

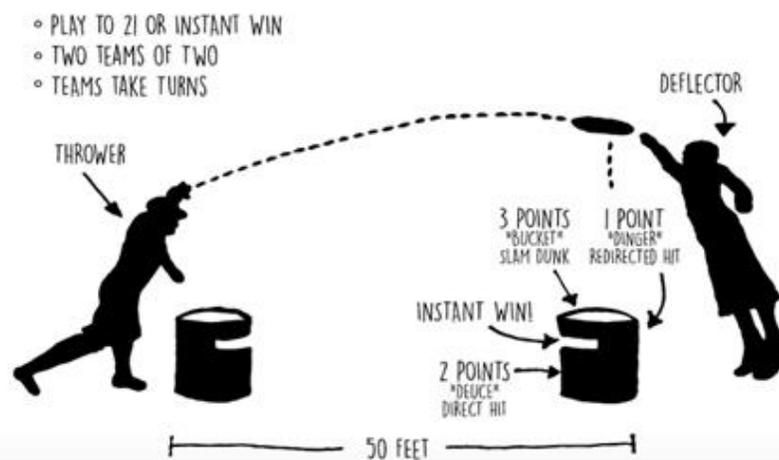
FORMAT: The exact tournament format will depend on the number of teams (2 players per team) that register. Players will also have the opportunity to register on site after the event begins if there are available spots. A pre-registered team will be considered to have forfeited their game if they are not present 5 minutes before their scheduled game time. These forfeited spots will then be available for those wanting to register on-site. All games will be played in the Gymnasium/MAC located inside the Student Recreation Center.

EQUIPMENT AND SAFETY: All equipment will be provided by UConn Recreation. Players must remain six feet apart at all times. Players should only stand near the cans when their team is throwing the discs. All players will be required to clean their own equipment after each use. Cleaning materials will be provided.

TIMING: Teams will have 40 minutes to complete a maximum of 3 games against their opponent. The winner will be the first team to win 2 games out of 3. If a team wins the first 2 games, a third game will not be played. Players should arrive at the Recreation Center at least 30 minutes before their assigned game time to accommodate for any building entry wait time.

RULES:

- **Starting the game:** All games will begin with a player from each team playing rock paper scissors to determine throwing order.
- **Throwing the disc:** Each team alternates throws between each player. All throws must be made from behind the can opposite of their target. If the disc hits the ground before being deflected or hitting the can, it will be ruled dead with no re-throw allowed.
- **Scoring:** A game is won by the first team to score exactly 21 points; if a team scores more than 21 points, then their score will be reduced by that number. For example, if a team has 20 points and scores 2 points, their score will be reduced to 18. Teams will also receive an equal number of turns. If the team that started gets to 21 first then the other will get a chance to tie or instant win. If the game becomes tied at 21 after a full round, then the game will be decided by a sudden death round.
 - 1 point – Partner deflects and disc hits can (“dinger”)
 - 2 points – Disc hits can without being touched (“deuce”)
 - 3 points – Partner deflects it inside of can (top, “bucket”)
 - Instant Win – Thrower makes it in front slot without deflection
- **Deflecting the disc:** In an attempt to score the disc can only be hit once. You are not allowed to catch the disc and only one hand should be used to deflect.
- **Ties:** All games must be completed within 40 minutes. If a game is tied after time has expired, there will be an additional sudden death round played to determine the winner.



SPORTSMANSHIP: Good sportsmanship is required of all participants. Players are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify teams or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during or after a game (event) will not be tolerated. Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.