

BATTLE ON THE BEACH

SUMMER GAMES SCHEDULE

START TIME	EVENT	ALL EVENTS NEAR ODR/MARINA SPECIFIC LOCATION AS FOLLOWS:	REGISTRATION
10:00am	4-Person Axe Throwing Competition	Lower Parking Lot	Sign up by 12 August see QR code below
10:00am	2-Person SUP (1 stands, 1 sits)	Marina Beach	Sign up at Check-In booth on-site
10:00am	2-on-2 Corn Hole (limit 35 teams, 1/unit)	Lower Parking Lot	Sign up by 12 August - Bracketed see QR code below
10:00am	10-Person Water Balloon Dodgeball	Lower Parking Lot	Sign up by 12 August - Bracketed see QR code below
10:00am	Volleyball	Marina Beach	Sign up by 12 August - Bracketed see QR code below
11:00am	4-Person Rubber Ducky Swim Race	Marina Beach	Sign up at Check-In booth on-site
11:30am	10-Person Water Tug-o-War	Marina Beach	Sign up by 12 August - Bracketed see QR code below
12:00pm	10-Person Giant Floaty Challenge	Marina Beach	Sign up at Check-In booth on-site
1:00pm	Individual Limbo	Stage	Sign up at Check-In booth on-site
1:30pm	Watermelon Eating Contest	Stage	Sign up at Check-In booth on-site
2:30pm	Cardboard Boat Regatta	Marina Beach	Sign up by 12 August see QR code below

Cardboard Boat Regatta Rules & Regulations

Boats in place between 8am-9am | Crew beside staged boat in costume for judging by 1:30pm
Move boats to shoreline at 2:30pm · Race following immediately · **Sign up by Mon, 12 Aug**

- Boat and paddles must be constructed with plain cardboard, water-based paint, water soluble glue and tape (duct, masking, or packaging). Prohibited items include but are not limited to: cloth, wood, plastic, foam, metal materials and polyurethane (resin).
- Each boat must have a minimum of two crew members. Adult family members are eligible.
- Boats from previous years will not be eligible. Boats will be checked prior to award presentations.
- Unsportsmanlike conduct will be reported to Mission Support Group Commander, and a \$100 fine will be enforced.
- A dumpster will be provided to dispose of boats. A \$100 fine will be charged for not disposing of your boat after the event.
- A shotgun start begins from shore. Each krewes must put their boat into the water, paddle around a buoy and return to shore.
- Have fun!



Register Here!

Gift Card Prizes

Fastest Boat:

1st \$500
2nd \$250
3rd \$100

Most Unique: \$250

Best Dressed Krewes: \$250

Ugliest Boat: \$100

Davey Jones Locker:
(1st to sink): \$100

BATTLE ON THE BEACH

SUMMER GAMES RULE OF ENGAGEMENT

Water Tug of War Rules

- **First to pull the marker across the line wins**
- **Wrapping rope around any part of the body is prohibited**
- **Cleats aren't allowed**
- **Any other issues will be decided by the judges.**

The tug of war competition requires a judge. There are 3 different commands that the judge gives to the players. The judge first announces, "Enter the water and pick up the rope", he/she then says, "Get Ready" and finally he/she tells the players to "Pull". Once the pull command is said out the teams start pulling the rope until the middle section of the rope, which is marked crosses the finish line. The judge will announce the winning team after each round. The winning team will move on to the next round and losing team will be eliminated.

Water Balloon Dodgeball Rules

- **24 teams of 10 people, bracketed event, single elimination**
- **Game will have a 15 min time limit**
- **15 water balloons will be placed on both side of center line (30 total), each team must stand on the edge of line until the game starts.**
- **No face shots, any player hit below the shoulders with a balloon is out.**
- **When a player catches a balloon, the throwing player will be eliminated.**
- **When a player gets hit but the second person catches the balloon before the balloon hits on the ground, the player WON'T be eliminated.**
- **Do not cross the midline and stay within the marked area**
- **Any unresolved issue or issue not presented here will be at the discretion of the on-site SME**
- **When water balloons run out, the team with more remaining players wins.**

BATTLE ON THE BEACH

SUMMER GAMES RULE OF ENGAGEMENT

Stand Up Paddle Board Rules

- **Teams of 2, timed event (Lowest time wins)**
- **No kneeling, sitting or lying on paddle board. Standing Only**
- **Time does not stop if you fall off**
- **Go around Buoy**
- **When coming back nose of the paddle board must touch the sand**
- **Any unresolved issue or issue not presented here will be at the discretion of the on-site SME**

The stand up paddle board consists of a team of 2 people. Timer will give the command to start and the first-person boards, paddling toward the buoy, around the buoy and back. Once the nose of the paddle board touches the finish line, teammate #2 will board and repeat. Timer will stop once team member #2 touches the finish line with nose of the board. Timer will not stop if member falls off. Lowest time wins.

