

NJIT GREEK WEEK

HANDBOOK AND POLICIES 2011

GREEK WEEK **2011**

Is it in you?



APRIL 25th - APRIL 29th

Purpose of Greek Week at NJIT

The purpose of Greek Week is to unite and support the Fraternity and Sorority community through events that promote the four pillars of Fraternity and Sorority life at NJIT while broadening the knowledge of the campus at large to the presence and contribution of Greek Letter organizations.

We will accomplish this by ensuring that our programs demonstrate our pillars of excellence which include: Scholarship, Brotherhood & Sisterhood, Community Engagement, and Leadership. There are activities to help the community, to foster friendship, and of course, to have some fun along the way. In addition the community will strive to include members of the community who are not initiated Brothers and Sisters of Greek Letter organizations by encouraging participation and spectatorship during the week's events.

The Greek Community at NJIT is full of pride, traditions, and friendships which is highlighted by this week of events. During Greek Week, it is our hope for all of the chapters to compete against each other with enthusiasm and pride in our Greek Community.

The week concludes with an Award Ceremony in the Atrium, where pictures and memories of the entire Greek Community are showcased to show their spirit of friendship and brotherhood during the past 7 days.

All information contained in this book as well as additional information can be found on the Greek Week web site: <http://www.njit.edu/greeklife/greek-week/index.php>

From all of us on the Greek Week Planning Committee, we wish you a week of luck and fun. Remember to show the community and the University what we have to offer each other.

Intoxication Policy

The Greek Week Committee defines intoxication as being under the influence of *any* drug and/or alcohol. An intoxicated person is considered any person who has any amount of a drug, including alcohol, introduced into their body since they woke up that morning.

The Office of Greek Life in conjunction with the IFSC defines a representative of your organization as one who is participating in or attending a Greek Week Event in any capacity (i.e. as a committee member, spectator, etc.)

Any representative of a Fraternity or Sorority that is considered to be intoxicated will be asked to leave the premises by a member of the Greek Week Committee. If this person does not comply, their team will be held responsible and possibly disqualified from the days events.

NJIT-IFSC
Release Acknowledgment and Assumption of Risk

In consideration of my membership in, or participation in, any activity and or trip of New Jersey Institute of Technology, I _____ hereby execute the following Acknowledgement, Assumption of Risk and Release.

I understand and accept that participation in this activity/trip; Greek Week 2011; exposes me to hazards. Some of the dangers and risks to which I may be exposed include, but are not limited to:

- the physical exertion associated with a bed race, dodge ball, arm-wrestling contest, water relays/swimming, lip sync, volleyball, relay for life, food eating contest and other physical and mental challenges
- the forces of nature, including heat, cold, thunder, lightning, avalanches, weather changes
- manmade objects including but not limited to, ropes, pilings, debris, towers
- use of ropes, tape, cardboard, balls, poles, bats, paddles,
- water hazards (visible and invisible) including boulders, trees, formations, other users
- injuries inflicted by animals, insects or plants;

I further acknowledge that some or all of these risks may expose me to the danger of serious bodily harm, injury and even death.

I choose to participate in this activity/trip in spite of these risk and other unnamed risks, which I acknowledge are inherent in these activities/trips. I accept and assume full responsibility for all these risks and acknowledge that I understand my responsibility in decision-making.

I have read carefully and understand all of the above.

Date: 4/25/11-4/30/11

Activity/Trip: Greek Week

Printed Name: _____

Signature: _____ Date: _____

Greek Week Complaint Form – Online Submission

Greek Week Complaint Form

Please Submit Online at <http://njitgrieks.wufoo.com/forms/greek-week-complaint-form/>

Greek Week Complaint Form

This form is to be used to register a complaint for Greek Week.

Please only use this form if this is a valid complaint. You may email any materials to Thea if you feel that it is necessary to state your case. Email: thea@njit.edu

- Name * First Last
- Organization *
- Email *
- Select Type of Complaint *

Please select the choice that best describes the violation.

