

## **Snowball Tournament 2012**

@ *BlizzardFest!* Sunday, January 29, 2012

### **Game #1: ELF**

**Elf** is a snowball game played by 2 teams of 4 players each. 20 snowballs are placed along the mid-line of each side. Players stand on the backline of their side. Play begins with the referee's signal and players run for the snowballs and begin throwing them at their opponents. Snowballs that are thrown may be picked up and thrown back at the opposing team. Players may retrieve snowballs that land beyond their sidelines &/or backline—players must return to the inbound area of their court to throw snowballs. Players may not “kick” snowballs toward the opposing team. At no time can players from either team cross the “center line” that separates to two sides of the court. Play continues for approx. 30-45 sec. (at the referee's discretion) \*Referee does not “count down” to his signal to stop play. **FOUL:** (*Intentional Grounding*) if players intentionally throw snowballs far beyond the inbound area of their opponents side, referee can stop play & warn players not to gain an unfair advantage by tossing snowballs far beyond the opposing team's reach, thus making it difficult to retrieve these snowballs.)

On the referee's signal, play ceases and all players must immediately stop throwing snowballs. Referee &/or scorekeepers then counts the number of snowballs remaining on each side of the court. The team with the fewest number of snowballs on their side wins. Tiebreaker: In the event of a tie, (equal no. of snowballs on each side), play resumes again with only 10 snowballs per side and play begins on the ref's signal for a shorter period of time (10-20 sec) and when the ref. signals, play stops and snowballs are counted. If necessary, there can be multiple “overtimes” to determine a winning team.

### **Game #2: CASTLE KEEP**

**Castle Keep** is a snowball game that is played by 2 teams with 4 players each. Each team has 4 “castles” (3 plastic cups stacked in pyramid) in the backcourt of their side. 20 snowballs are placed along the mid-line of each side. Players stand on the backline of their side. Play begins with the referee's signal and players run for the snowballs and begin throwing snowballs at their opponents' castles in an attempt to knock them all down. Snowballs that are thrown may be picked up and thrown back toward the opposing team. Once play begins, players must stay in the frontcourt of their side. Players may block incoming snowballs in an attempt to protect their castles—but players must remain in the frontcourt except to retrieve snowballs that have landed on their side of the court.

Referee signals the end of play when one team has successfully knocked down all the opposing team's castles. The first team to knock down all the opposing team's castles is the winner.

## Game #3: Bucket List

**Bucket List** is a snowball game played by 2 teams of 4 players each. Each team has 3 five-gallon paint buckets in the frontcourt of their side. 20 snowballs are placed along the mid-line of each side. Players stand on the backline of their side. Play begins with the referee's signal and players run for the snowballs and begin throwing snowballs at the opposing team's buckets in an attempt to get as many snowballs into the buckets as possible. Snowballs that miss the buckets may be picked up and thrown back toward the opposing team's buckets. Each team has 4 "money balls" (orange colored balls). While snowballs count 1 point each, money balls that land in a bucket count 5 points. With 4 money balls per team, each player gets to throw one money ball. Same player may not throw multiple money balls.

Play continues for approx. 30-45 sec. (at the referee's discretion) \*Referee does "count down" to his signal to stop. When the referee signals the end of play, snowball & moneyball points are tabulated and the team with the most points wins. **TIEBREAK:** If both teams have scored the same number of points, a 4-snowball shootout takes place to determine a winning team. Each player from each team gets one throw in an attempt to score points. After 4 throws from each side, the team with the most points wins the tiebreak. Tiebreaks will continue until there is a winner.

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**SNOWBALL MATCH:** A Match between 2 teams consists of playing these 3 snowball games in succession. The team that wins 2 out of 3 games advances to the next round of the tournament. The losing team is eliminated from the tournament. If one team wins the first two games (Elf & Castle Keep), the third game (Bucket List) is not played.

### **Referee Decisions & Appeals:**

Referees make the calls and their decisions are final. However, Team Captains can appeal rulings to the Snowball League Commissioner (Pastor Mark) but appeals must be in writing, notarized, & accompanied by a \$100 "appeal fee" checks made payable to League Commissioner, Mark Jordan. Commissioner's rulings are really, absolutely, positively final. Team Captains will receive written notification from the Commissioner's office promptly within six months to a year, depending on the weather.

Back Line

Back Court

Front Court

Center Line (teams cannot cross)

Front Court

Back Court

Back Line

Sideline

Sideline

