



# CARDBOARD BOAT REGATTA

## Administrative Rules and Information

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants MUST have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check [imleagues.com/utdallas](http://imleagues.com/utdallas) for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. NO ALCOHOL, TOBACCO, OR FOOD allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.
- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

## **Game Overview**

### **1. Boat design and construction**

- a. Boats must be made BEFORE THE RACE.
- b. Boats must be made ONLY of cardboard and duct tape. NO reinforced cardboard tubes, only broken-down cardboard boxes!
- c. Cardboard cannot be sealed with any paint or sealants.
- d. Duct tape may be of varying colors for creativity but must have come manufactured in that color.
- e. Boats may be a maximum width of 60" (5 ft) and a maximum length of 84" (7 ft). There is no maximum height requirement.
- f. Boats must be completely enclosed, or permit the crew to remain fully on top of the vessel (without dangling extremities).
- g. Boats must be propelled by the use of hands and/or paddles.
  - i. No artificial paddles are allowed (paddles must meet the same requirements for construction as the boats).
- h. If any illegal items used in construction are discovered during the pre- or post-race inspection, the boat will be disqualified.

### **2. Racing format**

- a. Boats shall be designed to race with a two-person crew.
- b. Each person will be equipped with a personal flotation device (provided by Intramural Sports).
- c. Teams consist of 4 people (5 with an alternate). Two people in the crew will start at one end of the pool and race to the other end where the remaining 2 teammates will be waiting. The 2 teammates in the boat will switch with the 2 teammates waiting on the pool deck (the original crewmembers may jump out of the boat upon reaching the checkpoint). The boat will then be raced back to the original starting point for the end of the race.
- d. Teammates who are not in the boat may help push the boat away from the pool deck both at the beginning of the race as well as during the switch at the halfway checkpoint.
- e. The race must begin and end with the two-person crew intact.
- f. Swimming and/or pulling the boat, or the use of lane lines will result in disqualification.
- g. Heats will consist of, at most, 5 boats at a time.
- h. Each boat will travel 50 yards (2 lengths of the pool).
- i. Time from heats will determine the placement for finals; the fastest 5 times from heats will race for *Fastest Boat* overall.\*

\*may change based on the number of entries.

### 3. Boat judging

- a. Boats will be judged on their creativity as part of the pre-race activities. Teams should be prepared to “show-off” their work upon the start of judging @ 5:30pm.
- b. Boats may be dropped off in the Natatorium starting at 4:00pm on November 13, or earlier with notification and permission.
- c. Categories for judging are:
  - i. *Most Creative* – use of any theme (superhero, timepiece, organization relevance, etc.)
  - ii. *Homecoming Spirit* – incorporating all that is UTD (colors, history, fight song, alma mater, etc.)
- d. Criteria used in judging the *Most Creative* and *Homecoming Spirit* categories will include:
  - i. Creative use of cardboard/duct tape
  - ii. Originality
  - iii. Application of theme
  - iv. Use of costumes
  - v. Enthusiasm/Showmanship