Fort Hays State University Intramurals has volunteered their own gaming equipment to be used for this event. **Any and all damage caused by participants will result in disqualification and reimbursement for the damaged property.**

SCHEDULES

56. The schedule for the event will be emailed to every participant

57. Each team will have one (1) week to complete the scheduled game.

58. After completion of each game players will inform score to Intramural Staff!

59. Contact your opponent and schedule a game time within 24 Hours of Advance

60. Failure to schedule can Result in game being simulated.

61. Contact Intramural office to come in and play your game!

62. Advance Time – We advance every Saturday. (Which gives players one week to play their current weeks game)

Xbox Championship

2019-20 Matt Davenport

PS4 Championship

2019-20 Camdon Sweet

MLB PLAYOFF POOL

1. A playoff bracket of the MLB playoffs may be picked up in the IM-Rec office.
2. Pools will be due by 11:00 a.m. the morning the playoff games start.
3. Scoring will be as follows...

Rd 1: Correct picks	5pts
Correct games of series	10pts
Rd 2: Correct picks	10pts
Correct games of series	20pts
World Series: Correct pick	15pts
Correct games	30pts
1. The score of the final World Series game will be used as the tie-breaker.
2. Prizes will be as follows...

1 st place = T-Shirt
2 nd place = Shorts

MINIATURE GOLF TOURNAMENT

1. This is an 18-hole course played in the Racquetball Courts of Cunningham Hall.
2. T-time may be set at any time during 12 p.m. and 8 p.m.
3. Classes will be going on. All participants will be asked to play quietly.
4. This is an indoor course, "you break it, you buy it."

Men's Singles Champions

1999-00	Tim Stoecklein
2000-01	Ben Bond
2001-02	Wes Sells
2002-03	Ryan Prickett
2003-04	Ryan Prickett
2004-05	Josh Largent
2005-06	JB Harding
2007-08	Zach Michalis
2008-09	Josh Tayler
2013-14	Jaden Richardson
2014-15	Jaden Richardson
2015-16	John Beesan
2016-17	Jeffrey Corpening
2017-18	Eddie Coyle

Women's Singles Champions

1999-00	Holly Reith
2000-01	Nicole Bruntz
2001-02	Lisa Day
2002-03	Stacy Deneault
2003-04	Stacy Deneault & Cari McGrath
2004-05	Vicky Cowan
2005-06	Vicky Cowan
2007-08	Lindsey Pfannenstiel
2008-09	Vicki Hollerich
2013-14	Kim Fisk
2014-15	Sarah Mamot
2015-16	Kaydawn Haag
2016-17	Hannah Jurgens
2017-18	Paige Herrmann

Men's Doubles Champion

2000-01	Jon Ross/Scott Jermark
2002-03	Bryan Harward/Jason Dechant
2003-04	Jerod Goodale/Jeff Bieker
2004-05	Scott Wagner/Ron Haag
2005-06	Josh Miller/Scott Wagner
2007-08	Allen Eberwein/Trevor Carney
2013-14	Jaden Richardson/Cameron Weishaar
2014-15	Jaden Richardson/Cameron Weishaar
2015-16	Garth Helton/John Beesan
2016-17	Jacob Welker/Justin Gernaehich
2017-18	Ian Malmstrom/Matthew Perkins

Women's Doubles Champion

2000-01	Jerri File/Kylie Smelker
2001-02	Karen Seib/Jessica Issinghoff
2002-03	Emily Stolz/Janele Fahrenbrunch
2007-08	Lindsey Pfannenstiel/Krista Waldman
2008-09	Jessica Backer/Lishe Isom
2013-14	Alivia Inlow/Amanda White
2014-15	Alivia Inlow/Sarah Mamot
2015-16	Alivia Inlow/Autaum Poley
2016-17	Rachel Jacobs/Katie Herkelman
2017-18	Ashten Clark/Brittanie Newman

Co-Rec Champions

2001-02	Karen Seib & Yancey Walker
2001-03	Ryan Prickett/Stacey Deneault
2003-04	Stacy Deneault/Ryan Prickett
2004-05	Brent Brooks/Nicole Masden
2005-06	Matt Meagher/Stefanie Stevens
2007-08	Chelsy Proehl/Allen Eberwein
2013-14	Jaden Richardson/Sarah Mamot
2014-15	Cameron Weishaar/ Sarah Mamot
2015-16	Alivia Inlow/John Beesan
2016-17	Ramsey McCarter/Seth Parres
2017-18	Hagen Honas/Joslynn Davis

MUD TRACTOR PULL

1. This event will run in conjunction with the MUDFEST.
2. A course of excruciatingly deep mud will be set.
3. Participants will pedal the tractor with all of their might for distance until they stop pedaling. ONCE PEDAL MOTION STOPS, THE RACE IS OVER.
4. The overall male and female champion will be crowned the victor of the Tractor Pedal Pull, and will receive a MUDFEST Champion Long Sleeve T-shirt.

MUD TUG OF WAR TOURNAMENT

This event will be held at the annual MUDFEST Competition!

MEN'S & WOMEN'S

1. Each team will consist of 6 participants.
2. A flag will be placed at the middle of the rope.
3. The first team to pull the flag to their side wins.
4. It will be the best 2 out of 3 tries.

CO-REC

5. All rules will be the same as above except for the following:
 - a. The participants must alternate by gender.

Men's Champions

1999-00 Nicholas Thompson
2001-02 GUHD
2002-03 BIZ
2003-04 GOAT
2004-05 Ricx a Dik
2005-06 Kayla's Mudstuds
2006-07 MXC
2007-08 Flying Turtles
2008-09 Flying Turtles
2009-10 Weak Sauce
2010-11 McKenna's Meat Market
2011-12 Dirty Chewbaccas
2012-13 Fo' Sho
2016-17 Goobers
2017-18 G.O.A.T.S
2018-19 Pull My Finger

Co-Rec Champions

1999-00 Big Ballers
2001-02 Dirty Joke
2002-03 BIZ II
2004-05 We Don't Know
2005-06 Mudweisers
2006-07 MXC
2007-08 Mud Buddies
2009-10 Weak Sauce
2010-11 SHWYPN
2011-12 Nasty Ninjas
2012-13 Ay Dios Mio
2016-17 The Original Mud
2017-18 Muddy Buddies
2018-19 Notorious D.I.G

Women's Champions

1999-00	Mud Pups	2017-18	Mud Dolls and Vollyballs
2001-02	Dirty Hound Dogs	2018-19	Setsy Ladies
2005-06	Dirty Muddin Sanchezers		
2003-04	Mudhoneys		
2004-05	W.A.N.G		
2002-03	Let's Get Dirty		
2006-07	Team Brownell		
2007-08	Captain Hooker		
2008-09	Knockers		
2011-12	Nasty Ninjas		
2012-13	Ay Dios Mio		
2016-17	The Original Mud		

MUD VOLLEYBALL TOURNAMENT

This tournament will be held at the annual MUDFEST Competition.

Starting and Finishing

1. A roster may consist of no more than 10 players. A team can start and finish with a minimum of 4 players.
2. A Co-Rec team shall consist of 6 players (3 men, 3 women). Serving order and positions must be an alternation of male and female players.
3. Rock/Paper/Scissors will determine the first set service, which alternates second set. If a third set is necessary, a coin toss or Rock/Paper/Scissors will determine the service.
4. A team may start and finish with four players. There must be an equal number of males and females.

Forfeit Time

5. A team not ready to play at the scheduled time will forfeit the first set. In ten additional minutes they shall forfeit the match.

General Rules

6. The officials will be the scorekeepers and timers. Their decision governing time and score will be official.
7. The Intramural Sports supervisor and officials will not tolerate continued abusive language or actions from coaches, participants or spectators. If such disruptive and unsportsmanlike behavior persists, individuals and/or teams may be asked to leave the playing area.
8. The basic alignment on the court must be in alternating position. Male- Female – Male.

9. The server must start in the back of the pit.
10. **No slinging of mud.**
11. Each team must rotate its members clockwise on the serve.
12. The ball may be contacted with any part of the body.
13. The ball may not visibly come to rest (momentarily) on a player. The ball must be clearly hit. Scooping, lifting, pushing or carrying the ball shall be considered holding, is illegal.
14. In almost all cases, any underhand hits contacted with palm of the hand will be considered legal as long as it is not a blatant carry or throw.
15. A player may not contact the ball twice in succession; however, any player participating in a block and/or, if the ball is contacted simultaneously with a teammate shall have the right to make the next contact. If the ball is blocked, such contact will count as the first of three contacts allowed to the team.
16. A team may not contact the ball more than 3 times in attempting to send it over the net. In the case of simultaneous block, three hits are allowed after the block itself. When the ball is played more than once by a team, one of these contacts must be by both sexes.
17. A player is not allowed to spike the ball when it is on opponent's side of the net.
18. A rotation method of serving will be utilized with new players entering at the server position.
19. Service
 - a. Service cannot be made with two hands.
 - b. Service is a fault if it is not made following the rotation order.
 - c. Service must be made as soon as the referee blows the whistle.
 - d. It is illegal to attack or break the boundary of the net on service.
20. You may reach over the net to block a ball being returned, but you may not block a set because it is not being returned.
21. **You may not block a serve.**

Time-Time Out

22. Each team will be allowed one thirty second time-out per set. One minute between games.

Scoring

23. A set will consist of 15 points. A team must win by 2 points. The first team to win 2 out of 3 sets by rally scoring wins the match. Time limit per match is 45 minutes. No time limit during championship match. At the end of time, the team ahead in game 3 will be the winner.

Conduct

24. Swearing on the court results in a warning for the first offense. Any subsequent offenses will result in a point or side-out awarded to the opposing team each offense.

Men's Champion

1998-99	Body Shots
1999-00	6 pack
2000-01	GDS
2001-02	GDS
2002-03	BIZ
2003-04	GOAT
2004-05	Ricx a Dik
2005-06	GDS
2006-07	MXC
2007-08	Sunburnt Jimmies
2008-09	Flying Turtles
2009-10	Mario Kart Mafia
2010-11	Mario Kart Mafia
2011-12	Dirty Chewbaccas
2012-13	Getting' That
2017-18	G.O.A.T.S
2018-19	Pull My Finger

Women's Champion

1998-99	Dirty Girls
1999-00	Dirty Chicks
2000-01	Country Cruizers
2001-02	Dirty Hound Dogs
2002-03	Z
2003-04	Dirty B's
2004-05	W.A.N.G
2005-06	RBC
2006-07	Muddy Baller's
2007-08	Captain Hooker
2008-09	TM
2009-10	I'd Hit That
2011-12	Nasty Ninjas
2012-13	Ay Dios Mio
2016-17	Dirty Mike's and the Boys
2017-18	Mud Dolls and Vollyballs
2018-19	Setsy Ladies

Co-Rec Champion

1998-99	Pure Poop
1999-00	RMAC Chumps
2000-01	Bonanza
2001-02	Mud Diggers
2002-03	BIZ II
2003-04	GOAT
2004-05	W.A.N.G.
2005-06	GDS
2006-07	Brown Eyes
2007-08	Mud Buddies
2009-10	Balls in Yo Face
2010-11	Balls in Yo' Face
2011-12	Raw Dawgs
2012-13	Fud Mockers
2016-17	Tough Mudders
2017-18	Mind Over Muder
2018-19	A Lil Bump n Grind

NASCAR Pick'ems

1. This event is open to all divisions.
2. Sheets containing match-ups of racers will be available weekly on IMLeagues.com. Pools will be available on Tuesday by noon. Only one pool per week per person.
3. Participants should mark the driver that will win the head to head match up for the week.
4. Ties will be broken by at the bottom of the sheet. Participants should write down the top three drivers in that week's race. Each place will be worth 5 points breaking the tie.
5. Entries are due by 5:00 pm on Friday.
Each week winners will win an Intramural Championship Prize.

