

**The Office of Residence Life Proudly Presents....**

# **#HBISON<sup>67</sup>**

**Rules and Guidelines Packet**  
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ResFest 2016:  
**Committee**

*ResFest 2016: Bison '67 Contact List*

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# Dates

## *The Opening Movie*

Pep-Rally

Date: Friday, April 1, 2016

Location: Punchout

Time: 12:00PM – 2:00PM

## *Yoshi's Island*

Field Day

Date: Saturday, April 2, 2016

Location: Green Stadium

Time: TBA

## *Peach's Castle*

The Pageant

Mr. and Miss. Residence Life Pageant

Date: Saturday, April 2, 2016

Location: Blackburn Digital Auditorium

Time: 2:00PM – 6:00PM

## *Dream Land*

The Game Night

Date: Sunday, April 3, 2016

Location: Blackburn Game room

Time: 4:00PM – 7:00PM

## *Pokémon Stadium*

Academic Debate

Date: Monday, April 4, 2016

Location: College Hall South Lower Level

Time: 7:00PM – 10:00PM

## *Sector Z*

Cypher

Date: Wednesday, April 6, 2016

Location: College Hall South Lower Level

Time: 7:00PM – 9:30PM

## *Battlefield*

Dance Competition

Date: Thursday, April 7, 2016

Location: Burr Gymnasium

Time: 7:00PM – 10:30PM

## *Final Destination*

Step Show

Date: Friday, April 8, 2016

Location: Cramton Auditorium

Time: 7:00PM – 11:00PM

\*Times are subject to change. Residence Halls will be notified if changes occur\*

ResFest 2016:  
**Residence Halls Deadlines:**

All information is to be submitted to

**February 24, 2016:** Preliminary Submission of all rosters. An excel document will be sent out to each residence hall. Fill it out completely and return it at its requested deadline.

**March 21, 2016:** Submission of all finalized rosters and alternates. An excel document will be sent out to each residence hall. Fill it out completely and return it at its requested deadline.

**March 21, 2016:** All Step Team performance CDs/DVDs should be submitted to the Step Show Coordinators for Review. Due by: 3PM close of business in Residence Life.

**March 21, 2016:** All Dance Team performance CDs should be submitted to the Dance Competition Coordinators for Review. Due by: 3PM close of business in Residence Life.

**April 4, 2016:** Final Edited Copy of Step/Dance Performance CDs. Due by 3PM close of business in Residence Life (Any copy submitted after April 6 will lose an automatic 10pts on day of competition).

**Important Dates:**

**March 21 – April 6, 2016:** Dance Competition Coordinators may review final shows by request. If a team declines a review at this time the **Residence Hall Manager** becomes responsible for the content of the routine. If during the final rehearsal any of the content is deemed inappropriate the Coordinator may petition for immediate change.

**This review is highly recommended.**

**March 21 – April 6, 2016:** Step Show Coordinators may review final shows by request. If a team declines a review at this time the **Residence Hall Manager** becomes responsible for the content of the routine. If during the final rehearsal any of the content is deemed inappropriate the Coordinator may petition for immediate change.

**This review is highly recommended.**

**March 21 – April 6, 2016:** Pageant Coordinators will approve apparel.

Failure to adhere to designated deadlines will result in a two (2) point deduction for each day past the deadline.

**\*All participants should have a valid Howard University ID at each event. Any team member who does not have a valid Howard University ID will not be able to participate in the event.**

**\*Failure to meet any deadline will result in a two (2) point deduction per day, to your Residence Hall's ResFest Event score. Ex. Due March 21 at 3PM, Turns in March 25 = - 8points from Dance Comp/Step Show Score.**

***\*All Step Teams must leave their changing areas in Cramton Auditorium clean and in the same manner prior to use. The penalty for noncompliance is DISQUALIFICATION.***

***\*All Step Team props must be immediately moved from Cramton Auditorium to Cook Hall after the completion of your performance. The penalty for noncompliance is DISQUALIFICATION.***

***\*All Residence Hall Managers must meet and agree on the specifications, and maximum size of the props. If an understanding is not made the Dean or Assistant Dean will decide on their behalf.***

