

Note: All events listed below will be drop-in activities, but all players must register at myrec.uconn.edu.

PICKLEBALL:

GAME RULES

1. **Scoring:** All games will use rally scoring up to 15 points, win by two, no cap. A match consists of a best 2 out of 3 sets. The first few rounds of games may be shortened to one game up to 21 points depending on the number of participants registered for the tournament.
2. When serving, each player serves from the right hand court when their score is 0 or an even number, and from the left hand court when their score is odd.
3. Serve is underhand and contact must be below the server's waist while one foot remains behind the back line.
4. The ball must be hit in the air on the serve without bouncing. The serve is made diagonally and must clear the non-volley zone.
5. Only one serve attempt is allowed. The exception to this rule is if the ball hits the net on the serve and lands in the proper service court, then the serve can be retaken.
6. The player receiving the serve must let the ball bounce before playing it. The server must also let the initial return bounce before playing it. After this, the ball may be played on the volley (hit before bouncing).
7. All volleying must be done with the player's feet behind the non-volley zone line. The non-volley zone is the court area within 7 feet on both sides of the net.

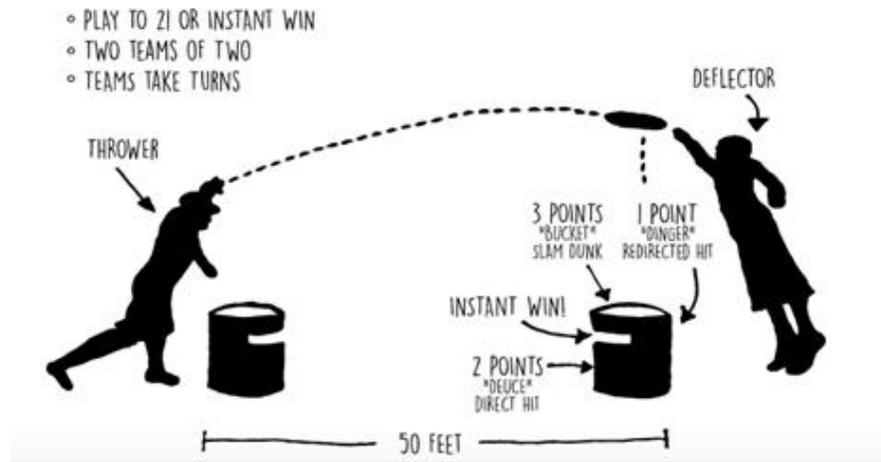
FAULTS

1. Serve does not land within the confines of the receiving court.
2. Hitting the ball out of bounds.
3. Hitting the ball into the net on the serve or any return.
4. Stepping into the non-volley zone, including the line, and volleying the ball. It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
5. The receiver volleying the ball before it has bounced once during a serve.
6. The server volleying the initial return before it has bounced once.
7. Allowing the ball to bounce twice before returning it.

KAN JAM:

GAME 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.



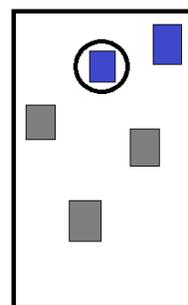
CORNHOLE:

GAME RULES

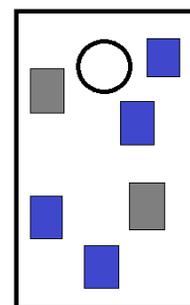
- Games will begin with rock paper scissors to determine throwing position and bag color.
- During their turn, each player will throw all their bags consecutively.
- e.g. 4 blue bags thrown, then 4 gray bags thrown
- During their turn, players can throw from whichever side of the board they choose. The player not throwing must stay six feet from any other players.
- If playing singles (1 v 1), each player will switch sides after each game.
- If playing doubles (2 v 2), each player will remain on the same side for every game.
- Boards will be placed by Intramural Sports Staff and should not be moved.

SCORING

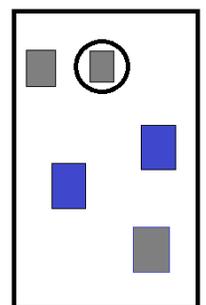
- 1 Point : Bag on Board
- 3 Points : Bag through hole
- Any bag that touches the ground in any way without making it through the hole does not count.
- Any bag that does not go completely through the hole counts as only one point.
- Cancellation scoring will be used at the end of every round. After all bags have been thrown, the score will be calculated based on the bags remaining on board and in the hole. Ex. If Team A scores 6 points and Team B score 2 then Team A will receive 4 points.
- All games will be played to 21. There is no win by 2 or other scoring rules. If a team scores more than 21, it will still count as a win.



Blue scores 1 point



Blue scores 2 points



Gray scores 3 points

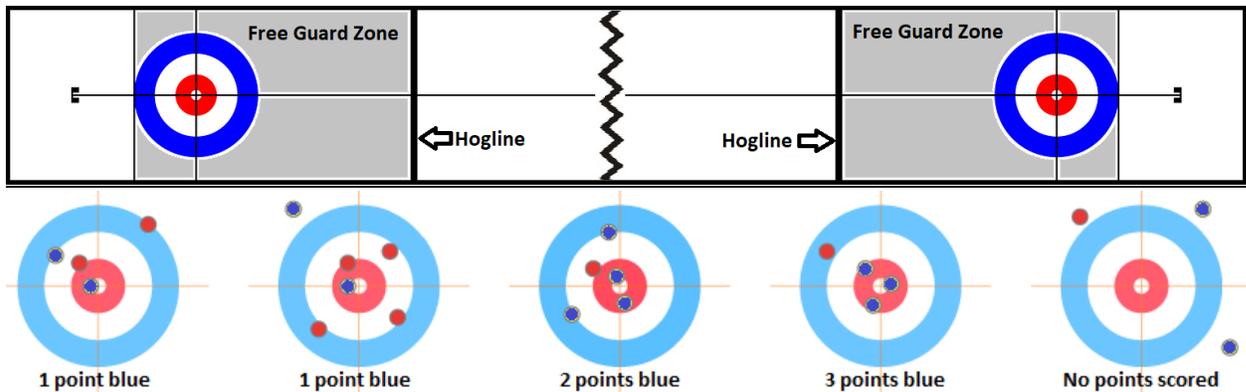
CURLING:

GAME RULES

- Starting a game: A player from each team will play rock paper scissors to determine throwing order and color of stone. Each player will throw every stone from the division line of the basketball court towards the goal mat.
- Scoring: After all stones have been thrown the team with the stones nearest to the center of the

scoring area than their opponent will receive the equivalent amount of points relative to the position of their stones. At this point, if two stones are too close to determine a score, the Intramural Sports staff will make a judgment. If a round is determined to have ended in a tie, each team will get one more throw and the stone closest to the center of the target will be declared the winner of that round. The maximum score per round is 4.

- Throwing the stone: Players will alternate throwing their stones toward the scoring mat in attempt to get their stones closest to the center. Players may push the stone in any desired motion.
- Penalties:
 - After throwing the stone, it shall not be touched by any player. If done so by the thrower, it will be removed and declared dead. If by the opposing team, it will be declared dead and the throwing team will be declared the winner of that round.
 - If a stone does not cross the hogline and come to rest in the free guard zone, the stone will be removed from the playing area.



SPORTSMANSHIP: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.

If you have any questions, please contact the Competitive Sports Office
at 860-486-6514 or by email: competitivesports@UConn.edu