NBA 2K League Xbox/PS4

Starting and Finishing

A match shall not start unless both Esport athletes are present! There will be a limit of one person per team roster! A game may not be complete if both players are not present!

Forfeit Policy

1. Teams will have one (1) week to complete their match.
2. It is up to each team to coordinate a time that will work best with their team.
3. If a team is unresponsive or uncooperative in deciding a game time, then the other team will receive the win via forfeit.
 - a. Example: Team A has reached out to Team B multiple times to figure out a game time. Team B hasn't responded to any of the messages.
 - b. Team A would receive the win via forfeit since team B is unresponsive.
4. Teams may ask for an extra three (3) days onto the extension to accommodate with their player's schedules.
 - a. Example: Team A and Team B have been communicating through email to determine a game time. Team B states that they need more time because they have other commitments. As long as both teams and the Intramural Sports staff agree on the extension, then the extension request would be granted.
5. If a team is unresponsive for one match then that team would forfeit out of the remainder of the sport.
 - a. Participants are still eligible to play in the other divisions they are in.
 - b. Example: Mike is on a team for Xbox One and PS4. His PS4 team has been forfeited out of the pool play and tournament. Mike is still eligible to play in the Xbox One League since that team is still in good standing
6. **Forfeit Score is 49-0**
7. If a glitch/freeze occurs in the system the game will be completely restarted with settings remaining the same (i.e. teams)

8. Any attempt to make the game glitch/freeze will result in an automatic forfeit from the game. (Throwing controller, excessively pausing and starting the game, etc.)
9. If you believe your opponent is cheating by abusing game programming glitches to gain advantage, or is violating the parameters set by the IM Staff, report it immediately
10. Possible Glitches and Cheating Methods
 - a. Spamming steal button on inbounds.
 - b. No one may assist another player with decisions during the game.
 - c. On inbounds after made basket standing in front of player trying to catch a pass for a charge!
11. Excessively toggling the screen to gain advantage is not allowed

GENERAL

12. To decide on who plays as what team, there will be a draft held for each player to choose their team!
13. Name and phone number must be provided to create a league phone book for scheduling games.
14. Each player must play as their drafted team through-out the whole season!
15. Mercy Rule: If either player gains a lead of 25 or more points in a game after the start of the 4th quarter, the game is ended with the player leading declared the winner.
16. Quitting or Forfeiting midgame is prohibited except: Being down 25 points after the start of 4th quarter, Both agree to restart game due to a game settings issue, or a game glitch has occurred.
17. Any result in quitting or forfeiting mid game will result in a one game suspension and multiple offenses will be cause for removal from the league.
18. Forfeit Score is **49-0**.
19. **No custom controllers, playbooks, settings, teams allowed, or custom profiles!**
Must use IM-Rec profiles.
20. Controllers will be provided IM-Rec staff.
21. 11 week league with an end of season Tournament.
22. A week will be Sunday-Saturday

TROLLING

23. Trolling will NOT be tolerated in any intramural sport contest.
24. Individuals who are trolling are subject to removal from the league.
25. Individuals who were convicted of trolling may not be allowed to participate in future intramural eSport events.
26. A meeting will be scheduled with the Director of intramural sports for those who are trolling.

Game Time and Gameplay settings

27. Game Difficulty – All Star
28. Quarter Length – 7 minutes
29. Shot Meter – On
30. Shot Feedback – On
31. Camera Settings – 2K or other if agreed upon
32. Game Speed: Normal
33. Accelerated Clock: None
34. Overtime: If game goes into overtime same rules apply
35. Custom Game Sliders: Off
36. Custom Game Options: Off
37. Custom NBA Rules: Off
38. Fatigue: On
39. Injuries: On
40. Regardless of any agreement between players, games will be played by the rules above unless changes are made by Intramural Sports
41. Team Selection:
 - a. Players are permitted to use any of the normal 30 NBA teams from the current season.
 - b. No special or all time/star teams may be used.
 - c. Participants will be forced to keep the same team all-season long.
 - d. Teams will be selected using a draft style.

- e. Must use a “Current” team
 - i. “All-Time” and “Classic” teams may not be used
 - ii. All-star teams may not be used
 - f. Team Selection will be done using a draft style order
 - g. Any line-up changes may be made to your team at the pregame lineup screen.
42. All Rules/Regulations from the season will carry into the tournament.
43. Tournament will be single elimination with the championship being best 2 out of 3.

LOCATION/EQUIPMENT

44. All Games will be played in Intramural Office CH 111 using Intramural consoles and controllers.
45. Fort Hays State University Intramurals has volunteered their own gaming equipment to be used for this event. **Any and all damage caused by participants will result in disqualification and reimbursement for the damaged property.**

SCHEDULES

46. The schedule for the event will be emailed to every participant
47. Each team will have one (1) week to complete the scheduled game.
48. After completion of each game players will inform score to Intramural Staff!
49. Contact your opponent and schedule a game time within 24 Hours of Advance
50. Failure to schedule can Result in game being simulated.
51. Contact Intramural office to come in and play your game!
52. Advance Time – We advance every Saturday. (Which Gives players one week to play their current weeks game)

NCAA MARCH MADNESS POOL

1. A pool may be completed on the Nex-tech website. For more information about where to go and what you have to do come stop by the Intramural office CH 111 or call us at 785-628-4373.
2. Limit 1 entries per person.
3. Pools will be due by 10:00 am the morning the tournament starts.
4. Pools will be due by 5:00 pm on Tuesday if you would like a chance at the Bonus Point.

Scoring for the pool:

Round 1:	Correct Picks	1 point
Round 2:	Correct Picks	2 points
Round 3:	Correct Picks	4 points
Round 4:	Correct Picks	6 points
Round 5:	Correct Picks	8 points
Round 6:	Correct Picks	10 points

The score of the final game will be used as the tie-breaker.

Champions

1996-97	Ty Stucky	2012-13 Women's Pool – Reisa Hayes Men's Pool- Matt Cook
1997-98	Ashley Adorante	2013-14 Women's Pool- Reisa Hayes Men's Pool-Matt Kaiser
1998-99	Tyson Tieperman	2014-15 Women's Pool-Alivia Inlow Men's Pool-Corey Dunlap
1999-00	Women's Pool – Matt Eaves Men's Pool – Scott Colby	2015-16 Women's Pool-Celia Zeinert Men's Pool- Ron Haag
2000-01	Women's Pool – Jason Kanak Men's Pool – Jason Kanak	2015-17 Women's Pool-Hunter Klamm Men's Pool-Trevor Smith
2001-02	Women's Pool- Holly Fehrenbach Men's Pool- Matt Ranson	2017-18 Women's Pool-Karissa Pena Men's Pool-Braden Schultz
2002-03	Women's Pool – Elliot Binder Men's Pool – Bridget Weiser	2018-19 Women's Pool- Sarah Gist Men's Pool- Jordon German
2003-04	Women's Pool – Bobby Fossum Men's Pool – David Whitmer	
2004-05	Women's Pool – Trey Look Men's Pool – Kelsey Roberts	
2005-06	Women's Pool – Ron Haag Men's Pool – Arin Cutright	
2006-07	Women's Pool - Latisha Haag Men's Pool - Billy Powers	
2007-08	Women's Pool – Anna Dechant Men's Pool – Mardy Floberg	

OUTDOOR SOCCER LEAGUE

National Federation High School Soccer Rules will govern all play for any rule not mentioned in the following FHSU IM-REC rules. All rules are subject to change at the discretion of the FHSU IM-REC Administrative Staff.

Starting and Finishing

A team shall consist of 8 men or women. A game may not be start or finish if a team has less than 6 legal players.

Forfeit Time

One goal (1 point) will be awarded for every two minutes a team is late to start the game. Ten minutes past game time will result in a forfeit. The final score will be 5-0.

General Rules

1. Goal Keepers
 - a. The goal keeper may not handle the ball if it has been intentionally kicked or thrown to him/her by a teammate. Penalty-indirect kick.
 - b. From the moment the goalkeeper takes control of the ball with his/her hands, he/she will be penalized for holding or bouncing the ball for more than six (6) seconds. Penalty-Indirect kick
2. A goal is scored when the ball completely crosses the goal line.
3. A ball is out of play when it completely crosses the sideline or the end line.
4. The Official blowing his/her whistle will warrant a dead ball (even if advertent).
5. To restart play, the following methods are used:
 - a. Throw in-when the ball crosses the sideline. During the throw in, if the thrown ball never enters the field of play, the throwing team will re-take the throw in. A goal may not be scored by the throw in.
 - b. Goal kick-when the ball crosses the end line and the offense touched the ball last.
 - c. Corner kick-when the ball crosses the end line and the defense touched the ball last. The ball is placed on or in the corner arc.
 - d. Direct or Indirect Free kick-when a foul has been called.
 - e. Drop Ball-when play is stopped due to an injured player, inadvertent whistle, or it is not clear who last touched the ball before it went out of bounds. The ball cannot be kicked until it touches the ground.

6. The ball is still in play if it stays in bounds after rebounding off the goal, Official, or corner flag posts.
7. Teams are responsible for retrieving the ball and returning it to the goalie or Official. If excessive delays occur, the Official will stop the clock and a yellow card will be issued to the player causing the delay.

Game Time

8. Each half will be twenty (20) minutes in length with a continuous running clock. Halftime will be three (3) minutes.
9. The clock will stop, at the discretion of the officials, for all injuries. In the final 3 minutes, the clock will stop for subs of the winning team and all injuries.
10. Timeouts will not be allowed.
11. Teams will change ends at halftime. The team that did not kick off in the first half will kick off in the second half.

Penalties

12. Kicking, striking, and tripping are illegal. Penalty-Direct Kick
 - a. Denying an obvious goal scoring opportunity through such action will warrant a red card and ejection.