- Please describe the nature of your complaint. Use as many dates, times, locations, and names of parties involved. *
- Please check here if you would like this complaint to remain anonymous.
 I would like to remain anonymous
- [Report Abuse](#)

Wufoo

Please refer to <http://njitgrieks.wufoo.com/forms/greek-week-complaint-form/> to submit your complaint online

Greek Week Teams

	Organization	Color	Flavor	Participants	Event Hosting
1	Alpha Sigma Phi	Scarlet Red	Fruit punch + Berry	30	Rockband
2	Alpha Sigma Tau	Green	Lime	18	Bed Races
3	Delta Phi Epsilon	Purple	Rain Berry	18	Crest Drawing
4	Iota Phi Theta	Strawberry	Dark Chocolate	10	Sudoku
5	Kappa Xi Kappa	Bright Yellow	Lemonade	17	Dizzy Bat
6	Lambda Sigma Upsilon	Light Blue	Glacier Freeze	11 + 3R	Frisbee
7	Lambda Tau Omega	Orange	Orange	4 + 3R	Lip Sync
8	Lambda Theta Phi	Burnt Orange	Orange Tropical Punch	10 + 2R	Basketball
9	Phi Beta Sigma	Bright Blue	Cool Blue	6 + 1R	Volleyball
10	Phi Sigma Kappa	Red	Fruit Punch	26	Balloon Toss
11	Pi Kappa Phi	Yellowgreen	Lemonlime	15	5 Legged Race
12	Psi Upsilon	Gold	Citrus Cooler	10	Bowling/Arm Wrestling
13	Sigma Lambda Beta	Violet	Grape	3	Ping Pong
14	Sigma Pi	Lavender	Riptide Rush	36	Boat Races
15	Sigma Psi Kappa	Lime Green	LemonLime + Strawberry	11	Brain Bowl
16	Tau Delta Phi	Tangerine	Tropical Mango	34	Dodgeball
17	Tau Kappa Epsilon	Pale Red	Melon	14	Iron Chef
18	Theta Chi	Pinkish Red	Orange Strawberry	23	Boat Races

Greek Week Calendar

Monday	Tuesday	Wednesday	Thursday	Friday
Greek Letter Day	Badge Attire Day	Greek Week Shirt	NJIT Pride Day	Greek Letter Day
11:30-12:30 Crest Drawing CC Lobby 11:30-1 BBQ West Plaza (Rain: Atrium) 12-1 Bed Races Lower Green (No Rain Location) 6-8 Dodgeball Gym 9 LipSync Atrium	10-4 Sigma Psi Kappa Blood Drive 12-23 Featured Speaker: Latinazation of America Ballroom A 4-5 Greek Vs Public Safety West Plaza (Rain: CC Lobby) 6-7 Rockband (Pub) 7-8 Sodoku (Pub) 9 Brainbowl (Pub)	2-4 Field Games Green (Rain:Atrium & Ballroom) 5:30-7:30 Ironchef CC Lobby 7-9 Game Room Events -Bowling -Arm Wrestling -Ping Pong Game Room 9 ANAD Dinner Atrium	4-6 Basketball Gym 9 Boat Races Atrium & Gym	9-10am Ultimate Frisbee Green (Rain: Gym) 10-12 Campus Clean Up Green (No Rain Location) 2-4 VolleyBall Green (Rain: Gym) 6 Greek Awards Atrium 8 Relay For Life Green

*Monday – Friday

Can Tab Collections (See event description for times)

* Wednesday – Thursday

Commercial Viewing (See event description for times)

Greek Week Points

All Points for each event will be the same for first, second, and third place.

First Place	20 Points
Second Place	15 Points
Third Place	10 Points

Participation points will vary for each event. The required amount of members that need to attend each event to receive the minimum amount of participation points can be found on page nine. If additional people from your organization attend and participate or spectate an event, you will be given more points based on the percentage.

For Example: Alpha Beta Gamma Fraternity has 10 members and are attending a medium sized event that requires 4 members to participate, 8 members total attend. They did not win this event. Alpha Beta Gamma receives the 5 participation points as well as an additional 2 points for having more than 50% of their *remaining* members attend this event, giving the organization a total of 7 points.