## ResFest 2016:

### General Rules and Guidelines Overview

#### Unsportsmanlike Conduct

ResFest is designed to create a sense of excitement and fellowship amongst the residents within the Residence Halls and all of Residence Life at large. All of the events, though competitive, are intended to foster team building, cohesion, and a sense of pride. With the aforementioned stated, under no circumstance will unsportsmanlike conduct be allowed and/or tolerated. Unsportsmanlike conduct includes but is not limited to:

- Fighting
- Name Calling
- Belittling
- Cursing
- Physical altercations
- Obscene gestures

Any individual resident or residence hall that participates in the aforementioned actions between **February 24, 2015- April 8, 2016** & during any event or exhibition of talent **WILL BE DISQUALIFIED FROM THE COMPETITION: No Exceptions**. It is the intention of ResFest to promote positive competitiveness and these actions will not be tolerated under any circumstance.

Residence Hall Manager Initials \_\_\_\_\_ Date: \_\_\_\_\_

#### Deadlines

The individual residence halls must adhere to any deadline set forth by the ResFest committee. Each Residence Hall Manager will be notified of any new deadline at least a week prior to the submission date. If a residence hall team coordinator does not adhere to the schedule deadline, points will be deducted from the teams over all points prior to the event. For example, if a residence hall did not submit finalized rosters by **April 4, 2016**, the hall will lose two (2) points for everyday late, resulting in that hall beginning ResFest with a negative score. Any special stage request must be submitted by **April 4, 2016**.

Residence Hall Manager Initials \_\_\_\_\_ Date: \_\_\_\_\_

# Tardiness Policy

All participants must adhere to the check-in times put forth by the coordinator. All contestants that will be late for the check-in time of their event **MUST** give Coordinators proper notification. A week's notification must be given to coordinators if they will be late because of a class. **ANY** other reason for tardiness must be accompanied by proof to be considered valid. Any participant that shows up late for check-in and does not have a documented excuse risks being excused from the competition. The decision will ultimately be name by the Coordinators of the event.

## Participants

All participants in ResFest are required to reside in the residence hall they are representing. Students may not represent another residence hall other than the one they reside in under any circumstance. Any participant that participates in the aforementioned actions during any event will result in the **ENTIRE TEAM BEING DISQUALIFIED FROM THE COMPETITION: No Exceptions.** All participants are required to arrive at the Event Venue at the agreed upon time specified by the Event Coordinators.

Residence Hall Manager Initials \_\_\_\_\_ Date: \_\_\_\_\_

## Practice Times

Monday through Friday you are allowed a maximum of **fifteen (15) hours** practice time for any event, but practice must end by 11pm. Also, Monday through Friday you must precede every practice with a mandatory **Study Hall** for no less than **six (6) hours** per week. If any participant can not make it to **Study Hall** they can not practice!

Saturday and Sunday practices can be conducted starting 8am until 11pm. Teams can not make practice mandatory during Holiday's or Spring Break. If any practices are held before or after these times (with or without) coaches or captains being present, **THE ENTIRE TEAM WILL RISK DISQUALIFICATION FROM THE COMPETITION: No Exceptions.**

All Event Coordinators are required to adhere to this rule or risk the disqualification of the individual event.

All Residence Hall Managers are required to adhere to this rule or risk the disqualification of entire Residence Hall.

Residence Hall Manager Signature \_\_\_\_\_ Date: \_\_\_\_\_

Event Coordinator Signature \_\_\_\_\_ Date: \_\_\_\_\_

## ***Athletic & Collegiate Clause***

Individuals who are affiliated with a Howard University association that fosters extensive athletic, collegiate, and professional experience must adhere to restrictions in an event related to their specific skill.

Howard University organizations/associations that cater to professional development include but are not limited to:

- Howard University Track & Field Team
- Howard University Football Team
- Howard University Basketball Team
- Howard Debate Team

Each residence hall team is limited to two (2) total members whom have skill or training in a ResFest event that is related to their specific training. One individual related to said Howard organizations are only allowed to actively participate one at a time. Furthermore, residence halls are required to specify their members who have affiliations with Howard University organization.