13. Handling
 - a. A player shall be penalized for intentionally handling, carrying, striking, or propelling the ball with a hand or arm. Penalty-Direct Kick
 - b. Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball. This shall not be penalized.
 - c. An intentional handball that prevents a goal from being scored (either a shot on goal or a pass to another player with an open shot) will warrant a red card and ejection.

14. Charging
 - a. A player shall not intentionally charge an opponent unfairly. An unfair charge is one in which a player does not use shoulder-to-shoulder contact with an opponent of does not have arms and elbows close to the body. Penalty-Direct Kick.
 - b. Any player who flagrantly charges an opponent shall receive a red card.
 - c. A player shall not charge into the goalkeeper in the penalty area. Penalty-Direct Kick.

15. Dangerous Play
 - a. In the opinion of the Official, all high kicks above the waist in a dangerous manner will be prohibited. In addition, a player lying on the ground may not attempt to play the ball if other players are nearby. Penalty-Indirect Kick.

16. Obstruction

- a. A player who does not have possession of the ball may not intentionally run between an opponent and the ball or use his/her body as an obstacle. Penalty-Indirect Kick.

17. Misconduct

- a. A player shall be given a yellow card for persistent infringement of the rules of the game, acting in an unsportsmanlike manner, and/or objecting by word of mouth or action to the decisions given by an Official.
- b. A player shall be given a red card for persistent misconduct, exhibiting violent conduct, and/or using violent or abusive language. A red card (or a second yellow card) will result in an automatic ejection from the game.

18. If a player is issued a red card, then he/she will not be allowed a replacement.

19. Offside.

- a. When in opponents half of field and in possession of ball, player must be behind ball before playing it. If ahead of ball, there must be two (2) opponents between player and the goal, otherwise it is offside.
- b. Player is not offside if:
 - i. There are two (2) opponents nearer to the goal than he/she is (equal is offside).
 - ii. In his own half of field
 - iii. Ball last touches opponent
 - iv. Ball is received direct from referee (on a goal kick, throw in, or corner kick)

Scoring

20. SCORING AND TIMING: THE RUNNING SCORE ON THE SCORE SHEET IS THE OFFICIAL SCORE. If there is a discrepancy on the score sheet or score board, the running score sheet shall be official.

21. Mercy Rule:

- a. If a team is winning by five (5) goals or more during the final two minutes, the game will be over.
- b. If a team is winning by eight (8) goals or more at halftime, the game will be over.

22. Free Kicks

23. Description of a free kick:

- a. Direct-a goal may be scored against the offending team.
- b. Indirect-a goal may not be scored unless the ball is played by another player from either team.

24. Rules for a free kick:

- a. Opposition players must be at least ten (10) yards from the ball until it is kicked.
- b. Any player of the offended team may take a free kick (in any direction).

25. Direct kick offenses include:

- a. Tripping an opponent or intentionally kicking an opponent
- b. Deliberately handling ball; Pushing or Holding
- c. Charging the goalkeeper in possession of the ball
- d. Striking or attempting to strike an opponent

- e. Jumping at an opponent
 - f. Using foul or abusive language
 - g. Slide tackling with excessive or dangerous contact (i.e. cleats up)
 - h. Any other unsportsmanlike act
26. Indirect free kick offenses:
- a. Entering the field of play without permission
 - b. The same player playing the ball after a free kick, penalty kick, goal kick, corner kick, or throw in before another player plays the ball
 - c. Kicking or attempting to kick the ball while it is possession of the goalkeeper
 - d. Obstruction, Dangerous Play, Delay of game
 - e. Goalkeeper illegally handling the ball after relinquishing possession
 - f. Goalkeeper handling an intentional pass or throw in
27. Penalty kicks:
- a. A penalty kick is awarded for any direct kick offense by the offending team within the penalty area. It can be awarded regardless of the position of the ball, if the infraction by the defending team is committed in the penalty area.
 - b. The penalty kick is taken from the penalty line mark on the field (ten yards)
 - c. All players (except for the kicker and the goalkeeper) must be outside the penalty area. The goalkeeper must stand on his/her own goal line until the ball is kicked.
 - d. If the ball hits the goalpost or the crossbar and returns to play, the kicker may not play the ball until another player has played it.
 - e. If there is an infringement by the defending team and the goal is scored, the goal will count. If the goal is not scored, there will be a re-kick.
 - f. If there is an infringement by the attacking team and the goal is scored, the goal will not count and the kick shall be retaken. If the goal is not scored, there is no re-kick.
 - g. In cases where players from both teams are guilty of infringements, the kick shall be retaken regardless of the outcome of the kick.

Equipment

- 28. Each team is encouraged to wear a similar colored shirt. Pennies will be provided. Goalkeepers must wear a different colored shirt than their teammates.
- 29. Shoes must be worn by all participants. Rubber cleated shoes and screw in cleats will be allowed. Metal cleats of any kind, open heel and/or toe shoes are prohibited.
- 30. Billed hats, casts, and/or any other item deemed dangerous by the FHSU IM-REC official, may not be worn during a game. Shin guards are highly recommended.
- 31. All jewelry is prohibited. This will result in a player's dismissal from the field. Players will not be allowed a replacement until the next opportunity for a legal substitution.

Substitutions

- 32. A team must notify the Official on all substitutions. No player may come onto the field without permission of the Official. Substitutes must enter and exit the field at midfield.
- 33. Teams may substitute under the following conditions:
 - a. On either team's goal kicks or their own corner kick or throw-in.

- b. When a player has been injured, that team may sub for the injured player.
- c. When a player has been warned, that team may sub one player for each player warned.
- d. After a goal, both teams may substitute.

Overtime Procedure

- 34. There will be no overtime period in the case of a tie game after regulation.
- 35. Kicks from the Penalty Mark will determine the winner.
- 36. Each team will have five (5) kicks from the penalty mark, to be administered as a normal penalty kick would during regulation.
- 37. The team with more goals at the end of the five (5) kicks will be the winner. If tied after the original five (5) kicks, sudden death penalty kicks will be taken (i.e. one kick for each team at a time) to determine the winner.
- 38. All team members are eligible to take the penalty kicks.

Men's Championship

2019-20 Martin's Team

Women's Championship

2019-20 Dream Team Yo

Co-Rec Championship

2019-20 Indomitable FC

PICKLEBALL

COURT – The size of the court is 20' by 44' for both doubles and singles. The net is hung at 36" on ends, and hangs 34" in the middle.

SERVE – The player must keep one foot behind the back line when serving. The serve is made underhand. The paddle must pass below the waist. The server must hit the ball in the air on the serve. She/he is **not** allowed to bounce it, and then hit it. The service is made diagonally cross court and must clear the non-volley zone. Only one serve attempt is allowed, **except** if the ball touches the net on the serve and lands in the proper service court. Then the serve may be taken over. At the start of each new game, the 1st serving team is allowed only **one** fault before giving up the ball to the opponents. Thereafter both members of each team will serve and fault before the ball is turned over to the opposing team. When the receiving team wins the serve, the player in the right hand court will always start play.

VOLLEY – To volley a ball means to hit it in the air without first letting it bounce. All volleying must be done with player's feet **behind** the non-volley zone line.

NOTE: It is a fault if the player steps over the line on his volley follow through.

DOUBLE BOUNCE RULE – Each team must play their first shot off the bounce. That is, the receiving team must let the serve bounce, and the serving team must let the return of the serve bounce before playing it. After the two bounces have occurred, the ball can either be volleyed or played off the bounce.

FAULT – Hitting the ball out of bounds.

Not clearing the net.

Stepping into the non-volleying zone and volleying the ball.

Volleying the ball before it has bounced once on each side of the net as outlined in the double bounce rule.

SCORING – A team shall score a point only when serving. A player who is serving shall continue to do so until a fault is made by his/her team. The game is played to 11 points; however, a team must win by 2 points.

DETERMINING SERVING TEAM – Players play Rock/Paper/Scissors or rally the ball until a fault is made. Winner of the toss or rally has the option of serving first or not serving first.

DOUBLES PLAY – Player in RIGHT HAND court serves diagonally across court to receiver in opposite RIGHT HAND court. The ball must clear the non-volley zone and land in the opposite RIGHT HAND serving court. The receiver must let the ball bounce before returning it. The serving team must **also** let the return bounce before playing it (double bounce rule). After the two bounces have occurred, the ball may then be either volleyed or played off the bounce until a fault is made.

If a fault is made by the receiving team, a point is scored by the serving team. When the serving team wins a point, its players will switch sides and the **same** player will continue to serve.

When the serving team makes its first fault, players will stay in the same court and the second partner will then serve. When they make their second fault, they will stay in the same courts and turn the ball over to the other team. Players switch courts only after scoring.

SINGLES PLAY – All rules apply with the following exception:

When serving in singles, each player serves from the RIGHT HAND court when his/her score is 0 or an even number, and from the LEFT HAND court when his score is odd numbered.

GENERAL TIPS –A ball landing on any line is considered good.

If a player sees that the ball is going to land in the non-volley zone, and he is going to let it bounce, he may move into the zone before it bounces, but must let it bounce before returning it.

The hand above the wrist is considered part of the paddle and shots off any part of it are good.