Small Event	4 Points
Medium Event	5 Points
Large Event	6 Points

20% above	1 extra Point
50% above	2 extra Points
100% above	3 extra Points

Event Size for Participation Points

	Event	Size
1	Greek God and Goddess	Large
2	Lip Sync	Large
3	Crest Drawing	Small
4	Boat Races	Large
5	Bed Races	Medium
6	Dodge Ball	Large
7	Bowling	Medium
8	Egg (possible Balloon) Toss	Small
9	Five Legged Race	Small
10	Dizzy Bat	Small
11	Basketball	Large
12	Iron Chef	Medium
13	Rock Band	Medium
14	Sudoku	Small
15	Brain Bowl	Large
16	Volleyball	Large
17	Ultimate Frisbee	Medium
18	Arm Wrestling	Small
19	Pingpong	Small
20	Can Tabs	Small
21	ANAD Dinner	Large
22	Campus Clean Up	Medium
23	Greek Vs. Public Safety	Small
24	Relay for Life	Large
25	All Greek BBQ	Medium
26	Greek Letter Day	Medium
27	Commercial	Large

Participation Requirements per Event

	Event	Hosting Organization	Minimum Members
1	Commercial	-	Submission
2	Lip Sync	Lambda Tau Omega	2 Members
3	Crest Drawing	Delta Phi Epsilon	1 Member
4	Bed Races	Alpha Sigma Tau	5 Members
5	Dodgeball	Tau Delta Phi	5 Members
6	Greek Vs. Public Safety	-	2 Members
7	Bowling	Psi Upsilon	2 Members
8	Boat Races	Sigma Pi/ Theta Chi	1 Member
9	Dizzy Bat	Kappa Xi Kappa	3 Members
10	5 Legged Race	Pi Kappa Phi	4 Members
11	Egg/Balloon Toss	Phi Sigma Kappa	2 Members
12	Iron Chef	Tau Kappa Epsilon	2 Members
13	Rock Band	Alpha Sigma Phi	4 Members
14	Sudoku	Iota Phi Theta	2 Members
15	Brain Bowl	Sigma Psi Kappa	4 Members
16	Campus Clean up	-	2 Members
17	Volleyball	Phi Beta Sigma	6 Members
18	Relay for Life	-	10 Members
19	Can Tabs	-	Submission
20	Basketball	Lambda Theta Phi	3 Members
21	Arm Wrestling	Psi Upsilon	1 Member
22	Frisbee	Lambda Sigma Upsilon	4 Members
23	Ping Pong	Sigma Lambda Beta	2 Members
24	ANAD Dinner	-	2 Members

Greek Week Commercial

The purpose of the commercial is to create a 2-3 minute recorded “ad” to go along with the theme of Greek Week which is “Is It In You”. This ad is to portray Greek Life in a positive way and act as a commercial for it. The theme is to be incorporated into the ad.

Each team will have a specified amount of time to create this commercial which will be approximately one and a half weeks. No footage may be compiled prior to the assigned date. The members of the organization may consult with non-members in the creation of the commercial. All teams are able to use personal or campus equipment when creating these commercials however no one may receive compensation for assisting on this project. Teams that give anyone any type of compensation for working on this commercial will be disqualified.

Things that may be included in the commercial are: pictures, clips of video footage, text, and music. The majority of the footage must be of the organizations members and may not portray NJIT Greek Life members in a negative manner. Any commercials that do so will be disqualified. You also may not use copyrighted material without the consent of the proper agency.

The commercial must be submitted via flash drive or a cd that has the file on it clearly marked. If the judges cannot find the file easily, it will not be reviewed. All commercials are due on Monday April 25th between 11:30am and 1pm to Thea and/or Megan.

Once the submission time has elapsed a committee will convene to review quality and content of the commercials. All commercials that are deemed appropriate will then continue to the next phase of judging which is the YouTube portion. The Greek Week Chair and Advisor will post the video’s on a unique YouTube account during the times of 10am-12pm on Wednesday April 27th. Once all of the videos have been posted, an email will go out to notify all teams. Teams will have 48 hours to acquire as many viewings as they can.

