



**SSG**

SOUTHERN SURVIVAL GAMES

# Southern Survival Games 2011 Rulebook

This is not necessarily the order in which the games will be played. The order will be announced when it is finalized later this week.

The first rule of SSG is that the referee's calls are final. Excessive arguing will result in penalties in games or overall points. If you have a dispute, please discuss it with your captain who will then discuss it with a referee.

This year's SSG will also be using the multiplier that was introduced last year. While each team is registering, the captains of each team will write down one event on a piece of paper and give it to either JJ or Chris. For this event, the team will receive double points, so use your multiplier on the event you think you'll do best in.

Overall scores will not be released until the end of SSG. At halftime, the overall placement will be shown, but not the points and placement per games.

## 1. Team Cheer

Objective: Score the highest number of points in each category

Description:

Teams will perform their cheer according to the order that registration forms were turned in. Each team is allowed one 30-second to 1-minute cheer. Teams will be judged and given 1 to 5 points on each category – originality/creativity, team involvement, and execution – for a total of 15 points. Props and posters are encouraged. One megaphone will be provided for each team.

Rules and Regulations:

1. ALL members of the team are required to participate.
2. The cheer must not be shorter than 30 seconds and must not exceed 1 minute in length.
3. A one-point penalty on the total will be assessed for every 5 seconds over or under the time limit.
4. Props and signs are optional but encouraged.
5. It is highly recommended that the teams prepare their cheer - do not improvise.
6. Personal stings in general must be in good or decent taste, if you are unsure, ask JJ or Chris beforehand to make sure the sting is ok.

Scoring:

Cheers are judged on the basis of:

- o Creativity/Originality/Sting – Make it something people haven't seen before.
- o Team Involvement – Is one person doing the entire performance or are people straggling in the background?
- o Execution – was the cheer organized well and was everyone on point.

Team Participation:

Entire Team

## 2. Relay Race

Objective: To make the fastest time while completing the goal of each station.

Description:

The relay is divided into 4 stations:

1. Bat spin – Two players must spin around a baseball bat 20 times and then run to the next station.
2. Three-legged wheelbarrow - The two players who completed the bat spin must be the “wheels” of the wheelbarrow, and get to the next station while getting to the next station. Two additional players will have their legs tied together, and perform a 3-legged wheelbarrow by holding up the feet of the players who completed the first station.
3. Over and Under - The four players who completed the previous station will be accompanied by two additional players. A single file line must be formed, and, starting with the player in the back of the line, these players must alternate between leap-frogging over a crouching teammate, and going forward through the legs of the next teammate, in an alternating fashion.
4. Two-Headed Crab Migration - Eight players who had not participated in the other legs of this relay will be waiting at a starting line. Once the other players reach them, they will begin the final leg of the race. Each player will be paired up, and must be on all fours, with stomachs facing upwards. Each pair will have their ankles ziptied together, and must move across the finish line. The race is finished when all four pairs have crossed the finish line.

Between each station, players must sprint to the next station. The team with the fastest time wins.

Rules and Regulations:

1. Station One: The bat must be touching the ground at all times. If it is ever lifted off of the ground, the player will be deducted one spin.
2. Station Two: In order to make forward progress, the wheelbarrow must be complete. That is, the feet of the “wheel” players must be held by the other players. It is not against the rules to stop moving or break contact between the two sets of players, but making forward progress while proper contact is not established will result in a penalty.
3. Station Three: During the entire station, the distance from player to player must not exceed one arm length. If players are further apart than this, a 5 second penalty will be enforced.
4. Station Four: If a team does not have enough players to create four pairs, then the players from Station Two who already have their legs tied together will participate in this leg of the race.

Team Participation:

Station One - Two Players

Station Two - Two Additional Players

Station Three - Two Additional Players

Station Four - Eight Different Players

### 3. Da Nasty

Objective: To get all team members from one side to the other side of the field with the fastest time.