Men's Champions

1998-99	Scott Lindenmeyer
1999-00	Devin Treaster
2000-01	Devin Treaster
2001-02	Tyler Charvat
2002-03	Scott Hand
2003-04	Travis Stites
2006-07	Scott Krier
2007-08	Shane Jellison
2008-09	Chris Quigley
2009-10	Daniel Pearson
2010-11	Casey Baumgarmer
2011-12	Clayton Latimer
2012-13	Clayton Latimer
2013-14	Mike Terry
2014-15	Jordan Wahlmeier
2016-17	Grant Davis
2017-18	Grant Davis
2018-19	Garth Helton
2019-20	Jake Sedbrook

Women's Champions

2000-01	Rose McFarland
2001-02	Jerri File
2003-04	Laura Banninger
2004-05	Karli Richardson
2010-11	Kim Fisk
2011-12	Kim Fisk
2012-13	Amanda White
2014-15	Amanda White
2015-16	Autaum Poley
2016-17	Alivia Inlow
2017-18	Marisa Dixon
2018-19	Brittanie Newman
2019-20	Laurie Frazier

Men's Doubles Champions

1996-97	Brian Flax/Steve Sedbrook
1997-98	Brain Flax/John Zody
1998-99	Travis Smith/Micheal Thompson
1999-00	Brad Hertzke/Tim Stoecklein
2000-01	Devin Treaster/Brent Prockish
2001-02	Tim Stoecklein/Tyler Charvat
2002-03	Nathan Smith/Scott Hand
2003-04	Nathan Smith/Scott Hand
2004-05	Scott Krier/Eddie Weber
2008-09	Chris Quigley/Mardy Ploberg
2010-11	Casey Baumgartner/Kirby Benisch
2011-12	Joel Iman/Clayton Latimer
2012-13	louis Frazier/Truitt Kuhn
2013-14	Mike Terry/Scott Ochs
2014-15	Jordan Walhmeier/Corey Dunlap
2015-16	Lathair Romero/Trevor Smith
2016-17	Brik Thompson/Grant Davis
2017-18	Dakota Finstad/Colton Schmidt
2018-19	Pickle It
2019-20	Kam & Jam

Women's Doubles Champions

1995-96	Heather Miller/Shannon Tuley
1997-98	Shanon Gottschalk/Shana Irish
1999-00	Sondra Sheets/ Kylie Smelker
2000-01	Rose McFarland/Christina Braun
2004-05	Karli Richardson/Lindsey Bussen
2010-11	Kim Fisk/Christina Unrein
2013-14	Kim Fisk/Alivia Inlow
2014-15	Alivia Inlow/Amanda White
2015-16	Alivia Inlow/Autaum Poley
2016-17	Alivia Inlow/Autaum Poley
2017-18	Makenna Fritts/Remi Behrends
2018-19	Too Legit To Hit
2019-20	Laurison

Co-Rec Doubles Champions

1999-00	Tim Stoecklein/Kylie Smelke
2000-01	Devin Treaster/Rose McFarland
2001-02	Rose McFarland/Tyler Charvat
2002-03	Scott Wagner/Jinny Glaser
2004-05	Karli Richardson/Landis Richardson
2010-11	Kim Fisk/Casey Baumgartner
2011-12	Eric Dysinger/Kim Fisk
2013-14	Mike Terry/Amanda White
2014-15	Corey Dunlap/Brittney Jacobs
2015-16	Trevor Smith/Alivia Inlow
2016-17	Brik Thompson/Autaum Poley
2017-18	Rachel Doll/Cyrus Haynes
2018-19	Team Try Hard
2019-20	Surrender Co

PING-PONG TOURNAMENT (TABLE TENNIS)

1. Ping-pong will be played in singles and doubles competition, including men's, women's, and co-rec divisions.
2. Contestants will play p-i-n-g to see who serves first. Serves can be from either side of the table. Service is switched every multiple of five.
3. Alternate side of table to serve each time.
4. A game is 21 points, unless both teams have scored 20 points, the winner will be the first player to get two points ahead.
5. A match is the best 2 out of 3 games.
6. The free hand is not allowed to touch the table at any time while a point is being played.
7. In doubles, the server will serve the ball into the court diagonally opposite him and will alternate courts after each point.

Men's Singles Champions

1996-97	Mike Willey
1997-98	Sung-Yeop Jung
1998-99	Josh Dewitt
1999-00	Matt Palmquist
2001-02	Brandon Clause
2002-03	Yieng Haur Tham
2003-04	Brett Siebel
2004-05	Devin Weis
2005-06	Bobby Fossum
2009-10	Daniel Pearson
2010-11	Hammad Malhi
2011-12	Alec Weaver
2012-13	Zack Muckenthaler
2013-14	Allen Zhang
2015-16	Michael Adenugba
2016-17	Brik Thompson
2017-18	Earnest Spiller
2018-19	Drake Kee
2019-20	Jake Sedbrook

Women's Singles Champions

1994-95	Jill Votapka
1995-96	Christina Braun
1996-97	Heather Miller
1999-00	Jaclyn White
2001-02	Breann Roach
2002-03	Rose McFarland
2003-04	Kelley Potterberg
2005-06	Katie Niles
2009-10	Adrian Mohr
2010-11	Kim Fisk
2011-12	Kim Fisk
2012-13	Brittany Lewis
2013-14	Brittany Lewis
2015-16	Alivia Inlow
2016-17	Alivia Inlow
2017-18	Jordan Haan
2018-19	Jordan Haan
2019-20	Kim Brown

Men's Doubles Champions

1996-97	Jason Goetz/Jason Post
1997-98	Davis Rath/Brian Maier
1998-99	Josh Dewitt/Beau Tatro
1999-00	Mike Stearn/Eric Zimmerman
2001-02	Chad Novack/Nick Base
2002-03	Se-ho Lim/Yieng Haur Tham
2003-04	Brett Siebel/Johnny Lang
2004-05	Devin Weis/Luke Schroeder
2010-11	Kenneth Ornelas/Ryan White
2011-12	Wyatt Dautel/Kirby Benisch
2012-13	Cliff Pitts/Lathair Romero
2013-14	Allen Zhang/Jeff Laue
2015-16	Jared Borget/Jay Luerman
2016-17	Matthew Perkins/Grant Davis
2017-18	Tre Torrez/Jose Batres
2018-19	Yin and Yang
2019-20	Pong Masters

Women's Doubles Champions

1996-97	Jynette Nuss/Laura Koenigsman
1997-98	Rose McFarland/Missy Vahling
1998-99	Januea Howell/Jessica Tice
1999-00	Sarah McKenna/Julie Simon
2001-02	Jerri File/Kylie Smelker
2002-03	Rhonda Betancourt/RaeAnn Clark
2003-04	Kelley Potterberg/Megan Bienhoff
2012-13	Mollie Ringleman/Brittany Lewis
2013-14	Amanda White/Alivia Inlow
2015-16	Alivia Inlow/Kaydawn Haag
2016-17	Alivia Inlow/Autaum Poley
2017-18	Madison Milstead/Jordan Haan

Co-Rec Champions

1995-96	Jeff Walker/Melanie Peters
1996-97	Heather Miller/Curtis Carman
1999-00	Gary Hollerich/Julie Simon
2001-02	Rose McFarland/Derrick Stephens
2003-04	Brett Siebel/Kelley Potterberg
2004-05	Tracy Long/Kyle Jilka
2011-12	Eric Dysinger/Kim Fisk
2013-14	Jeff Laue/Alivia Inlow
2015-16	Gunner Helton/Alivia Inlow
2016-17	Matthew Perkins/Alivia Inlow
2017-18	Cody Coyle/Karissa Pena
2018-19	Surrender Cobras
2019-20	Surrender Cobras

PUMPKIN CARVING CONTEST

1. The pumpkin carving contest will test your artistic and creative abilities.
2. There will be three categories of carved pumpkins:
 - A. Scariest
 - B. Most Original
 - C. Most School Spirit
3. The art on these pumpkins must be in good taste.
4. No profanity or nudity will be accepted.
5. The IM-Rec Office will also host a pumpkin carving/decorating night with all supplies being provided. This will occur the Monday before contest entries are due.

Champions

1999-00	"Most Original"	Jerri File	2017-18	"Scariest"	Tristan Smith
	"Scariest"	April Bechard		"Most Creative"	Hannah Perkins
	"School Spirit"	Jara Vandervort		"School Spirit"	Kerisa Brown
2000-01	"Most Original"	Travis Scheele	2018-19	Bryce Baumwart	
	"Scariest"	John Meyer	2019-20	Alyx Torres	
	"School Spirit"	John Meyer			
2001-02	"Most Original"	Jerri File & Breann Roach			
	"Scariest"	Kelly Priest			
	"School Spirit"	Sarah Stueve			
2002-03	"Most Original"	Landis Richardson			
	"Scariest"	Amber Roadhouse			
	"School Spirit"	Tanya Knierim			
2003-04	"Most Original"	Jenny Dixon			
	"Scariest"	Patrice Howley			
	"School Spirit"	Jaret Byer			
2004-05	"Most Original"	Jaret Bier			
	"Scariest"	Grant Lacy			
	"School Spirit"	Kevin Poland			
2005-06	"Most Frightening"	Arin Cutright			
	"School Spirited"	Mindi Mader			
2007-08	"Most Original"	Mallory Prather			
	"Most School Spirit"	Ben Fisher			
	"Scariest"	Brice Solken			
2011-12	"Most Original"	Traci Doty			
	"Most School Spirit"	Kendra Neubauer			
	"Scariest:"	Kali Brester			
2013-14	"Most Original"	Jennifer Ruff			
	"Most School Spirit"	Alyssa Mustard			
	"Scariest"	Itzamara Ceron			
2015-16	"Most Original"	Trevor Smith			
	"Most School Spirit"	Avin Inlow			
	"Scariest"	Alivia Inlow			
2016-17	"Most Original"	Lane Hobrock			
	"Most School Spirit"	Trevor Smith			

PRECISION VALLEY GOLF SIMULATOR LEAGUE

1. 2 person scramble, \$25.00 per team.
2. Each team will have the following week for make ups. If a makeup is not complete within one week after the scheduled week it will be disqualified.
3. All putting is manual to the hole, on the turf in the simulators. Anything outside of 18 feet 1 person putts and anything inside of 18 feet 2 people will putt.
4. The league will start September 22nd and end the week of November 10th.
5. Please include team name and golfer's names with phone numbers as well. Participants can play any time before 5 on Monday and Tuesday, anytime Wednesday and Thursday, but no weekends.

RACQUETBALL

1. All rules of the American Amateur Racquetball Association will apply unless otherwise specified.
2. Scheduled matches will be played on the indoor racquetball courts in Cunningham Hall and will be scheduled for one hour. A match consists of 2 out of 3 games. In the first 2 games, a game will be 15 points. If a third game is necessary, it will be 11 points. You do not have to win by 2. In the event your hour time limit is up, the person with the highest score wins.
3. All matches must be played at the scheduled times or before the next round is scheduled to begin. Alternative times may be arranged provided both parties agree to the change and the Intramural Sports Office is notified of the change.
4. You will be responsible for furnishing your own equipment. We request the wearing of eye-protection.
5. Participants must report scores to the director after the match.
6. The serve for the first game will be determined by a lag for service. The person who lost the first serve will serve first in the second game. The person who serves first in the tie-breaker game will be the one who accumulated the most points in the game that they lost.
7. A serve is commenced as the ball leaves the server's hand. The ball must bounce on the floor in the service zone and on the first bounce be struck by the server's racquet so that it hits the front wall first and on the rebound hits the floor, back of the short line, either with or without touching one of the side walls.
8. The server may serve from any place in the service zone. No part of either foot may extend beyond either line of the service zone. Stepping on the line is permitted. Server must remain in the service zone until the served ball passes the short line. Violations are called foot faults.
9. The ball will be reserved and the server will not be charged with an illegal serve when the following occurs:
 - a. Screen balls - Passes too close to the server or the server's partner to obstruct the view of the returning side. Any serve passing behind the server's partner and the side wall is an automatic screen.
 - b. Court hinders - Hits any part of the court that under local rules is a dead ball.
10. The following serves are faults and any two in succession results in a handout:
 - a. Foot faults - When the server leaves the service zone before the served ball passes the short line, or when the server's partner leaves the service box before the served ball passes the short line.

