University of the Pacific

2016 TIGER OLYMPICS

Opening Ceremony - Friday October 14th
Location: Spanos Center
Games - Saturday October 15th & Sunday, October 16th
Location: Knoles Lawn & UC Lawn
The manual is published by the Associated Students of the University of the Pacific (ASuop) to assist all participants, sponsors, workers, and attendees in the understanding of the rules and regulations relating to Tiger Olympics.

The information listed below is subject to change. ASuop will continue to revise this information as necessary in a timely manner to keep you informed.

The following information is provided to assist you in participating in a safe and problem-free event. Your cooperation in following these guidelines is essential to the success of this year’s Tiger Olympics.

Any questions should be directed to asuopae@pacific.edu

If you are a person with a disability who requires any reasonable accommodations in order to participate in this event, or if you need this information in an alternate format, please notify the ASuop Arts & Entertainment Team at 209.946.2233.
2016 Tiger Olympics Rulebook:

Requirements for all Teams:

1. Each team must have a team name.
2. Each team must have a minimum of 10 members. Teams are allowed additional members until the maximum of 15 players is reached (the required number of participants will change based on the event.)
3. Each team must represent a philanthropy of their choice.
4. Every participant must sign a liability waiver to compete.
5. 10 entries will be accepted. Entries are accepted in the order they are received on a first come, first serve basis.
7. All participants must abide by policies stated in Tiger Lore during the events of Tiger Olympics.
Below are a list of possible games that could be played at this year’s Tiger Olympics!

**Tug O’ War:**
The objective of the game is for one team to pull the rope as well as the opposing team onto their side. This event will be held tournament style.

**Pie Eating Contest:**
Each team may choose one representative to partake in the pie eating contest. The contestant may not use his/her hands and may only use her/his mouth and face. The representative who finishes fastest wins the event. ***Vomiting is an automatic disqualification.

**Hot Dog Eating Contest:**
Each team will choose three members to participate. This will be a timed event. After two minutes have passed, the team with the most hot dogs eaten wins. Contestants may use their hands and can drink water during the event. ***Vomiting is an automatic disqualification.

**Cake Decorating: theme- Pacific’s Birthday!**
Judged solely on presentation. Materials will be provided, each team is expected to decorate a birthday cake for Pacific. The goal is to make your cake the most spirited, and exude the pride of Pacific.

Cakes will be judged by Tiger Olympic Judges, as well as spectators.

**Awards:**
- People’s Choice
- Judge’s Choice
- Most Creative

**The Ultimate Teamwork Challenge:**
The objective of this game is to fill up your team’s designated bucket with the most water. All teams will surround a larger pool of water, each team in a single file line. Each team will need to transfer the water from the front of the line to the bucket at the back of the line. Water must be transferred using provided buckets, and must be passed over each person’s head, not sideways or any other way.

**Dodgeball:**
At the beginning of the dodgeball game, the balls are lined up on the central dividing line.

You are out if:

1) you step on or over a sideline or centerline
2) A thrown live ball hits your body
3) You throw a live ball and it is caught by an opponent

When a player is hit, they get put in “prison” behind the opposing team. A player can come back in only when a teammate catches an opposing team’s live ball. Thrown balls that
hit the ground, other balls, or other objects before hitting the opponent are considered dead balls, and are ineligible to get players out.

**Egg Toss:**
2 team members will participate. The two players will start one foot across from each other, and toss the egg underhand to their other teammate. If this is successful and your egg is intact, both team members will take a step backwards, so they are further apart and repeat this process. The last pair standing, without a cracked egg, wins.

*Your pair is out if:* the egg hits the ground AND cracks.

**Tiger Relay Race:**
2 team members for each leg (except 10-person pyramid)

**First Leg: Wheelbarrow Race**
Two members from each team will do a wheelbarrow race. Both teammates must cross the finish line before the next participant may be tagged. Partners must maintain their wheelbarrow and may not drag or plow their partner across the line.

**Second Leg: Army Crawl**
Two members will crawl under the caution tape and, when he/she has finished tag their team to start the next leg.

**Third Leg: Underwear Race**
Two members will run forwards and then backwards together, while wearing a giant pair of underwear. They will then tag their next teammates for the next leg of the race.

**Fourth Leg: 10 person pyramid**
Each team will line up and race to see who can stack up on top of one another to create a 10 person pyramid the fastest.
Point System for Competitions:

Gold- 100 points for first place for each event

Silver- 75 points for seconds place for each event

Bronze- 50 points for third place for each event

*For non-placing competitors, 20 points will be awarded for participation

Additional Points:

10 points- dressing in accordance to the theme

5 points- representing a Registered Student Organization

5 points- for every canned food item donated

2 points- for every spectator support a team
Sportsmanship Points:

Each team will receive a grade at the end of each event based on their overall sportsmanship. The grades will result in either adding or deducting points from a team’s overall score.

- **4.0-** Both team members and fans were cooperative with Tiger Olympics staff. They were respectful to all staff and participants within the ontest. Teams will receive 5 extra points to their overall score for each event with a 4.0 rating.

- **3.0-** There were team members and/or fans that were disruptive to the event. Examples include, but are not limited to: stalling the event, displaying disrespectful behavior towards other participating teams or Tiger Olympics staff. Teams will lose 5 points from their overall score for each event with this score.

- **2.0-** The team or their fans caused several interruptions to the event. Examples include, but are not limited to: overly aggressive horseplay towards opposing team members, instigating opposing team, using profanity at opposing teammates or Tiger Olympics staff. Teams will lose 10 points from their overall score for each event receiving a 2.0.

- **1.0-** Most of the team was uncooperative with Tiger Olympics staff. There was at least one ejection. Examples include, but are not limited to: fighting, verbally abusing Tiger Olympics staff, refusing to listen to staff. Teams will lose 15 points from their overall score for each event receiving a 1.0.

- **0.0-** The event ended due to ejection of the team. Teams will lose all points for events with a 0.0 rating. Multiple ratings of 0.0 may end in complete disqualification of the team from Tiger Olympics.
(Scorecard)

Competition Name: _________________________

Judge Name: _________________ Team Name: ____________________

Points Earned in Competition

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<th>Gold</th>
<th>Silver</th>
<th>Bronze</th>
<th>Non-Placing</th>
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<td>100</td>
<td>75</td>
<td>50</td>
<td>20</td>
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COMPETITION POINTS: ______ / 100

Points Earned for Sportsmanship

Extremely rude to Tiger Olympic officials, showed poor sportsmanship
Respectful, cooperative, excellent sportsmanship

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4.0- results in a +5 points to total score for event
3.0- results in a -5 point deduction to total score for event
2.0- results in a -10 point deduction to total score for event
1.0- results in a -15 point deduction to total score for event
0.0- team will be disqualified and no longer permitted to participate in the event. Competition points will also be withdrawn.

SPORTSMANSHIP POINT ADDITIONS/DEDUCTIONS ( +/- ) : ______

TOTAL POINTS EARNED FOR EVENT: ______