The winner of the Commercial Contest will be announced at the Greek Awards.

Scoring:

- YouTube Views – 20 points (Most), 15 (2nd Most), 10 (3rd Most), 5 (4th Most)
- Use of Greek Week Theme – 5 total points possible
- Portrayal of Organization - 10 total points possible
- Quality of Video – 5 total points possible
- Creativity of Video – 10 total points possible

Greek Lip Sync

Each team will enter a group that will lip sync to a skit composed of different songs and a plot. The winner will be determined by various factors including choreography, creativity, skit, representation of team Flavor and overall theme.

Each team is required to register to ensure quality, uniqueness, and individuality. The following guidelines must be followed:

- Each team must consist of at least 2 people who are members of their organization and are currently registered NJIT students.
- NO same or almost identical registrations will be accepted, this meaning, no same or similar characters, or music. This rule will be enforced and registrations will be returned if this rule is not followed.
- All CDs or flash drives must be turned in by 1:00PM on Monday, April 25 in the IFSC Meeting. Make sure to have backups of recordings and CDs.
- The time limit for the performance must be between 5 and 8 minutes long. Failure to do so will result in the deduction of points.
- Performance time slots will be picked randomly by the Greek Week Committee and considered final. If groups fail to show up for their slot, it will be assumed that they have forfeited the competition and will not be given and additional time to perform as part of the competition.
- Originality and a theme throughout each skit is strongly encouraged.
- No flips/tumbling will be allowed in any performance. If a choreographed move is possibly considered dangerous or illegal, please have the Greek Advisor check before performances to ensure safety and to prevent point deduction.
- Music and clothing should be appropriate and respectable. It is important to represent Greek Week and the Greek Community in a positive manner.

LIP-SYNC SCORING TO PLACE FOR GREEK WEEK POINTS

Each team will be scored by the following criteria:

SKIT

Overall Enjoyment/Fun **10 points**

Originality/Creativity **10 points**

Music Matches Skit Theme **10 points**

Storyline follows Greek Week Theme **10 points**

Costumes are Creative/Appropriate **10 points**

LIP SYNC

Lip Readability **10 points**

Energy/Enthusiasm **10 points**

DEDUCTIONS

If the registration that was approved by Greek Week Committee is not followed in regards to songs, skit theme, etc. - **20 points**

For every five seconds the skit is over the time limit, after 8 minutes and 10 seconds- **2 points (for each 5 sec.)**

Crest Drawing

Organizations will create a replica of their Chapter crest using the poster board provided for them by the sponsoring organization.

Chapters are to bring any material that they may need to draw the crest on the board for example: markers, colored pencils, etc. Chapters must bring an 8 ½ by 11 color print of their crest to ensure accuracy.

Judging will be based on accuracy, creativity with material, and overall appearance based on the copy of the crest brought by your organization. Chapters will have one hour to complete their drawing which will be from 11:30 – 12:30. All drawing must commence at 12:30 regardless of the time of arrival. All drawing must be freehand and may not be a tracing.

Crests that are not an accurate representation will be disqualified.

If there is more than one rendition of your crest, judging will be based on the copy that is brought to the competition.

Bed Races

Teams will have 5 minutes to decorate their bed which will be provided by the sponsoring team. The bed should represent the theme of Greek Week along with their designated Flavor and Chapter. The rider of the chariot must also be dressed up in paraphernalia representing the overall theme of the week.

Each team is required to display their Greek letters somewhere on the bed. Any beds decorated in bad taste will be disqualified

The team will then go through a time trial race which will be around the lower green one time. Obstacles and pit stops will be present along the course. The team must complete each task at each stop.

Each team must have 5 people participate, one for each corner and a rider.

The order of the teams will be selected at random by the Greek Week committee by drawing from a hat.

All participants must take every precaution to ensure the safety of all other participants and bystanders. Any drastically unsafe behavior can result in disqualification (at the discretion of Greek Week Committee).

Dodgeball

This is a bracketed event. Bracket will be set up by the hosting organization at 5:45pm, please have at least one representative from your organization present to sign in at that time.