- b. Short serve - Any served ball that first hits the front wall and on the rebound hits the floor in front of the back edge of the short line either with or without touching one side wall.
 - c. Long serve - Any served ball that first hits the front wall and rebounds to the back wall before touching the floor.
 - d. Three wall serve - A two sided serve is any ball served that first hits the front wall and on the rebound hits two side walls on the fly.
 - e. Ceiling serve - Any served ball that first touches the ceiling after hitting the front wall either with or without touching the floor.
11. Protests: You may not protest judgment calls; play them out. You may protest rule misinterpretations. It must be resolved by rereading the rules or by the Intramural Sport Supervisor.
 12. Forfeits: Occur 10 minutes after starting time if opponent is not on the scheduled court.
 13. A copy of the AARA rules can be picked up at the Intramural Office.

Men's Singles Champions

1996-97	Davis Rath
1997-98	Davis Rath
1998-99	Davis Rath
1999-00	Brent Prockish
2001-02	Dallis Rogers
2002-03	Daniel Roger
2003-04	Lucas Carlson
2004-05	Jason Adkins
2005-06	Scott Wagner
2006-07	Matt Cartlige
2007-08	Shane Jellison
2008-09	AJ Balzeck
2011-12	Kyle Lynch
2012-13	Cameron Cunningham
2015-16	Garth Helton
2016-17	Earnest Spiller
2017-18	Braden Schultz
2018-19	Zachary Meyer
2019-20	Brook Ziegelmeier

Men's Doubles Champions

1996-97	Davis Rath/Mike Schwanke
1997-98	Todd Sanko/Bramdon Boudine
1998-99	Davis Rath/Len Melvin
2001-02	Dallis Rogers/Caleb Sekavec
2002-03	Andrew Cummings/Lawrence Reynolds
2003-04	Lucas Crouston/Blaine Gabel
2004-05	Kevin Poland/Matt Wood
2005-06	Scott Wagner/Scott Krier
2011-12	Tom Rhoades/Blake Roth
2012-13	Chris McLain/Eric Dysinger
2013-14	Joel Iman/Michael Iman
2015-16	Garth Helton/Gunner Helton
2016-17	Earnest Spiller/Braden Schultz
2017-18	Earnest Spiller/Braden Schultz
2018-19	Garth Helton/ Jackson Dewyer

Women's Singles Champions

1995-96 Jennifer Jones
1996-97 Jennifer Jones
1997-98 Missy Vahling
2003-04 Ashlee Wood
2007-08 Lishe Isom
2015-16 Alivia Inlow
2016-17 Alivia Inlow
2017-18 Paige Herrmann
2018-19 Kylie Holmes
2019-20 Laurie Fraizer

Co-Rec Doubles Champions

1999-00 Sondra Sheets/Vonley Frey
2001-02 Breann Roach/Travis Nittler
2002-03 Breann Roach/Brett Petersen
2003-04 Lucas Crouston/Jennifer Novack
2004-05 Chris Ibarra/Lori Vahling
2012-13 Lathair Romero/Gloria Johnson
2013-14 Lathair Romero/Makayla Ocamb
2015-16 Garth Helton/Alivia Inlow
2016-17 Alivia Inlow/Braden Schultz
2017-18 Braden Schultz/McKenzee Remmers
2019-20 Jackson/ Kylie Roll

Women's Doubles Champions

2003-04 Jennifer Novack/Jordan Young
2015-16 Alivia Inlow/Kiley Crider
2016-17 Alivia Inlow/Kiley Crider
2017-18 Paige Herrmann/Marisa Dixon
2018-19 Kylie Holmes/ Sarah Gist

SAND VOLLEYBALL LEAGUE

Starting and Finishing

1. A roster may consist of no more than 10, four players to start the game and finish the game. In Co-Rec play, there must be an equal number of males and females.
2. A team shall consist of 6 players; three front court and three back court.
3. Rock/Paper/Scissors determines the first set service, which alternates on the second set. Rock/Paper/Scissors determines first service, 3rd set.

Forfeit Time

4. A team not ready to play at the scheduled time will forfeit the first set. In ten additional minutes they shall forfeit the match.

Co-Rec Rules

5. Serving order and positions must be an alternation of male and female.

General Rules

6. The official will be the scorekeeper and timer. Their decision governing time and score will be official.
7. Back row players may spike the ball, when in the back row.
8. The ball may be contacted with any part of the body.
9. The ball may not visibly come to rest (momentarily) on a player. The ball must be clearly hit. Scooping, lifting, pushing or carrying the ball shall be considered lift, which is illegal.
10. A player may not contact the ball twice in succession; however, any player participating in a block in which the ball is contacted simultaneously with a teammate shall have the right to make the next contact. Such contact will count as the first of three contacts allowed to the team.
11. A team may not contact the ball more than 3 times in attempting to send it over the net. In the case of a simultaneous block, three hits are allowed after the block itself. In co-rec play, when the ball is played more than once by a team, one of these contacts must be by a female.
12. A player may step on or their hand may touch the center line, but not step or place hand completely over the center line.
13. A ball may contact several parts of the body at the same time, but if it does not do so simultaneously, this constitutes the fault or double hit.

14. A rotation method of serving will be utilized with new players entering at the server position.
15. Service
 - a. If the server throws the ball in the air, but fails to make contact or if it touches some part of the server's body as it falls, this counts as a fault.
 - b. Service cannot be made with two hands.
 - c. Service is a fault if it is not made following the rotation order.
16. It is illegal to attack or break the boundary of the net on service.
17. Almost all hits are legal except for blatant carries.

Time-Time Outs

18. Each team will be allowed one, thirty-second time-out per set.

Scoring

19. A set will consist of 25 points; a team must win by 2 points. The first team to win 2 out of 3 sets wins the match. The third set will be played to 15. All sets will be played with rally scoring. Time limit per match is 45 minutes. No time limit during championship match. At the end of time, the team ahead on total points will be the winner. If time limit runs out in set 2, set 2 will be finish. If a third set is needed it will be played to 5, not having to win by 2.

Conduct

21. Teams are responsible for the behavior of their coaches and spectators at all times.
22. Anyone who is ejected from a set for any reason will be suspended from the next two games.
23. Swearing on the court results in a warning for the first offense. Any subsequent offenses will result in a point awarded to the opposing team each time.

Women's Champions

1996-97	TKD
1997-98	TKD
1998-99	TKD
1999-00	Big Fat Girls
2001-02	G-Strings & GDS
2002-03	Z
2004-05	W.A.N.G.
2005-06	RBC
2006-07	Pink Ladies (Fall) Pink Ladies (Spring)
2007-08	Lady Killers (Fall) Pink Ladies (Spring)
2008-09	Pink Ladies (Fall)
2009-10	Smurfs (Fall) Wild Turtles (Spring)
2010-11	Safe Sets (Fall) Setting Ducks (Spring)
2011-12	Setting Ducks (Fall) Napping Ninjas (Spring)
2012-13	Setting Ducks
2013-14	Berg (Fall)
2015-16	Ashten Clark (Fall)
2018-19	Block Party (Fall) Setsy Ladies (Spring)
2019-20	Dream Team Yo (Fall)

Co-Rec Champions

1997-98	TKE/HOT GIRLS
1998-99	TKD/BUSHLEAGUERS
1999-00	AGNEW
2001-02	G-Strings
2002-03	BIZ II
2003-04	BIZ II
2004-05	GDS
2005-06	GDS
2006-07	MXC (Fall) W.A.N.G. (Spring)
2007-08	Beaches
2009-10	Buckwheat
2010-11	Buckwheat (Fall) Ay Dios Mio! (Spring)
2011-12	Skyballers (Fall) Ay Dios Mio (Spring)
2012-13	Moose Tacos (Spring) Raw Dawgs (Fall)
2013-14	Brandon's Uglies (Fall) Old Timers (Spring)
2014-15	Old Timers (Fall) Old Timers (Spring)
2015-16	A little B&G (Fall) Sets On the Beach (Spring)
2016-17	Attack Pack (Fall)
2017-18	I'd Hit That (Fall) Phat Pass (Spring)
2020-21	Sandi Cheeks

Men's Champions

1996-97	Wiest Unplugged II
1997-98	Agnew Screwballs
1998-99	Bushleaguers
1999-00	6 Pack
2001-02	G-Strings & SAE
2002-03	Sigma Chi
2003-04	BIZ
2004-05	GDS
2005-06	GDS
2007-08	Sigma Chi (Fall) Craniums (Spring)
2008-09	V-Ballers (Fall) Flying Turtles (Spring)
2009-10	Flying Turtles (Fall) Mario Kart Mafia (Spring)
2010-11	Mario Kart Mafia (Fall) SHWYPN (Spring)
2011-12	MKM (Fall)
2013-14	Raw Dawgs (Fall)
2018-19	Ohana (Fall) Crown Royale (Spring)
2019-20	The B Team (Fall)

2018-19	Setters of Catan (Fall) RA Are You Okay? (spring)
2019-20	Sandi Cheeks (Fall)

SHUFFLEBOARD

Basic Knock off Gameplay

1. Knock Off can be played one-on-one or with two teams of two people. If playing with two teams, one of each set of partners will play at opposite ends of the board and remain there for the duration of the game. Each player will play with 4 Weights, of the same color.
2. Games are played until one team scores 21 points and is deemed the winner. Teams exceeding 21 will go bust and be sent back down to 13 points.
3. Games will be played a single foul line rule which would put pucks in play only if they are past the center line or only foul line on a shorter table.

Starting

4. Play may start from either end of the board, but the shooting order and weight color are decided by Rock/Paper/Scissors. The winner may elect to choose the color of the shuffleboard puck and whether they wish to shoot first or “have the hammer” which means having the final shot.
5. The winner of the toss should slide their first weight toward the opposite end of the board. Their opponent then shoots their first weight in a similar manner, attempting to either knock off the other player’s first weight, or outdistance it.
6. The player’s alternate shots until the round is over and all four weights have been thrown across the shuffleboard table.

Scoring

7. The team or player who scored points on the previous round must shoot first on the next round. If no points are scored on the preceding round (I.E.: All weights are knocked off) then the hammer (who gets last shot) changes hands. Play continues in this manner until one team reaches the designated points (21).
8. **In each round of Knock Off, only one player scores points.** The team who has thrown their puck closest to the end of the board scores all the points in that round. Only the pucks that are ahead of your opponent's deepest weight are added together for the score for that round.
9. A weight scores one-point if it is located between the designated foul line and the two-point line. Weights completely across the two or three line likewise count for the allotted number of points for that section of the table.
 - a. The entire weight must be over the line for it to count as the next higher point value.