Description:

6 team members stand on the opposite side of the field from the other 6 members. One side is given a baton to place between the first member's legs. Once the player has secured the baton, he must make his way across the field and pass it to the next player in line without using his hands. There will be a checkpoint at the halfway down the lane. The first team to transfer all of their players from one side to the other wins the game.

Rules and Regulations:

1. The baton must only be passed using players' legs.
2. If the baton is dropped during the pass-off, the passer must run back to the checkpoint and try again.
3. If the runner drops the baton before reaching the checkpoint, the runner must return to his/her start line, give the baton back to his passer, who must run back to the checkpoint and repeat the pass.
4. If anything other than the legs touch the baton (hands, arms, teeth, etc), the passer must return to his/her starting line.

Team Participation:

12 players per team

4 minimum male

4 minimum female

### 4. Battletanks

(4 Team Free-for-all and 2 Team Head to Head)

Objective: Be the last team standing.

Description: A tank is made up of a pair of players, one driver, one shooter. The driver must guide the shooter around the playing field in which ammo (balls) will be scattered, then the driver must guide the shooter to throw the ball at other pairs. The shooter is blindfolded, but can touch any of the balls. The driver can see, but may touch only the

driver. A pair is out only when a driver touches a ball, whether from another tank or from the ground. The game will take place over two rounds; the first round will have all four classes playing with four pairs. This will decide the placement for the second round, where the teams who finished first and second will play against each other with five pairs each, and the teams who placed third and fourth will do the same to determine overall placement.

Rules and Regulations:

1. A driver cannot make contact with a ball under any circumstance except a ball that is in motion from being put back into play. If a driver makes contact with a ball on the ground, a rolling ball from another shooter, or a ball thrown by another shooter, then the tank is out. This rule also applies to a ball being held by a driver's shooter, as touching the ball while it is in the hands of your shooter will cause you to be out.
2. Balls that end up out of bounds will be rolled back into play by either a referee or a spectator. These balls are considered dead until they stop moving or are picked up by a shooter.
3. The driver may guide the shooter's arm in order to throw the ball, but cannot make contact with a live ball at any point.

Team Participation:

First Round: 4 "tanks" from each team, totalling 8 players

Second Round: 5 "tanks" from each team, totalling 10 players

## 5. Puzzle Relay

### Puzzle Relay

Objective: Complete each objective before moving onto the next, with the final objective being Top Tower.

Description:

There will be four legs to the puzzle relay, and the team must pass one leg before moving on to the next one. These puzzles will be revealed on the day of SSG. The last leg of the relay is the Top Tower game from last year, in which every team receives identical materials and must build a tower. The teams will place according to which team reaches the necessary height in order.

Rules and Regulations:

1. Each leg will have a 5 minute maximum time limit. This means that, if after 5 minutes, a team cannot pass a leg, they can bypass the leg completely and move on to the next station. If a team finishes before the 5 minutes are over, then they can move on to the next leg as soon as the previous leg is finished.
2. The puzzles will be released immediately prior to the event starting.

3. Places will be determined by the order in which each team's tower reaches the necessary height.

## Top Tower

Objective: To reach the necessary height using the materials allotted.

Description:

Each team will be given equal amounts of materials to build the tallest tower. The towers will be measured vertically by a measuring stick and once a tower reaches the necessary height, that team has finished the relay.

Rules and Regulations:

1. Each team will be given 1 box of spaghetti noodles, 50+ mini marshmallows, and 25+ regular marshmallows.
- 2.. To encourage whole team participation, each team can build as many towers as they like.
3. Teams are encouraged to practice beforehand.
4. Each tower must be able to stand on its own, with only the materials allotted. If a tower requires outside support to stand or uses any outside material, it will be disqualified and must be rebuilt.

Team Participation:

Leg 1: 3 Players

Leg 2: 6 Players

Leg 3: 3 Players

Leg 4: Entire team

## 6. Gopher Shower

(Two teams Head-to-Head)

Objective: To fill a container with as much water as possible in 5 minutes

Description:

This game is a combination of Gopher It and Group Shower. All 12 players are in a single file line facing the same direction. At the front of the line there will a container filled with water, or Water Tank, and at the back of the line is an empty container. A flowerpot will be used to fill the empty container. Winner is determined by the height of the water level in the receiving container.