Beach Volley Ball Rules

Coin Toss

Winner of the coin toss chooses to serve, receive, or side. The other captain chooses from remaining options. Both captains state service order for the set. After the coin toss, the four players (only) share unlimited access to the entire court.

1 Set Match:

- First to 7 pts.
- Must win by 2
- 15 point cap
- Switch side after set won
- Best of 3 sets

Playing the Ball

Team Contacts– Ideal sequence of hits is traditionally referred to as the pass, set and spike.

- Each team has 3 contacts max to return the ball to the opposing team.

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SUMMER GAMES RULE OF ENGAGEMENT

Beach Volley Ball Rules Continued

- No player can touch the ball twice in a row except after blocking the team's first contact.
- Blocking does NOT count as one of the team's three contacts.
- After the block, any player can make the first contact with the ball.
- The ball may touch any part of the body.
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- The ball must not be caught or thrown. It can rebound in any direction.

Assisted Hit: Players cannot help teammates reach the ball.

- However, a player about to commit a fault can be stopped or held back by a teammate.
- **Joust: When two opposing players make contact with the ball at the same time over the net.**
- After a joust the receiving team is entitled to another 3 hits.
- If the ball lands out of bounds after a joust, it is the fault of the team on the opposite side of where the ball landed out.

PLAYER AT THE NET

Reaching beyond the net

- Touching the ball beyond the net while blocking is allowed.
- Players can't interfere with opponents' movements.
- Ok for hand(s) to pass beyond the net after an attack-hit, if the contact was made within the team's playing space.

Entering opponent's playing area

- As long as it doesn't interfere with the opponent's play on the ball, players may partially or completely step into the opponent's court during a rally.
- If a player interferes with an opponent's legal play on the ball, a fault should be called. Interference can occur with or without contact with an opposing player or the opponent's court. Contact between opponents is not always a fault.

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SUMMER GAMES RULE OF ENGAGEMENT

Rubber Duckie Relay Rules

This game will consist of 4 players and have 5 roles. Each team will be passing off a bracelet from 1 player to the next until the last player completes the race with the bracelet on.

- Player #1: The Spinner & The Blind Crab
 - Player #2: The Rubber Duckie Runner
 - Player #3: The Swimmer
 - Player #4: The Paddle Boarder
1. First, Player #1 will pass the bracelet to Player #2 and the spin them around 10 times.
 2. Player #2 will then put on the rubber duckie floatie and run to shore where Player #3 will be waiting for the bracelet to be passed.
 3. Player #3 will then swim out to Player #4 (who is currently on a paddle board) and pass off the bracelet.
 4. Next, Player #4 will paddle back with Player #3 on the board until they both reach the shore.
 5. Once on shore, Player #4 will pass the bracelet back to Player #1
 6. Player #1 will in wheelbarrow position with Player#4 behind returning to the start line
 7. Teams will be able to win either 1st, 2nd, or 3rd place based on how fast they finish the relay.

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Cornhole Rules

This game will consist of 4 players and have 5 roles. Each team will be passing off a bracelet from 1 player to the next until the last player completes the race with the bracelet on.

- Each squadron can have a maximum of 3 teams, 2 players per team.
- Teammates play from opposite sides of the court, facing each other.
- Each court will consist of 2 boards: 27 feet apart, front to front.
- Adjacent courts will be a minimum of 10 feet apart, side to side.
- Pitching will be done from behind the front of the board to count.
- Each team will have 4 bags, all bags start on one end of the court.
- Any part of the body cant cross the front of the board when throwing.
- If body part does cross over the board during throw points won't count for that throw.

Points:

- Bags that land on the board are 1 point each.
- Bags landing inside the hole are 3 points each.
- Bags from opposing team cancels out points.
- Bags that are knocked off no longer count.
- First to 21 points wins (going over is allowed)