Time Limit

10. Matches will have a 30 minute time limit with time starting once the first weight is thrown.

SLAM DUNK CONTEST

1. Numbers will be drawn to determine the order of participation. Participants may not use their own basketball.
2. The smaller NCAA women's ball will be used.
3. No sticky substance allowed on the hands.
4. There will be 3 rounds. Round 3 will be the finals.
5. Each participant will get 3 dunks per round.
6. The top eight finishers will move to the second round. In the event of a tie both participants will move to the second round.
7. The top four finishers will move to the final round. In the event of a tie both participants will move to the final round.
8. There will be 3 judges who will score the dunks. Scores will be based on style, creativeness, degree of difficulty, and miss/made.
9. One replacement dunk will be allowed per round for a missed attempt. Scores will range from 1-10 points and will be added for each round.
10. Each round the scores will be dropped and each contest will start equal.
11. Hanging on the rim will result in a 10 point deduction.
12. Max 5 point can be given for a missed dunk.
13. Each contestant will be allowed 1 missed dunk and 1 retry per round, 4 attempts for 3 dunks.

Men's Champions

1996-97	Nate Field	2008-09	Mardy Floberg
1997-98	Eric Reed	2009-10	Cordarol Scales
1998-99	Darris Meitler	2010-11	Chris McLain
1999-00	Jeff Schmidt	2011-12	Cory Post
2001-02	Scott O'Hara	2012-13	Matt Kaiser
2002-03	Brandon Moss	2013-14	Eric Dysinger
2003-04	Ryan Ruff	2014-15	Jordan Wahlmeier
2004-05	Dan Weis	2015-16	Jaron Gronewoller
2005-06	Deonte Morris	2016-17	Lane Zink
2006-07	Craig Emme	2017-18	Colton Schmidt
2007-08	Jason Brenneis	2018-19	Devon Cooper
		2019-20	Tyrell Andrews

SNOW SCULPTURE CONTEST

1. The snow sculpture contest will test your artistic and creative abilities. There will be three categories to be judged:
 - a. Most original
 - b. School Spirit
 - c. Biggest
2. The sculpture will be judged by an expert panel of snow sculpture geniuses.
3. The sculpture must be in good taste. NO PROFANITY OR NUDITY.

Champion

2003-04	"Overall"	Carrie McGrath
2015-16	"Overall"	Ian Blankinship
2016-17	"Most Original"	Zane Little
	"Most School Spirit"	Sam Babam
	"Biggest"	Ian Blankinship
2017-18	"Overall"	Skyler Hittle
2018-19	Jordon German & Jake Sedbrook	
2019-20	Brook Ziegelmeier & Jordan German	

SOFTBALL

USSSA Slow Pitch Rules shall be followed in all games with a few exceptions, as stated below:

Starting and Finishing

1. A full team on the field shall consist of:
 - A. Men's League
 1. 10 players on the field maximum
 2. A minimum of 8 players on the field to start a contest and 8 to finish.
 - B. Women's League
 1. 10 players on the field maximum
 2. A minimum of 8 players on the field to start a contest and 8 to finish.
 - C. Coed League
 1. 10 players on the field maximum
 2. A minimum of 8 players on the field to start a contest (at no time will there be more men than women allowed) and 8 to finish.
2. Any team not having the minimum number of players on the field at the start of the contest will result in forfeiting that game. Men cannot sub on women's teams and vice versa unless the other team approves. If it is approved, it cannot be protested.

Forfeit Time

Any team not having a minimum number of players at the scheduled start time will forfeit after 10 minutes time. It will be a penalty one run per 2 minutes late. Two unexcused forfeits will result in being dropped from the Post Season Tournament. Unexcused forfeits are when a team does not call to let the office know if you're planning not to play by 3:00 p.m.

General Rules

3. Campus Intramurals HIGHLY suggests all fielders, especially infielders, purchase and wear a mask or safety equipment.
4. **No** shoes with metal cleats will be allowed. **No** player will be allowed to play in bare feet.
5. **No** equipment or uniforms which might cause injuries to another individual shall be allowed.
6. **No** uniform which is obscene or abusive shall be allowed.
7. All glasses should be attached to the person by a safety device.
8. All players are urged to wear a cap since the sunshine is distracting on most fields.
9. Rock/Paper/Scissors will determine the HOME TEAM (loser designated as visitors to bat first).
10. All games are of a slow pitch variety. Every pitch must have at least an arc of three feet from the point of release from the pitcher's hand. There is a 10 feet maximum arc limit.

An umpire may have any pitcher relieved when it becomes apparent that he/she is unable to deliver the ball legally or with accuracy and is causing undue delay of the game.

11. In the Co-rec league the batting order shall be alternating male-female. With 10 players, the #1 batter may be either male or female.
 - a. Outfield and infield must have no more than 2 males, pitcher and catcher must consist of one male and one female.
12. A team may bat as many people as they want. In co-rec, a team may only bat 12 and a male and female must both be batted in an alternating order.
13. No intentional bunting is allowed. If a batter "shortens up" on the bat with one or both hands and contacts the ball in other than a swinging motion, he/she shall be called out.
14. A batter who swings at a pitch after it has touched the ground will be called out. This rule is to prevent the batter from hitting a pitch that bounces over the plate and is for the protection of the catcher.
15. A base runner may not score or advance on a wild pitch or a passed ball by the catcher or by means of a stolen base. A runner may not leave the base until the ball has been hit. If a runner is called out for leaving base prematurely, the ball becomes dead and the subsequent action is canceled. NOTE: When the batter swings at a pitch and misses, the base runners will be allowed a "free step" and are not out for leading off.
16. Overthrow rule: The runner is given the base they were attempting to take, plus one other.
17. Each batter starts with the count of 1 ball and 1 strike with 1 courtesy foul.
18. A batter is automatically out after hitting a second foul ball after the second strike. The ball is dead and runner may not advance.
19. A pitch which hits a batter shall immediately become dead and no base shall be awarded.
20. The pitcher is limited to 5 seconds to pitch the ball after receiving it from the catcher. If this is violated, an automatic ball will be called.
21. The batter may not call time or back out of the box when the pitcher has the ball. If they do, an automatic strike will be called, unless there is a physical or equipment reason; judged by the umpire.
22. An intentional pass may be executed by informing the umpire of the intentional pass (only one per game). If you walk a male in coed play, the female has her choice of either to walk or bat. Male automatically goes to 2nd base.

23. The infield fly rule will be enforced. An infield fly is a fair ball which can be easily and readily caught when 1st and 2nd, or 1st, 2nd and 3rd bases are occupied. There must be less than 2 outs. Runners may advance at their own risk.
24. There will be a 300-foot fence in the outfield. There is a one homerun limit per inning per team. All balls that are hit over the fence after the first homerun will be considered an out. Any ball that is hit over the fence, in the air will be an automatic homerun. The batter is recommended to touch only first base. All of the other runners must touch the next base in their path.
25. If a ball is touched after a hit and goes under the fence or bounces over the fence or goes out of play left or right the one plus one rule is used, letting the runner get the base they are pursuing plus one more. If the hit ball is untouched and goes under or bounces over the fence or goes out of play left of right, the ground rule double rule is used.
26. One courtesy runner per inning (one time) may be used. The courtesy runner can be any player in the lineup. If the courtesy runner is still on base at the time his/her turn at bat comes up, that spot in the batting order will be an out.
27. In Co-Rec play any male player in the lineup can run for any male, and any female player in the lineup can run for any female.
28. If a second courtesy runner of the inning, or one not from the lineup, enters the game, and the defensive team completes a proper appeal before the next pitch, illegal pitcher action, intentional walk, or before all fielders have left fair territory, the runner will be declared out.
29. The Crash Rule will be in effect. This means that the runner must be called out if he remains on his/her feet and crashes into a defensive player holding the ball and waiting to apply a tag. In order to prevent a crash the runner must slide, go around a defender (if they remain within the 3 ft. line) or return to the previous base. If the act is determined to be flagrant, the offender will be ejected.
30. Teams not fielding a full team in single gender may bat short of ten players without taking an out. Co-Rec teams must bat the same amount of male and female or take an out to separate each like gender.
31. Any player who has been ejected cannot become a base coach or a courtesy runner.

Time-Time Outs

32. Game shall be based on innings and time limit. A game shall be completed in seven innings or at the end of 50 minutes.
33. There is 50 minutes for each game. A new inning will start as long as there is time left on the clock when the last out is recorded.
34. The Game clock starts when the 1st pitch is thrown.

Extra Innings

35. In case of ties at the end of regulation play (7 innings or 50 minutes); 1-out innings with a runner (last out) placed on second base will be in play until tie is broken.

Scoring

36. If either team is leading by 25 runs after 3 innings, 20 runs after 4 innings, or 15 runs after 5 innings, the game is over.
37. In the case that the game gets rained out the score will be recorded as the score from the last full inning.

Men's Champions

1997-98 (Fall) Bushleaguers
 1997-98 (Spring) 9 Jerks and A Squirt
 1998-99 (Fall) GDS
 1998-99 (Spring) Backdoor Boys
 1999-00 (Fall) GDS
 1999-00 (Spring) GDS
 2001-02 (Fall) Inebriators
 2001-02 (Spring) Northside Plumbers
 2002-03 BIZ
 2003-04 Wiest Hall Longballs
 2004-05 (Fall) Longballs
 2004-05 (Spring) Riding Lawnmowers
 2005-06 Peter Griffins
 2006-07 DW
 2007-08 Legends
 2008-09 Entourage
 2009-10 Sunburnt Jimmies'
 2010-11 Entourage
 2011-12 Dirt Kickerz
 2012-13 Raw Dawgs
 2013-14 Rawdawgs
 2014-15 Rawdawgs
 2015-16 Rawdawgs
 2016-17 Rawdawgs
 2017-18 The Crown Royals
 2018-19 Crown Royals & Ohana
 2020-21 Blue Heelers

Women's Champions

1997-98 (Fall) The Bombers
 1998-99 (Fall) TKD
 1998-99 (Spring) TKD
 1999-00 (Fall) TKD
 1999-00 (Spring) TKD
 2001-02 (Spring) PTP
 2002-03 G-Strings
 2003-04 G-Strings
 2004-05 G-Strings
 2005-06 Tenacious Tinkerbells
 2006-07 The Big Timers
 2007-08 Players
 2009-10 Tosha's Lady Ballers
 2010-11 Weak Sauce
 2011-12 Gemmill's Ballers
 2015-16 Pitch Don't Kill My Vibe
 2018-19 Setsy Ladies

Co-Rec Champions

1997-98	TKD	2016-17	Risky Business
1998-99	BMP	2017-18	Surrender Cobras
1999-00	Team Beezo	2018-19	Surrender Cobras & The Ol Razzle Dazzle
2001-02	GDS	2020-21	We Got the Runs
2002-03	BIZ-Strings		
2003-04	GOAT-Strings		
2004-05	Big Sticks & Chicks		
2005-06	Bartz's Team		
2006-07	Bat 69		
2007-08	Hangovers		
2009-10	Entourage		
2010-11	Red Rockets		
2011-12	Slapnut Magoos		
2012-13	Ackerman's Softballers		
2013-14	Risky Business		
2014-15	Gunners		
2015-16	Risky Business		

STUDENT/FACULTY SCAVENGER HUNT

1. This is an individual event involving your knowledge of Fort Hays State University's faculty, staff, buildings and departments.
2. You may obtain your scavenger hunt information on the first Monday of the school's fall semester, at the back to school picnic.
3. You will have until 4:00 pm the following Friday to turn in your completed answer sheet to the Intramural office.
4. Be polite and gather as much information as you can.
5. Clues and answers may be personal, professional, or historical in nature.

