



### ***HIP HOP WORLD CUP***

ALL GAMES ARE 6 MINUTES WITH NO TIMEOUTS

RULES:

Must have **6 players** on Hippity Hops on the field at all times.

Substitutions can only be made at the sideline (so player being replaced must hop to the bench!)

Kicks can only be made while fully seated on Hippity Hop.

Balls kicked out of bounds will be retrieved by official and tossed back into field of play.

No Goalie or defensive player inside zone in front of goal.

In case of tie at end of regulation. Teams will take turns taking shots from designated spot. First team to 2 goals wins match.

Points: 10 for 1<sup>st</sup> place, 7 for 2<sup>nd</sup> Place, 5 for 3<sup>rd</sup> and 4th, 2 for 5<sup>th</sup> and 6th.

QUESTIONS OR DISPUTES? CALL OVER A COMMISIONER!



## **GIANT PONG**

### **RULES:**

All games are 6 minutes long time.

### ***All 6 Team Members will Play***

Players will alternate for each team, taking turns to make their throw. Must stay IN ORDER.

“Cups” will be placed in traditional beer pong fashion, with one cup in front, two in center and three in back. If a ball settles in a “cup”, that cup will be removed.

“Cups” will NOT be reshuffled as cups are removed.

All shots must be made from behind the shot line.

Shot counts when ball settles in “cup” (bounce outs don’t count)

Winner of match is determined by team first to eliminate all cups OR most cups filled/removed during match.

Points: 10 for 1<sup>st</sup> place, 7 for 2<sup>nd</sup> Place, 5 for 3<sup>rd</sup> and 4th, 2 for 5<sup>th</sup> and 6th.

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### ***BIGFOOT***

#### **RULES:**

This is a RELAY event and it is TIMED.

Teams will be ranked by their time.

Teams are 3 pairs of team members. All 6 members will race.

To move forward, pairs must have BOTH FEET on the boards.

Each pair of racers must completely cross the line before next team starts.

Race is completed when the final pair of racers and their Bigfeet completely cross the finish line.

Points: 10 for 1<sup>st</sup> place, 7 for 2<sup>nd</sup> Place, 5 for 3<sup>rd</sup> and 4th, 2 for 5<sup>th</sup> and 6th.

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### **CONNECT 4 HOOPS**

#### **RULES:**

THIS IS A TIMED EVENT. Game is head-to-head for 6 minutes.

Teams will take turns shooting at the 7 baskets. First team to connect 4 in a row wins (Across, Up and Down or Diagonally)

If at the end of regulation time, no one has connected 4...team with most balls in wins and advances.

Tie breaker: First team to get a shot in wins.

All 6 team members must shoot in order.

First shooter determined by coin toss.

Winner advances in the bracket.

All shots must be taken behind the shooting line.

Points: 10 for 1<sup>st</sup> place, 7 for 2<sup>nd</sup> Place, 5 for 3<sup>rd</sup> and 4th, 2 for 5<sup>th</sup> and 6th.

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***OBSTACLE COURSE (Double Points Event)***

## RULES:

### THIS IS A RELAY EVENT!

All 6 Members must complete the course.

At start line, fill your cup...complete course, pour what you have left in measuring device. Run back and exchange cup with next player.

Race is completed when all 6 members have crossed the finish line and returned to start/finish line.

Each player must follow the course in it's entirety.

### DOUBLE POINTS WILL BE AWARDED:

Points for speed. Points for transporting the most liquid.

5 points will be deducted from overall score for skipping or breaking an obstacle.

Speed Points: 10 for 1<sup>st</sup> place, 7 for 2<sup>nd</sup> Place, 5 for 3<sup>rd</sup> place, 3 for 4<sup>th</sup>, 2 for 5<sup>th</sup> and 1 for last.

Water Points: 10 for 1<sup>st</sup> place, 7 for 2<sup>nd</sup> Place, 5 for 3<sup>rd</sup> place, 3 for 4<sup>th</sup> , 2 for 5<sup>th</sup> and 1 for last.

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