The game shall be played between two teams of 5 players. A minimum of 4 players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a thrown ball below the shoulders.
Note: If a player ducks, and this is clearly the cause for the player being hit above the shoulders, the player is out and the throw is legal.
2. Catching a ball thrown by your opponent before it touches the ground.
3. Causing an opponent to drop a live ball as a result of contact by another thrown live ball. (usually occurs when a ball is being used to block a thrown ball.)
4. An opposing player stepping out of bounds. (To avoid getting hit and not because he or she is retrieving a ball - in which case you have 5 seconds to retrieve a ball, and come immediately back into the playing field.)

Each team will be given 3 dodgeballs, the game will begin with a signal by the hosting organization.

Any ball that hits a wall is considered a dead ball¹.

The first team to legally eliminate all opposing players will be declared the winner. A 6-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 6 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 3-minute sudden-death overtime period will be played.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 60 second timeout per game. At this time a team may substitute players into the game.

RULE ENFORCEMENT

Rules will be enforced primarily by the "honor system". Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by the hosting organization. The hosting organization's responsibility will be to rule on any situation in which teams cannot agree. **THE HOSTING ORGANIZATION'S DECISION IS FINAL – NO EXCEPTIONS.**

¹A ball that is no longer in play until the next player has picked it up.

Greeks vs Public Safety

This event will be held in the Man Vs. Food competition style. There will be a chosen food item to battle with and an allotted amount of time to finish the food. All Greeks will be on one team together and will be competing with the all Public Safety Team. Only one team can win.

Points will be allotted based on participation and spectatorship. There will be no first, second, or third place points given for this event.

Boat Racing Competition

Rules and Regulations

1. Boats may only be constructed of duct tape and cardboard.
2. Limit of 3 rolls of duct tape per team.
3. The build begins on the green/atrium. Each team will have one hour to complete the construction of their boat.
4. After the build hour is complete boats will be judged on appearance on a scale of 1-10.
5. After the appearance contest boats will be brought to the swimming pool where boat races will begin.
6. After the races the boats will be tested on capacity. The boat that can hold the most volunteers (This is so that the weight test will be equal per boat) will receive 1st place and so on. Scoring will follow the race scores.
7. At the end of the event scores will be tallied and the winners of the event will be announced.
8. Team may use additional materials to decorate (i.e. flag or paint) but, it cannot be a functional part of the boat

Disqualifications

1. No team is permitted to sink an opponent's boat.
2. The use of materials beyond cardboard and the allowed 3 rolls of duct tape are forbidden.
3. Swim attire is REQUIRED.
4. Boats will compete on a time trial, shortest times place first, second and third for each fraternity and sorority

Judging

1. Appearance – Possible 10 points
2. Capacity – First 10 points, second 9 points, third 8 points
3. Time – First 10 points, second 9 points, third 8 points

Field Games

Check-in for all events will be from 2:30pm – 2:40pm with the hosting organizations on the green. All chapter members participating in an event must check in with name and chapter prior to the start of Field Games.

The schedule will be followed as closely as possible but delays may be possible. Once the games begin it will run on a continuous schedule, moving from event to event as soon as possible.

More detailed and explicit rules for each event in Field Games are as followed.

Dizzy Bat

In Dizzy bat, teams of three compete by shuttling pitchers of water back and forth until their bucket overflows with water. At one end, the team stands with the empty bucket and two pitchers. On the other end will be a trough with water and a bat. Participants start by grabbing their two pitchers and running to the other end of their designated lane. Participants must spin around the bat 10 times, fill their two pitchers with water, and run and dump the water in the bucket. The fastest team to have their bucket overflow with water will win.

In the event of rain and the event needs to be held inside the water will be omitted.