TENNIS

1. All tournaments are double elimination competition.
2. You must furnish your own racquet and two balls of championship (USTA) condition.
3. Official tennis rules will apply. There will be no officials; players must call their own lines.
4. A match will consist of the best 2 out of 3 sets.
5. When the score is tied at 6-6, use the following rules for the nine point tie breaker:
 - a. 5 out of 7 points singles: If it is player A's turn to serve the 13th game (at 6-6) he/she shall serve points 1 and 2, right court and left court. Player B then serves points 3 and 4 (R and L). Players then change ends, and A serves points 5 and 6 (R and L). Player B then serves point 7 from the right or left court at the election of Player A. The first player to win 5 points shall serve first in the next set. The players shall "stay for one" after a tie breaker.
 - b. Doubles: (A and B vs. C and D). In doubles, the same format as in singles applies, provided that each player shall serve from the same end of the court in the tie breaker game that he/she has served from during that particular set. Player A shall serve points 1 and 2 (R and L). Player D then serves points 3 and 4 (R and L). Player B serves points 5 and 6 (R and L). Player C serves points 7 and 8 (R and L). Note that this procedure calls for partners of second serving team to serve in reverse sequence. If the score reaches 4-4, Player C serves point 9 from the right or left court at the election of the receiver.
6. All matches will be played by the given time frame or the participant(s) will be assumed forfeited.
7. All matches will be played behind Cunningham Hall.
8. A participant in the doubles tournament may not change their partner after their first match has been played.
9. All match results should be reported to the Intramural Office.
10. In order to reduce stagnation of play, be sure your time commitments permit availability for the duration of the tournament before entering.

Men's Singles Champions

1996-97 Jeff McEntarfer
1997-98 Matt Palmquist
1998-99 Josh Dewitt
1999-0 Lucas Palmquist
2005-06 Andy Smriga
2007-08 Nicklaus Uhlrich
2008-09 Chris Kemmermer
2011-12 Sam Cooper
2016-17 Rafa Buines
2017-18 Michael Cyr
2018-19 David Jinright
2019-20 Seth Short

Men's Doubles Champions

1996-97 Michael Willey/Jeff McEntarfer
1997-98 Soon Young Kwan/Se Yeoung Kwak
1998-99 Josh Dewitt/Beau Tatro
2006-07 Jeff Green/Nathan Burgess
2016-17 Shawn Nulik/Hagen Honas
2017-18 Austin Jacobs/Manuel Parga

Co-Rec Champions

1996-97 Mike Willey/Rose McFarland
2006-07 Kelsey Colglizion/Matt Barton
2016-17 Nicholas Moyers/Adriana Rodriguez
2017-18 Adisu James/Rachel Doll

Women's Singles Champions

1996-97 Rose McFarland
1999-00 Kelly Lorson
2003-04 Amber Johnson
2011-12 Barbara Bickner
2016-17 Adriana Rodriguez
2017-18 Rachel Doll
2018-19 Jordan Haan
2019-20 Kaleigh Ashbaugh

Women's Doubles Champions

1995-96 Tammy Wittman/Christine Wellbrock
2016-17 Adriana Rodriguez/Alivia Inlow
2017-18 Rachel Doll/Kaylene Cabrera

TEXAS HOLD'EM

Rules

The goal of Texas Hold'em is to simply make the best 5 card poker hand possible using your "**pocket cards**" and the 5 face-up "**community cards**". The game structure is as follows.

1. Each player is dealt two cards face-down called the "**pocket cards**" followed by the first round of betting. You may fold at any time.
2. The Dealer turns over three community board cards ("**the flop**") face-up followed by a second betting round.
3. Dealer turns over 1 more community board card ("**the turn**") followed by a third betting round.
4. Dealer turns over 1 final community board card ("**the river**") followed by a final betting round.
5. Showdown. At the showdown for Texas Hold'em, poker rules indicate that players may use either:
 - A. Both pocket cards & three board cards
 - B. One pocket card & four board cards
 - C. All five board cards (playing the board)

BETTING STRUCTURE AND RULES

There are four possible betting rounds in Texas Hold'em poker, shown in the poker rules above.

6. Texas Hold'em games generally have a stakes structure with two levels. Each bet and raise during the first two rounds (after "**pocket cards**" are dealt and "**the flop**") is set at the lower limit of the stakes structure. For example in a \$5/\$10 Texas Hold'em game, all bets and raises are \$5 for the first two rounds. Betting and raising during the last two rounds (after "**the turn**" and "**the river**") is set at the higher limit of the stakes structure. In a \$5/\$10 game all bets after the turn card is dealt are \$10.
7. The maximum allowable number of bets per player during any betting round in Texas Hold'em poker is four. This includes a (1) bet, (2) raise, (3) re-raise, and (4) cap. The term cap is used to describe the 3rd raise in a round since betting is then capped and can't be raised further. Once capped, players will have only the option of calling or folding.

8. After each hand has completed, as with standard poker rules, the button (the position that bets last) moves clockwise to the next active player. This player will be considered to be playing "**the button**" for that hand. In Texas Hold'em the player to the left of the button is first to receive a card and is required to post a small blind. The small blind is equal to half the lower limit bet rounded down to the nearest dollar. The player to the left of the small blind is required to post the big blind, equal to the lower limit bet. The term "**blind**" refers to the fact that you must bet before seeing your cards. Everyone takes a turn being the small and big blind. The blind bet keeps the game moving along and prevents someone from sitting out for hours waiting for a pair of pocket kings or aces.
9. Both blinds in Texas Hold'em poker are considered live bets and therefore, according to poker rules, have the option of checking, calling, raising or folding when the betting action returns to their position. After the flop and each subsequent betting round, the first active Texas Hold'em player to the left of the button is first to act. The button bets last throughout the entire hand.

Overall Champion

2004-05	Micol Maughn
2005-06	Shane Jellison
2006-07	Shane Jellison
2008-09	Chris Quigley
2009-10	Jacob Schneider

TROUT FISHING DERBY

1. This event will take place in the fall at Cedar Bluff and in the spring at Webster Spillway.
2. Prizes will be awarded in the following categories:
 - Biggest (Weight & Length)
 - Most fish caught-Quickest Limit
 - First Fish Caught
3. The time limit for this contest will be from 2:00pm until dark.

A KANSAS STATE FISHING LICENSE AND TROUT STAMP ARE REQUIRED FOR PARTICIPATION!

Men's Champions

2004-05	Andrew Clark
2005-06	Zeke Haag
2006-07	Zeke Haag
2006-07	Zeke Haag
2009-10	Cody Tutak
2010-11	Zeke Haag (Fall) Scott Smelser (Spring)
2012-13	Zeke Haag
2013-14	Zeke Haag (Fall) Nathan Harrison (Spring)
2014-15	Zeke Haag (Fall) Asher Haag (Spring)
2015-16	Jordan Wahlmeier (Fall) Jake Ham (Spring)
2016-17	Cody Coyle (Fall) Grant Davis (Spring)
2018-19	Lane Kohl
2019-20	Creighton Newell

Women's Champions

2004-05	Karli Richardson
2010-11	Kaydawn Haag (Spring)
2013-14	Kaydawn Haag (Fall & Spring)
2014-15	Kaydawn Haagg (Fall) Latisha Haag (Spring)
2015-16	Anna Olsen (Fall) Kaydawn Haag (Spring)
2016-17	Kiley Crider (Fall) Alivia Inlow (Spring)
2017-18	Karissa Pena (Fall) Josh Crankshaw (Spring)
2018-19	Kalin Winsor
2019-20	Lexie Rome

VOLLEYBALL LEAGUE

Starting and Finishing

1. A roster may consist of no more than 10 players. A team can start and finish with a minimum of 4 players.
2. A team shall consist of 6 players; three front-court and three back-court. In co-rec play, serving order and positions on the floor must be an alternation of male and female. In co-rec, the basic alignment on the court must be in alternating position. Male - female - Male.
3. Rock/Paper/Scissors will determine the first set service, which alternates second set and Rock/Paper/Scissors will determine service for third set.
4. A team may start and finish with four players. In co-rec play, there must be an equal number of males and females.

Forfeit Time

5. A team not ready to play at the scheduled time will forfeit the first set. In 10 additional minutes they shall forfeit the match.

General Rules

6. The officials will be the scorekeepers and timers. Their decision governing time and score will be official.
7. The Intramural Sports supervisor and officials will not tolerate continued abusive language or actions from coaches, participants or spectators. If such disruptive and unsportsmanlike behavior persists, individuals and or teams may be asked to leave the playing area.
8. The server must start behind the black line. If the serve hits any part of the basketball goal or cables it is a side-out.
9. Only players in the front row may block or spike from the front row. A team may not have more than three front row players; however, a back row player may play the ball in the front court as long as the player's hands are not higher than the net when the ball is sent over the net.
10. If a back row player at the net along with blockers, lifts hands or arms toward the ball and is touched by the ball or the ball touches any of the players in the block, it is a fault, back line players do not have the right to participate in a block.
11. Back row players may spike the ball, if their take off is behind the 10-foot line.

12. Each team must rotate its members clockwise on the serve.
13. The ball may be contacted with any part of the body.
14. The ball may not visibly come to rest (momentarily) on a player. The ball must be clearly hit. Scooping, lifting, pushing or carrying the ball shall be considered holding, which is illegal.
15. In almost all cases, any underhand hits contacted with palm of the hand will be considered illegal.
16. A player may not contact the ball twice in succession; however, any player participating in a block or a play in which the ball is contacted simultaneously with a teammate shall have the right to make the next contact. Such contact will count as the first of three contacts allowed for the team.
17. A team may not contact the ball more than 3 times in attempting to send it over the net. In the case of simultaneous block, three hits are allowed after the block itself. In co-rec play, when the ball is played more than once by a team, one of these contacts must be by both genders, before the ball goes over the net.
18. A player may step on the center-line but not completely over the center line.
19. A player is not allowed to spike the ball when it is on opponent's side of the net. A player will be allowed after the three hits have been taken.
20. MULTIPLE CONTACT RULE: A ball may contact several parts of the body at the same time, but if it does not do so simultaneously, this constitutes the fault or double hit.
21. A rotation method of serving will be utilized with new players entering at the server position, before the serve.
22. Service
 - a. If the server throws the ball in the air, but does not hit it and it touches with some part of the server's body as it falls, this counts as a fault and side-out (loss of point and serve).
 - b. Service cannot be made with two hands.
 - c. Service is a fault if it is not made following the rotation order.
 - d. Service must be made as soon as the referee blows the whistle.
23. It is illegal to attack or break the boundary of the net on service.
24. During volleys, you may play the ball off ceiling obstructions on your side of the court.

