## RULES: Ball Park Punt, Pass and Kick Team Challenge

GOAL: The goal for this event is for ACIS Football team members to HAVE FUN competing in a Punt, Pass, and Kick competition! All team members may attempt each element with the team's top scorer in each element counting for the team's total score. The object is to get the highest overall team score.


## Entry

1. Register on-site at event registration tent.
2. Open to all current ACIS Football men's and women's teams. (Co-rec teams compete in the men's division.)
3. Each team may enter and compete only once.
4. A minimum of 4 team members must compete for a team to be considered eligible.

## Prizes

1. Grand Prize: One (1) team with the highest overall score wins the grand prize Ball Park Feast for ten (10).
2. Division Winners: The team with the highest overall score in each division (men's \& women's) wins Ball Park PPK Tshirts for up to ten (10) team members.

## Equipment

1. Participants are required to use the balls and tees provided by the Office of Campus Recreation.
a. If no kicking tee is available, participants may have a teammate hold the ball with one finger on the top point of the ball for the kick element.
2. Men will use a regulation size football; women have the option of using an intermediate size football.
3. Special kicking shoes may be worn provided the use of such shoes does not delay the contest.
4. Athletic shoes and rubber cleats are permitted. Boots, sandals, and shoes with metal spikes are not permitted.

## General Rules

1. Each intramural team member may participate in all of the following three (3) event elements:
a. Punt: Participant drops football and kicks the ball prior to hitting the ground for distance and accuracy.
b. Pass: Participant throws football overhand for distance and accuracy.
c. Kick: Participant kicks football off of "kick-off" tee for distance and accuracy.
2. The participant is allowed 10 seconds to attempt each event element from when the event official says "Go".
3. Each participant may attempt all three (3) event elements - punt, pass, and kick - to complete their turn, and before moving on to the next team member's turn.
a. Participants are permitted one (1) attempt at each element
i. If the participant attempts the punt or kick and misses the ball completely, it does not count as an attempt.
b. Once a participant has completed their turn, they may not attempt any of the elements again.
4. Participants are required to stay behind the start line for each event element.
a. If a participant's foot steps over the line before releasing the ball or prior to making contact with the ball, they will be penalized five (5) yards.
b. If both of the participant's feet cross the start line, they will be disqualified for that event element.
c. Participants may step over the line after making contact with the ball on the punt and kick elements.
d. Participants may not use more than a three (3) step approach for all events.

## Scoring

1. Scores are based on distance and accuracy: 1 yard $=1$ point
2. Individual Scores:
a. Scores are determined by where the ball first makes contact with the ground. Bounces and rolls do not count.
b. Event officials will measure the distance thrown and subtract the distance laterally from the center line based on where the ball landed.
i. Example: If a participant passes the ball 50 yards, and the ball lands 8 yards away from the center line, the participant will receive a score of 42 for the "Pass" element. (Deduct 8 from 50)
c. The minimum score a participant can receive is zero.
3. Overall Team Scores:
a. Each team's total score is determined by adding the point totals of the team's top scorer in each event.
i. Example: Team A competes in all events with their highest score of the team being 48 - Punt, 69 - Pass, and 58 - Kick. Their total overall score for the Team Challenge is 175.
b. To determine the overall PPK Team Champion (and Grand Prize winners) on campus, 30 yards/points will be added to the overall women's team score and compared to the top overall men's division score.