**Community Director Initials** \_\_\_\_\_ **Date:** \_\_\_\_\_

### ***Distribution of Points and Placement***

All events will receive points and placement as follows:

- 1<sup>st</sup> Place: 50 points
- 2<sup>nd</sup> Place: 35 Points
- 3<sup>rd</sup> Place: 20 Points
- Participation: 10 Points

All residence halls will receive 10 participation points for participating in each ResFest event

Game Night, ResCycleMania & Field Day will determine its winners by those teams who have received a majority of the overall points.

**Community Director Initials** \_\_\_\_\_ **Date:** \_\_\_\_\_



## **FIELD DAY**

**FIELD DAY** will be broken up into six exciting portions including, Track competition, Flag Football, Water Balloon Toss, Three-Legged Race, Tug-Of-War, and Checkpoint Relay. Field Day Team Participants must not exceed maximum of 40 people (Minimum of 15 girls) per building and each participant should only participate in up to three pre events and 3 main events. Only 2 representatives from Howard Athletics are allowed on each team.

### **Winner of Field Day**

- 1<sup>st</sup> Place: 50 points
- 2<sup>nd</sup> Place: 35 Points
- 3<sup>rd</sup> Place: 20 Points
- Participation: 10 Points

### **Field Day Teams**

Cook Hall & College Hall North

Tubman Quadrangle & Drew Hall

Howard Plaza Towers

Slowe Hall

Bethune Annex

College Hall South

### **PRE-EVENTS: (Water Balloon Toss, Three-Legged Race, Tug-of-War, Checkpoint Relay)**

The Pre Events points are broken down as such:

1<sup>st</sup> Place – 50

2<sup>nd</sup> Place – 35

3<sup>rd</sup> Place – 20

4<sup>th</sup> Place – 10

5<sup>th</sup> Place – 10

6<sup>th</sup> Place – 10

7<sup>th</sup> Place – 10

### **MAIN EVENTS: (Track)**

The Track Event points are broken down as such:

1<sup>st</sup> Place – 50

2<sup>nd</sup> Place – 35

3<sup>rd</sup> Place – 20

4<sup>th</sup> Place – 10

5<sup>th</sup> Place – 10

6<sup>th</sup> Place – 10

7<sup>th</sup> Place - 10

## **FLAG FOOTBALL:**

The Flag Football Points are broken down as such:

1<sup>st</sup> Place – 50

2<sup>nd</sup> Place – 35

3<sup>rd</sup> Place – 20

4<sup>th</sup> Place – 10

5<sup>th</sup> Place – 10

6<sup>th</sup> Place – 10

7<sup>th</sup> Place – 10

## **EVENT RULES**

### **Water Balloon Toss**

- \*There will be two groups of two people representing each team (One Male & One Female each).
- \*Each team starts on the 0 and 5-yard line.
- \*When whistle blows, you are to toss the water balloon to your teammate and your teammate will pass it back.
- \*If you are successful, the teammate on the 5-yard line moves to the ten yard line.
- \*Each time you are successful, you move 5-yards back.
- \* If balloon bursts at anytime, you are eliminated
- \*Players cannot interrupt another teams' balloon or process of catching balloon. These calls for disqualification
- \*Players are allowed to dive backwards not forward for their balloon.
- \*Last team standing with a balloon wins.
- \*First two groups to get to 3 wins, wins the points.
- \*If the two groups that win are not of the same dorm respectively, there will be a playoff between them to decide who gets first and who gets second place.
- \*Rest of the points will be distributed by combination of yard length between the 4 representatives from each team
- \*In a result of a tie for any team that is not potentially, first there will be tie breaker to see which dorm gets which amount of points.

### **Checkpoint Relay**

- \*Each hall will have one (1) team of three (3) people. Each halls team must have one (1) male and one (1) female on their team.
- \*Teams start at the end zone.
- \*First member goes the 15 yard line and jumps rope 30 times.
- \*Then pick up and get into the potato sack and race to the 45 yard line.
- \*Then from the 45 yard line throw 3 plastic bottles into a recycling bin, get back in the potato sack and race back to 15 yard line. Then race back to the start line, and tag the next person, until the team finishes.
- \*The fastest hall time wins.
- \*TEAMS MAY NOT INTERFERE WITH OTHER TEAMS! THIS WILL RESULT IN DISQUALIFICATION!**

## Tug Of War

- \*Each team will have a group of 8 (There must be At Least 3 Females)
- \* Two Teams will line up on the respected side of the 50-yard line.
- \* First team to tug the opposing team across 5-yards wins
- \*Teams must stay between designated barriers