25. A hand may touch the center-line, but if it goes over it will be considered a fault.
26. You may reach over the net to block a ball being returned, but you may not block a set because it is not being returned.

Time-Time Outs

27. Each team will be allowed one thirty second time-out per set. One minute between games.

Scoring

28. A set will consist of 25 points. A team must win by two points. The first team to win 2 out of 3 sets wins the match. The third set will be to 15. All sets will be rally scoring. Time limit per match is 45 minutes. No time limit during championship match. At the end of time, the team ahead in game 3 will be the winner. If time limit runs out in set 2, set 2 will be finished. If a third set is needed it will be played to 5, not having to win by 2.

Conduct

29. Swearing on the court results in a warning for the first offense. Any subsequent offenses will result in a point or side-out awarded to the opposing team each offense.
30. Teams are responsible for the behavior of their coaches and spectators at all times.
31. Anyone who is ejected from a set for any reason will be suspended from the next two games.

KHSAA Rules Apply!

Men's Champions

1998-99 Body Shots
 1999-00 WH 30 Stones
 2001-02 Zero Cool
 2002-03 The Real Deal
 2003-04 Nobody's
 2004-05 GDS
 2005-06 GDS
 2006-07 MXC
 2007-08 Kings Court
 2008-09 Kings Court
 2009-10 Flying Turtles
 2010-11 Mario Kart Mafia
 2011-12 J-Hawks
 2013-14 Trifecta
 2014-15 Justice League
 2015-16 The 5th Rounders
 2016-17 Dat Ace Doe
 2017-18 Victorious Secret
 2018-19 Ohana
 2019-20 Los Chorizers & Resse
 2020-21 Los Chorizeros

Women's Champions

1998-99 TKD
 1999-00 TKD
 2001-02 Daisy Dukes
 2002-03 6 Pack
 2003-04 Novack's No-Names
 2004-05 W.A.N.G
 2005-06 Peckers
 2006-07 Floor Burns
 2007-08 Spiked Punch
 2008-09 TM
 2009-10 Weak Sauce
 2010-11 I'd Hit That
 2011-12 Setting Ducks
 2012-13 Setting Ducks
 2013-14 Setting Ducks
 2014-15 Setting Ducks
 2015-16 Served Hot
 2016-17 Big Digs
 2017-18 Smack Em
 2018-19 Smack 'em
 2019-20 BlockBusters
 2020-21 SWAT

Co-Rec Champions

1998-99 Rights & Wrongs
 1999-00 TKD
 2001-02 Furry Pranksters
 2002-03 The Real Deal
 2003-04 GOAT
 2004-05 GDS
 2005-06 GDS
 2006-07 W.A.N.G.
 2007-08 Spiked Punch
 2009-10 Buckwheat
 2010-11 Buckwheat
 2011-12 Hitlist
 2012-13 Block Party
 2013-14 Flying Ballers
 2014-15 Old Timers
 2015-16 That's What She Set
 2016-17 J-Bo's Hammer
 2017-18 Big Digs
 2018-19 Victor's Tigers
 2019-20 Volley Llamas 2.0
 2020-21 Volley Llamas 3.0

WALLYBALL

Starting & Finishing

1. Rock/paper/scissors will determine first service or choice of court side. Second game service to other team. Third game if necessary will do rock/paper/scissors.
2. Teams consist of 4 persons, 2 to start and 2 to finish. Co-Rec must have 2 of each gender, 1 of each gender to start and finish.
3. Game ends at 21 points, and a team must win by 2 points.

Time/Time Outs

4. Time outs called by captains only at end of point played.
5. Limit: two time outs, 30 seconds each per game.
6. If more than two time outs are called, the other team is awarded point or side out.

Out of Bounds

7. When a ball, while crossing the net, hits the ceiling, back wall of opponent's side or two walls consecutively on service, volley or block.
8. Ceiling and back wall on own side is in bounds if own player touches it.

Serving

9. Service area is three feet from each end of the court.
10. If server catches the ball on service toss, the server can replay the serve.
11. The service must be a clean contact with the ball. Pushing the ball or rolling the ball off the fingers (paint brush) is not allowed.
12. Service order must be kept prior to serving.
13. If the ball is only partly across the net, and the opponent hits it, it is good.

The Game

14. Touching the net is not allowed by players, unless the ball is driven into the net and the net hits the player.
15. In the attack, the player must contact the ball before the ball has completely crossed over the net.
16. Blockers can reach over the net to block, providing the other team has made its third

contact of the ball.

17. The opponent cannot block the set. If any part of the ball has crossed the vertical plane, a free ball is in effect and both teams are entitled to it.
18. If two opposing players touch the net simultaneously the point is replayed.
19. A Ball passing through the side openings of the net on the 1st or 2nd contact is replayed.
20. A double hit is only allowed on a block, or the return of a hard driven hit.
21. If a ball is touched on a block, the team still has 3 hits and the blocker can make any of these hits.
22. Contacting two or more walls is allowed only by the team in possession of the ball on their own side, provided a player on that team touches the ball first. The ball must also be touched by another player before going over on multiple wall hit.
23. Holding, pushing, scooping, lifting or carrying the ball is not allowed, it must be a clean hit.
24. Holding the ball at the top of the net by both sides is a replay.
25. If two players on the same team, hit the ball simultaneously, it counts as one hit and either player can play the next hit.
26. No climbing or using the walls or players assisting each other to gain height at the net.
27. A ball can hit the back wall and go over the net directly (when being played by your side), but if two walls are touched, another player must touch it before going over the net.
28. If a ball spins across to the opponent's side and back to yours on the 1st or 2nd hit, you can play your 2nd or 3rd hit. If it is on the 3rd hit that it spins back, loss of point or side out occurs.
29. A ball cannot contact below the waist.
30. Blocking, Spiking or attacking a serve is Illegal.

WRESTLING TOURNAMENT

1. NCAA wrestling rules will govern the meet with the following weight classifications:

118 lbs & under	151 lbs - 158 lbs
119 lbs - 126 lbs	159 lbs - 167 lbs
127 lbs - 134 lbs	168 lbs - 177 lbs
135 lbs - 142 lbs	178 lbs - 190 lbs
143 lbs - 150 lbs	191 lbs & over

2. All wrestlers must weigh in. Please report to the Intramural Office for weigh-in instructions.

3. Matches will be four minutes in length.
 - a. First period - 1 min.
 - b. Second period - 1 1/2 min.
 - c. Third period - 1 1/2 min.
 - d. Overtime - Sudden death

4. No riding time will be recorded.

5. All contestants are urged to get themselves in condition. The Intramural and Recreational Sports Department is not responsible for injuries.

6. Standard wrestling equipment or standard physical education equipment will be the official dress of all participants. Head gear will be provided if requested. Mouth pieces will not be provided, but encouraged.

7. In the tag team tournament each person must make an appearance of at least 20 seconds each round in order to pin and win.

8. For the tag to be legal, both feet must remain on the floor.

9. Tag team weight classes for men will be:

Light weight	118 lbs - 134 lbs
Middle weight	135 lbs - 167 lbs
Heavy weight	168 lbs - 170 lbs
Super Heavy Weight	171 lbs and up

10. Tag team weight classes for women will be:

Light weight	105 lbs - 120 lbs
Middle weight	121 lbs - 145 lbs
Heavy weight	146 lbs - 170 lbs
Super Heavy Weight	171 lbs and up

11. Partners must weigh-in the same weight class for the tag team event.
12. This is a single elimination tournament. Wrestle backs will be held if enough entries.
13. Tag team match three two-minute periods.

Men's Champions

	<u>Weight Class</u>			<u>Weight Class</u>	
1998-99	Lightweight	Calvin King	2011-12	153-167	Eric Tresch
	140 lbs	Kevin McCollough		140-150	Cody Gordon
	150 lbs	Jason Olson		170-180	Andrew Flannigan
	160 lbs	Dustin Bell		190-200	DJ Hightower
	Heavy weight	Travis Smith	2012-13		
1999-00	Lightweight	Adrian Hall		153-167	Erick Perez
	Middle weight	Jeff Williams		140-150	Damion Hightower
	Heavyweight	Mike Bammes	170-180	Zeb Harvey	
2001-02	Light Weight	Brett Seibel	2013 -14	190-200	Jake Prockish
	Middle Weight	Tyler Lampe			
	Heavy Weight	Shawn Bammes		153-167	Erick Perez
2002-03	Middle Weight	Brett Seibel		140-150	Lane Carpenter
2003-04	Light Weight	Michael Pelz		170-180	Tyler Keller
	Middle Weight	Brett Seibell		190-200	Jake Prockish
	Heavy Weight	Craig Amrein	2014-15		
2004-05	Light Weight	Trey Hilt		153-167	Erick Perez
	Middle Weight	Erik Stuhlsatz		140-150	Clay Cosand
	Heavy Weight	Heath Klein	170-180	Tyler Keller	
2005-06	Light Weight	Austin Barnes	2015-16	190-200	Jake Prockish
	Middle Weight	Jason Rath			
	Heavy Weight	Blake Hildebrand		153-167	Sam Hunt
2006-07	Light Weight	Dustin Greenmeyer	2016-17	190-200	Lathair Romero
	Middle Weight	Brian Hadley			
	Heavy Weight	Cody Gillespe		140-150	Brett Lemon
2007-08	Light Weight	Dane Vickers		153-167	Tom Adams
	Middle Weight	Ben Kahle/Lakin Dreiling		170-180	Camron Leupold
	Light Heavy/Weight	Chris Quigley			
2009-10	Heavy Weight	Chris Eberwein	2017-18	170-180	Jose Batres
	140-145	William Cook		190-200	Skyler Hittle
	154-160	Dustin Dooley	2018-19		
	165-172	Kade Bloom		2019-20	
	184-195	Justin Sherlock			
	210-220	Zack Thompson			
2010-11	Heavy Weight	Jacob Schneider			
	153-167	Tommy Smith			
	140-1450	William Cook			
	170-180	Jared Flannigan			
	220-235	Zach Pixler			
	190-200	Cole Garcia			

Women's Champions

1996-97	Michelle Nichol
2004-05	Crystal Schumacher