

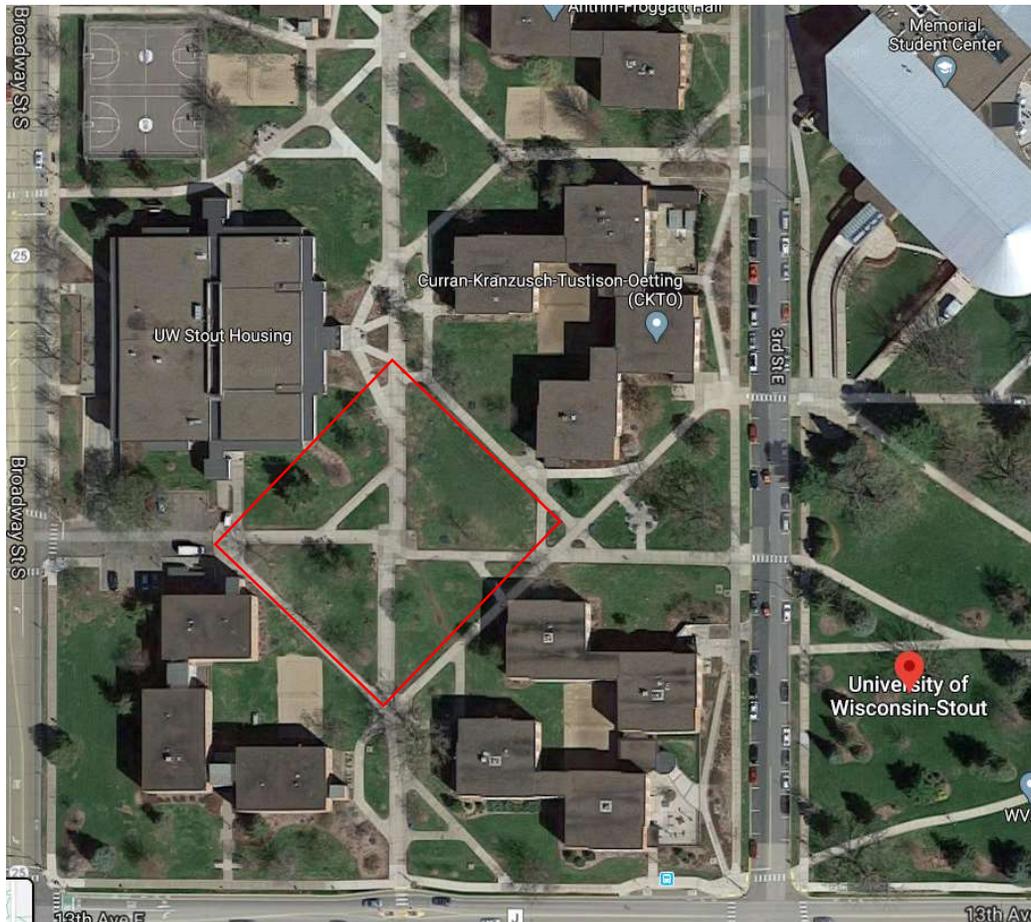
Die Tournament

Event Type: Rush/Social

Purpose of Event: Gives a chance for nonmembers to meet members in a fun and safe way.

Prize: First place will get \$100

Location: Between south campus dorms. See outline below



Set up:

- Each player sits at the opposite ends of the table, the Long way.
- Cups will be position on the table 1' from the ends
- First toss
 - Person rolls a die and the other team calls high or low. If the die is 4,5,6 that is high. If the die is 1, 2, or 3 that is a low. If they called it right, they are awarded the first toss.
- Tables will be roughly 3' to 4' above the ground

How to Score a Point:

- To score a point the die must be tossed above the discussed height and bounce off any part of the opponent's side of the table, if the die is not caught after the die bounces off the table it's a point. One person tosses at a time per team.
- A die can bounce anywhere after it hits the defending teams side, it could even bounce back towards the side from whence it was tossed. As long as it connects with the defending half of table and falls to the ground, it is a point. To prevent a point, a defensive player must catch the die with ONE hand before it hits the ground. If the player uses both hands to catch a die it is a point for the offensive team.
- Once one die is thrown and either caught or dropped and the defending team is ready, the next die is tossed. When die is tossed too low and it only takes one person from the defending team to call height, which generally speaking is a pretty obvious call.
- If the die lands short (on the tossing teams side of the table) or on the dividing line it is dead and goes to the opposing team. If there is a heated dispute on whether the die landed short or not, it is a re-toss.
- If the die is trapped (i.e. movement of the die is halted by applying pressure with hand or other body part) against the body or any other surrounding object, then it is a point for the tossing team.
- Catching a die over the table is only allowed if the die has either hit the offensive players side and is a dead die or it has hit the defensive side and goes off the table and is popped back over the table via a bobble but does not touch the table. If the die falls off the table, is bobbed, and touches any part of the table again, it is a point for the offensive team.
- Tinks: A die that hits the defending sides cup and falls off the table without being caught it 2 points. No points are awarded for tinkering off the offensive throwing sides cup on any given play.
- Sinks: A sink is awarded 3 points and the defending team must kill and fill their beer regardless of the score. A sink can be a direct shot into the cup or a bounce in.

How to win:

- Achieve 7 points and win by 2

How to register:

- Brackets will be created online through discord. People will be given 24 hours to register before the event start time plus however long the first round takes.
- More information to come on this as we make the discord and link will be provided. It will be highly encouraged to register over this. If someone is struggling, we will have people on site to assist wearing PPE. (More info can be found on this below)

Tournament:

- Once you are registered you will be entered into a bracket. People who are registered early will most likely play first.
- You will get a notification on discord that you are on standby and what table to attend.
- If you cannot make it to stand by it is okay as it's just a notification that your match will be soon.
- Once your match is up, please allow the recent players to leave the area before you enter. If your opponent is not there within a few minutes, it will be notated as a forfeit for them.
- You will play your game and the referee will notify the command center on the winner. So you will not have to venture off over there.
- When you are not in a game, you are free to roam. We ask that you please leave the area or if you choose to stay observe follow social distancing practices.
- You will be notified when you are on standby again. Basically, the process will be repeated until the final game.
- There will be a bracket that will be updated online.

Equipment

- Tables will be transported to campus by us (Phi Sigma Phi).
- Set up will start roughly 30 min before the event start.
- There will be four bottles of hand sanitizer. One for each table and the command center.
- We will bring cones to mark out the areas around the table.
- There will be two tables for the command center just to write on and sit. Please see layouts below.

Rules

- UW Stout – Mask requirement August 11, 2020
 - Facemask will be required during this event
 - Drinking is recommended as we will be outside, and it is important to stay hydrated. Though we ask that you re-mask immediately after taking a drink
 - If you participate in the event without a mask you will be asked to put one on. If you are unable to follow the guidelines you are to be forfeited from the tournament
- Die don't lie
 - If there is a dispute at the table for example the throw was too low or the catch was a trap and the table cannot come to an agreement it will be redone.
- Referee has authority over the table.
 - This can be trumped by the Eboard of Phi Sigma Phi by rank/vote.

PPE

- Each person participating in die will need to wear some sort of facemask to follow UW-Stouts guidelines and social distance as best as possible.
- To help with that, tables will be spaced fairly spaced apart to help with distancing people marked by blue rectangles. In the center will be the command center marked by a red circle.
- We also lowered the game from a two person game to one.