RULES:

1. Each team will be made up of three members.
2. One at a time team members must run from the starting point to the end of the lane. They will set the pitchers down on the ground. They will pick up the bat, rotate in place 10 times with their forehead on the bat and the other end of the bat on the ground, fill the pitchers, run back to the starting point, and dump the pitchers into their bucket. After the pitchers are dumped he/she will hand them to the next person in line. The process is repeated until the empty bucket is **OVERFLOWING** with water.
3. While the person is rotating with the bat, it must stay in contact with the ground and the person's forehead at all times. Rotations will be counted aloud by a member of the hosting organization and confirmed by a member of the Greek Week Committee. Any rotation in which the person's forehead is not in contact with the bat and/or the bat with the ground will not be counted and therefore need to be redone. This will be determined by a Greek Week Committee member.
4. In the event of a tie, a race-off with the same rules will be held.
5. Disqualification will occur if a team accidentally or purposely interferes with another team's race (i.e. knocking the opposing team's bucket over etc.).
6. If participant spills pitchers on the way to their team's bucket they may not return to the water container to fill spilled/empty pitchers.

Field Games(Cont.)

Five Legged Race

The five legged race consists of teams of 4 that are tied together in three places with the ribbon that is given to them by the sponsoring organization.

Each team must have two ties, one at the ankles and the other above the knees. If either tie breaks or falls, the team will be disqualified.

There will be heats of 5 teams at a time and the winner of each heat will compete during a final heat. Team must start at the start line, run the length of the green, around the cone and then cross the start line.

Balloon Toss

Teams will consist of 2 people and each chapter can enter up to two teams. Participants will stand a designated distance across from one another and will toss the balloon between the two who are paired up together. Pairs will take 1 step away from each other each time the balloon has been tossed back and forth.

The team left with their balloon unbroken, will be declared the winner.

Iron Chef

- Each team will consist of at least two members, maximum three members
 - Each team must designate one head chef
- There will be a market of items to choose ingredients from to create your dish
 - The secret ingredient will be revealed at 5:45pm
- Each team will have one hour to create the dish
- The start time for each team will be staggered. The starting time for your team will be randomly assigned to you 15 minutes before the competition starts.
- Teams should provide own utensils and spices, however no premade food or uncooked food is allowed (if you are found to use pre-made food, you will be disqualified)
- Each table will be inspected prior to the event
 - All teams must keep common spaces clean at all times
 - Teams that do not clean up their cooking table will be disqualified from the competition

Each team will need to create a total of four dishes, one for presentation and display and three for the judges

Judging Criteria

1. Use of secret ingredient – Possible 10 points
2. Presentation – Possible 5 Points
3. Taste – Possible 10 points
4. Overall Creativity and Originality – Possible 5 points
5. Cleanliness of space – 5 Points

Bowling Competition

Each team will have the opportunity to enter up to 2 participants to bowl 10 frames each. Each fraternity or Sorority who has the person with the highest score will win first place, the second highest will get 2nd place and the third highest will get 3rd. Each team can only place once.

Scores will be printed out after each game to ensure that all scores are confirmed.

Arm Wrestling

All competitions will be right handed.

The competitor's shoulders must be square to the table before the match will be started.

The competitor's shoulders may not be less than a fist distance away from their hands at the start.

The signal given by the designated person by the sponsoring organization is "Ready...Go!" in an unspecified cadence. At the end of the match the referee will say "Stop" and indicate the winner by raising his arm towards him/her. At this time participants may now let go of each other's hands and not before.

Competitor's legs can be wrapped around the table leg or braced against an opposite table leg prior to the start of the match, providing they are not interfering with their opponent. Feet can be off the ground during competition and legs can be moved in any fashion as long as they don't interfere with their opponent.

After the designated person begins each competition, each competitor will try their best to push the opposing team members hand down to the table so that your hands' palm is facing the table and the back of the opposing members hand is touching. A pin is when any part of the natural wristline to finger tips, touches the table.

Wrist wraps, straps, elbow bandages/supports, protective wraps, rings or bangles are not permitted.

Poor sportsmanship will not be tolerated and will result in disqualification from the event

There is no time limit during an actual bout.

Ping Pong

A game of table tennis is up to 11 points. The winner is the individual who first scores 11 points, unless both competitors score 10 points (called deuce). Then a game will be won by the first player to gain a two point lead.