1. The first person in the line must grab the flower pot, fill it with water, and pass it behind him/her over his/her head.
2. The bucket must be passed over the head to the last person in the line.
3. Once the bucket reaches the last person in the line, that person must dump the water in the receiving container behind the line.
4. The dumper must then crawl under his/her teammates' legs gopher

style with the bucket to refill it with water from the water tank

5. Repeat steps 1-4 until the time expires.

Rules and Regulations:

1. The flowerpot can only be passed to the NEXT teammate ABOVE the head and must pass through every team member.
2. Only the last person in line can leave to pour the water in the receiving container.
3. Passers can only pass by holding the rim of the flowerpot. A deduction will be taken for each instance each team is seen holding the pot in any other area other than the rim.
4. When crawling through the teams' legs, the re-filler must maintain possession of the flowerpot at all times. (You cannot throw the flowerpot to the other side).
5. If you break any of the containers, you will be bitch-slapped by all referees. Do not break the containers.

Team Participation:

12 total players

4 minimum male

4 minimum female

## 7. Brain freeze (Tournament Style)

Objective: To beat your opponent at flip cup

Description:

This game will be play liked the traditional flip cup games with a few exceptions - The cups will be filled with a beverage, which can only be consumed. The last cup will be filled all the way with the beverage. All other cups will be filled to one quarter volume.

Rules and Regulations:

1. You cannot touch the other team's cups.
2. If a small amount of liquid (by referee discretion) is dumped out prior to flipping the cup, the team will be penalized for 5 seconds until they can continue.
3. If a player fails to drink at least half of the cup, the team will be penalized for 30 seconds.

Team Participation:

10 players total

4 minimum male

4 minimum female

## 8. Dodgeball

Objective: To eliminate the opposing team in a game of Dodgeball

### Description:

Traditional Dodgeball! A total of four games will be played, with the winner of the previous game choosing who to play against, leaving the other two teams playing against each other. The winners and losers of each game will then play for overall placing.

### Rules and Regulations:

1. There will be 6 balls per game, and each ball will be assigned to a referee. The referees will only be watching a particular ball, in order to make sure that any ruling is accurate. Also, there will be referees to oversee general rules and out of bounds.

2. A player can be declared out if:

They are hit by a ball that is not dead (has not made contact with another player, the ground, or another ball)

A ball thrown by them is caught (exceptions are listed below)

They step out of bounds

They argue with the referees excessively (referee's discretion)

3. Special rules for girls will be in effect. A girl can only be declared out if:

She is hit by a ball thrown by either a guy or a girl

A ball thrown by her is caught by another girl

She steps out of bounds

Also, if a girl catches a ball thrown by a guy, then the player on her team who got out the earliest will be back in play. A guy catching a ball thrown by a girl has no effect.

4. A 30-second Action rule will be put into play, in which a ball cannot stay on the same side of the field while in play for more than 30 seconds, otherwise the ball will be forfeited to the other side.

5. If after 90 seconds of no one getting out, the field will shrink to a designated size. This is designed to make the games go by faster and ensure that action occurs at every opportunity.

6. There will be no time limit on the conclusion of a game.

7. At the start of the game, each team can only retrieve the 3 balls designated to them, and these balls must travel behind the designated attack line before they can be thrown. After each of the starting balls have travelled passed this line, they can be thrown from anywhere on the field.

8. The referees will be as strict as possible regarding out of bounds. This means that stepping out of bounds or onto the other team's territory will cause a player to be declared out. Picking up a ball from out of bounds is acceptable. Picking up a ball from the opposing team's court will result in elimination.

9. The classes that are not playing will stand behind either team and act as retrievers for the balls that end up out of bounds. The spectating teams must return these ball hastily and fairly. If not, it is up to the referee's discretion, and the spectating team in question will be penalized (losing a player during their game, losing total points in SSG, etc)

### Team Participation:

6 Players per game (players can be the same as from previous games)

3 Guys and 3 Girls