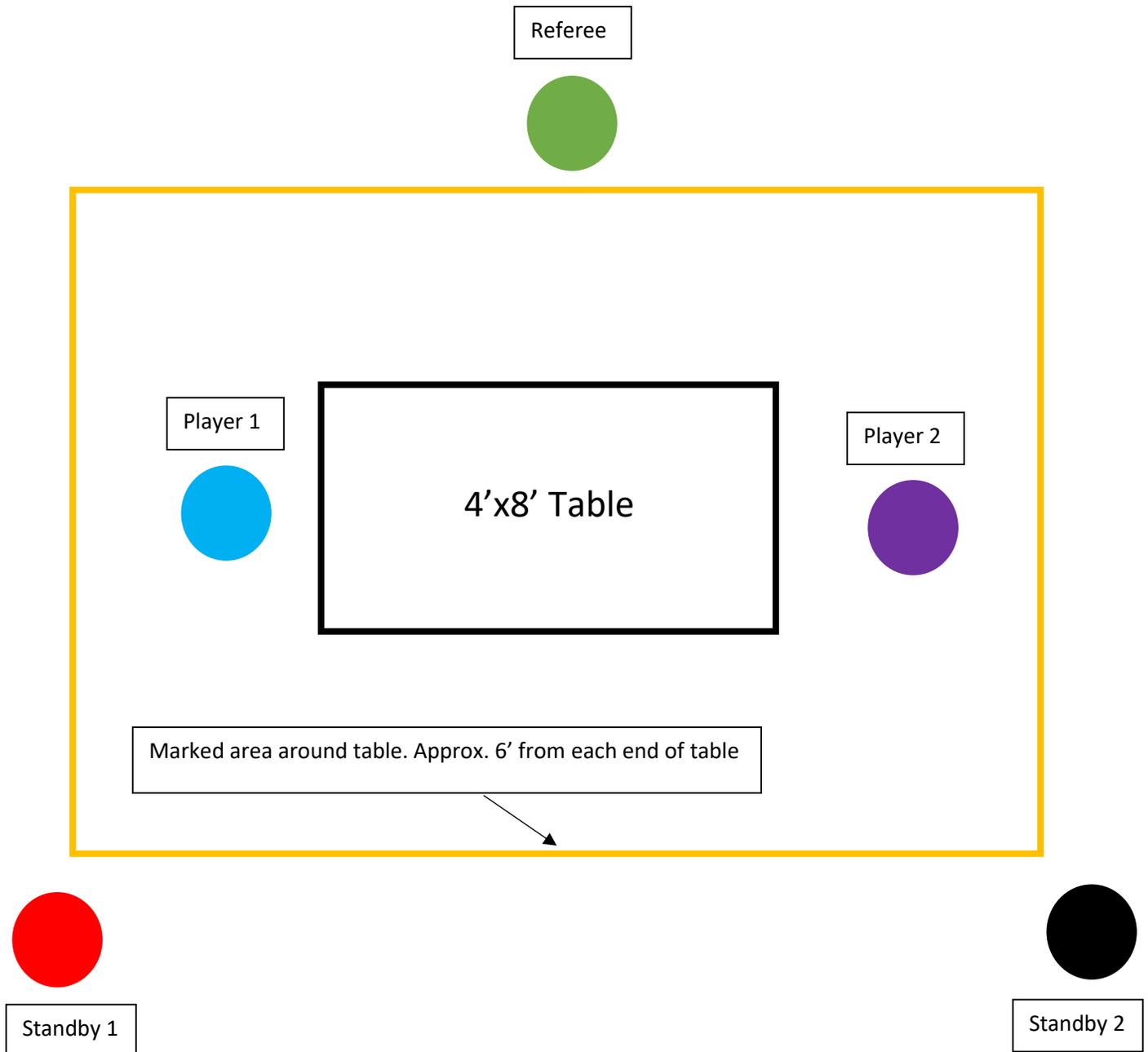
- There will also be hand sanitizer at each table and each player must use it before the start of the game.
- Lysol wipe will also be given to sanitize the die if needed.

Event Start:

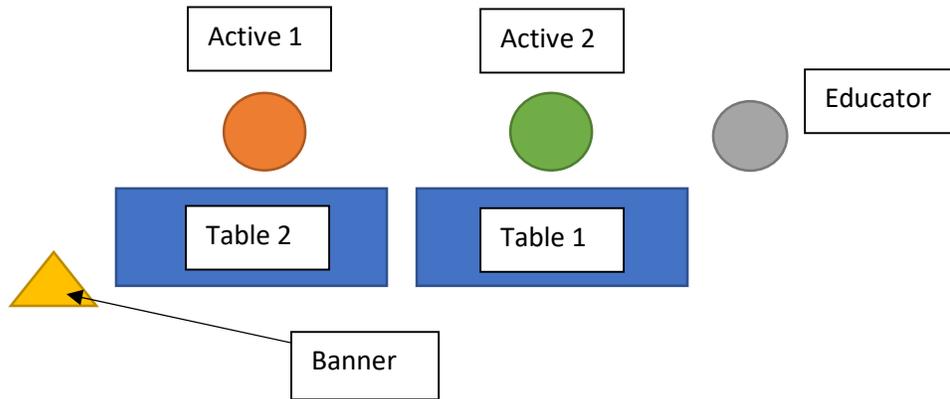
- TBD

Table spots:

- At each table there will be two players, one referee and two people on standby (Sometime there could be one or zero depending on how fast games are being played).



Command Center:



- There will be two actives at the table to assist with registration and other things that they need.
- There will be an educator to gather anyone's information that is interested in rushing.

Extra List

- We will have a roster with tasks assigned to members at the event.