To determine who goes first, a member of the hosting Team will hide the ball in one hand, and then place them behind their back. The team that has a chapter name that is alphabetically first will guess which hand the ball is in. The winner can:

- elect to serve first or
- make his opponent serve first or
- decide which end of the table he prefers to play at first

The server must stand behind the end of the table to serve. Serving style is left up to the person serving. If your opponent allows the ball to bounce more than once on their side of the table, they will lose the point. The ball may bounce anywhere on both sides of the table.

If the ball touches the net and still bounces on your opponent's side of the table, the service must be replayed. However, if the ball touches the net and does not bounce on your opponent's side of the table, the server loses the point.

Each competitor has two serves at a time. After these two serves, the opposing competitor will then have two serves. If a competitor fails to make a successful serve two times in a row, the opposing competitor will then serve.

To score a point, you must keep the ball in play longer than your opponent.

The opposing team receives a point if:

- Allows the ball to bounce twice on their side of the table
- Does not hit the ball onto their opponent's side of the table
- Hits the ball before it has bounced (i.e. volleying the ball) unless it's obviously not going to bounce on their side of the table
- Hits the ball twice in succession (i.e. a double hit)
- Puts their non-playing hand on the table or net or moves the table
- Obstructs the ball with any part of their body or clothing

A player may bring their own paddle to play with, however it must be regulatory sized and will be inspected by the Greek Week Advisor/Chair.

3 on 3 Basketball Tournament

1. Each game will be to 21 points. The team must win by only one point.
2. Teams score by either regular two-point baskets, or by three-point shots taken from outside the three-point circle.
3. After a basket has been scored or a foul called, a player must put the ball in play from a line past the three point line above the foul key.
4. All held balls will be put into play behind the three point line with possession given alternately to each team.
5. On defensive rebounds or steals, players must return the ball by dribble or pass across the three point line before a basket may be attempted. Once across the line, they do not have to pass the ball before shooting.
6. Any player may convert an offensive rebound.
7. After a basket, the team scored upon will put the ball in play.
8. Fouls will be called by the hosting organization. A foul called in the act of shooting will result in either two or three points being awarded to the team which was fouled, depending on where the player was fouled. A non-shooting foul will result in possession of the ball being awarded to the offended team. There is no bonus situation for fouls.
9. The three second free throw lane rule will apply to all offensive players.
10. Substitutions may be made after a basket, after an out of bounds play, or in the case of injury.
11. No time outs may be called unless in the event of an injury.
11. If the game ends in a tie after regulation time there will be a two minute overtime period. Possession will be determined by a coin toss. Ties at the end of any overtime period will result in successive one minute periods until the tie has been broken, with possession alternating each overtime period.

Rock Band

Teams must consist of 4 people and must have one person to play the following instruments: drums, guitar, bass, and vocals. Each Greek Week team may enter up to 2 teams. Players may not repeat and may only play one time.

All games will be played on hard level and the song will be chosen at random. Every fraternity will play the same song as other fraternities, and every sorority will play the same song as other sororities.

All teams will have one chance to replay the song if they fail.

Highest total score is the winner, second highest is second place and third highest is third place. Scores will be based on percentage if you are unable to complete the song.

Each organization may only place once.

You must play with the equipment provided.

Sudoku

Each Greek Week team may enter up to two individuals to compete separately.

Every person gets the same board and the first Fraternity and Sorority to finish wins. The second Fraternity and Sorority finished gets second place and the third Fraternity and Sorority gets third place.

You may not use any electronic devices, during this event if participant is caught doing so they will be disqualified

Brain Bowl

Each chapter may enter one team of 4 players. Two teams will play at a time and answer questions on History, Literature, Science, and Math, etc...

Teams will be given 1 minute maximum to answer each question. The first team to buzz in will be given 15 seconds to answer the question. Incorrect answers or failure to answer within 15 seconds gives the opposing team the chance to “steal” the question for double points. If the opposing team also fails to give the correct answer, there will be no loss of points and a new question will be selected.

Each team will compete once in 7 minute rounds and their score will be final.

