

Lawn Games Rules

Activity Format: Consists of three (3) one-day, single elimination tournaments. The tournaments will be Spikeball, Cornhole, and KanJam.

Policy Information: For additional information please review the Intramural Sports Handbook online at:
www.butler.edu/intramurals

Equipment

Shoes: Each player must wear athletic shoes made of soft, pliable upper material (molded plastic, canvas, leather, or synthetic) or rubber composite cleats which covers the foot attached to a composition bottom.

Illegal Equipment: Pants or shorts must be free of exposed drawstrings or belt loops. Stocking hats may be worn, but any hat with a hard bill will not be allowed. Any equipment that is in the official's judgement would be injurious to participants is illegal to wear. Jewelry of any kind may not be worn unless previously approved by the Intramural Office (medical/religious reasons). Wrists must be free of all bracelets, hair ties, Livestrong bands, etc.

Sport Regulations

Players: An official team will consist of two (2) players with a maximum of three (3).

Substitutions: Roster substitutions can be made up to and through registration. Once the first game for a team has started, roster substitutions are not allowed. If a team has three (3) players in attendance, they can sub players between matches.

Game Length: A match will consist of the best of three (3) games OR a 30-minute period.

Officials: The Intramural Sports department does not schedule officials for lawn games. Participants will call their own games. No game may be played without its being scheduled through the Intramural Office.

Scoring: The overall event winner will be determined by total points earned. Points will be earned by winning individual games in each event. All games besides championship games will worth one (1) point. Championship games will be worth three (3) points.

BYE points: If due to odd number of teams in the league, teams that receive more first round byes than opponents will be awarded a bonus point.

Tie Breaker: If two (2) teams end the event tied, a one (1) game match of Kan Jam will be played to 15. If three (3) or more are tied, the two teams with the highest winning percentage will face off in a match of Kan Jam

- If three or more teams have the same winning percentage, the following criteria will be used as tie breakers:
 - Number of Brackets won
 - Lowest number of Forfeits
 - Lowest Bye Bonus
 - Head to Head
 - Coin Flip