The Fraternity and Sorority with the three highest scores will be awarded 1st, 2nd, 3rd prize. In case of a tie the teams will answer 5 questions and the highest score wins.

Campus Clean-up

Plastic gloves and garbage bags will be distributed by the hosting organization at the sign-in table. Points will be awarded for the percentage of participation by chapter members. Each participating member must sign out a bag and will not be given credit for attendance until they turn in their garbage bag and sign-out. Only active participation will be given credit. There is no time requirement and the amount of trash collected is not monitored. Active participation is determined by the hosting organization and members of the Greek Week Committee.

Ultimate Frisbee Rules

On each side of the field, each team will have a designated endzone.

The defense will be chosen by a coin flip. The team with the chapter name that comes first in the alphabet will be the one to choose heads or tails. If they win, they choose which side they want to play on and if they will be on offense or defense first.

Each point begins with both teams lining up behind their respective end zone. The game begins with the defense throwing the Frisbee to their opponent.

Teams will consist of 4-6 players per side.

In order to score, the offense must complete a pass into the defense's end zone. Each time this pass is completed, the offensive team will be awarded one point.

The first team to compile 5 points wins the game. A team must win by 2.

Possession changes after each score.

The Frisbee may be passed in any direction from teammate to teammate. Players may not run with the Frisbee. In order to release the Frisbee, the player may take up to three steps. The person with the Frisbee has ten seconds to release it.

When a pass is not completed (e.g. out of bounds, dropped, blocked, intercepted), the defense immediately takes possession of the Frisbee and begins the offense.

Substitutions may only occur after a score or during an injury.

No physical contact is permitted between players. This includes setting screens. If contact occurs, the official will call a foul and change possession.

Speed Volleyball

Each team will consist of 4-6 players.

This is a bracketed event. Bracket will be made by hosting organization at the start of the competition. Please have at least one representative of your team there at that time to be added to the bracket. After the bracket has been made no late entries will be allowed. If the full team is not present at the time of their game, they will forfeit.

Games will be played to 5, must win by 2. Championship game will be played to 10.

No time-outs are allowed; exceptions will be made for injuries.

Players will rotate clockwise, allowing each member of their team to serve. Failure to play in the proper rotation will be means for disqualification. There will only be one substitution allowed for each team during each bracketed game.

Legal Hits

Contact with the ball above and including the waist.

The ball may not be allowed to rest, even momentarily.

The ball may not be lifted, pushed, thrown, or kicked.

Player Contact

If a player goes up for a block and the ball falls on his/her side of the net, the player may play the ball again. It will count as first contact for his/her side.

If simultaneous contact is made by opponents, the player on who's side the ball falls may play the ball again and will be considered a first contact.

Successive contacts by one player will not be permitted.

Simultaneous contact by players on the same team shall be permitted and considered as one contact. Either player involved may participate in the next play.

Scoring

When the ball contacts the floor within the court boundaries or an error is made, the team that did not make the error is awarded a point, whether they served the ball or not. The team that won the point serves for the next point. If the team that won the point served in the previous point, the same player serves again. If the team that won the point did not serve the previous point, the players of the team rotate their position on the court in a clockwise manner.

Speed Volleyball (Cont)

Reaching over the net is only permitted if;

- Part of the follow through of a hit made on a players own side.

- An attempt to hit or fake a hit.

- A block or an attempt to block. It is illegal to block, attack, or set a serve.

Blocking may only occur if the ball has crossed the plane of the net. Contacting the net or any part of it including the net supports is prohibited. The only exceptions will be if the ball pushes the net into the player.

Relay for Life

All organizations must participate in this event as a required philanthropy for the Office of Greek Life.

Each Team must have raised \$100 for their team

Each team must consist of at least 10 people. Not everyone on the team must be affiliated with the organization.

Can Tab Collection

Each chapter will have an identical container to collect tabs in. The containers must be decorated and should reflect the team's Flavor and Chapter.

Containers will be on display from 10am Monday April 25 – 10:00am Friday April 29. All containers will be weighed to determine the winner.

**The Greek Week Committee Reserves the Right to edit any information in this rule book as deemed necessary by the committee.*