## Three-Legged Race

- \*Each hall will have one (1) team of two (2) people. Each halls team must have one (1) male and one (1) female on their team.
- \*Teams will start at the end zone and race to 40-yard line and back.
- \*The fastest hall time wins.
- \*TEAMS MAY NOT INTERFERE WITH OTHER TEAMS! THIS WILL RESULT IN DISQUALIFICATION!**
  
- \* TEAMS ARE NOT ALLOWED IN ANY WAY SHAPE OR FORM TO INTEFERE WITH OTHER TEAMS' REPRESENTATIVES! THIS CALL FOR IMMEDIATE DISQUALIFICATION!**

## EVENT RULES

### Track

(Male Competition, Female Competition)  
(MAIN)-Photo Finish

Possible Events, 100 M Dash, 200 M Dash, 400 M Dash, 4x1 relay, 4x2 relay, 4x4 relay

- One representative is allowed to compete in up to 2 events
- Must be at least one girl and one boy per event
- **Relays will have two (2) males and two (2) females on each team.**
- You may not leave your lane, if so **you are disqualified** from the event
- In relay you may not leave hand off zone without passing the baton, if so **you are disqualified.**
- You are allowed one fault start, after 1 you are disqualified
- Times will be added from Male and Female team, and points will be assessed accordingly with fastest time being 1<sup>st</sup> place, 2<sup>nd</sup> place, etc...

## Flag football

### Teams for Flag Football

Cook Hall & College Hall North  
Tubman Quadrangle & Drew Hall  
Howard Plaza Towers  
Slowe Hall  
Bethune Annex  
College Hall South

## **Team Size**

Each team must have a minimum of six (6) players, a maximum of ten (10) players, and (2) alternates. Alternates must abide by all rules stated below and all Resfest rules. The game will be played with no more than seven players on the field at a time and with at least three women on the field at all times. Teams that are not able to field a complete team may play with a minimum of six players (*no more than three men, no less than three women*). There may be a maximum of one (1) Howard Bison athlete on the field at one time, for each residence hall and no more than two athletes on a given team.

## **Time**

The game will be divided into two 10-minute halves totaling 20 minutes per game. Championship game will be (2) 15-minute halves. Each team is allowed two one-minute timeouts per game. Both timeouts may be used in either half. The offensive team will have 30 seconds to snap the ball (play clock) once the referee has spotted the ball. The official game clock will be maintained by a referee and will run continuously except for time-outs and serious injuries. The clock will cease during the final 2 minutes of play for the following occurrences:

- Incomplete passes
- Player advancing the ball steps/runs out of bounds
- Either team scores. (The clock will not continue until the opposing team snaps the ball after the PAT attempt. The clock does not run during extra points.)
- Penalty
- Declared punt
- Time Out

***If a team is leading by 21 points or more, the clock will run continuously during the last two minutes of play.***

## **Beginning of the Game**

Before the start of the game, the referee will toss a coin in the presence of opposing captains, after first designating which captain shall call the toss.

The team who wins the coin flip at the start of the game must choose one of the following:

- a) Offense
- b) Defense
- c) To defer the choice of the above options to begin the second half;
- d) The team that does not choose offense/defense will select which goal to defend.

Play starts from the 10-yard line after all scoring plays including safeties. There are no kickoffs or free kicks. At the beginning of the second half, the teams will change their direction of play. There will be a maximum five (5) minute “grace period” before each game. The game will be deemed a forfeit thereafter at the discretion of the Field Monitor/Referee.

## **Snapping the Ball into Play**

To begin each play, the ball must be snapped by a center. The ball must be snapped to the person calling the snap count. Players may shift and change formations prior to the snap of the ball, but must be stationary at the time the ball is snapped. A snap from center is not required on declared punts.

## **Intentional Grounding**

Intentional grounding will be called when a passer due to pressure from the defense, throws a forward pass without a realistic chance of completion. Intentional grounding will not be called when a passer throws a pass

that land at or beyond the line of scrimmage, even if no offensive player(s) has a realistic chance to catch the ball (including if the ball lands out of bounds, over the sideline or end line).

### **Inadvertent Whistles**

Should an inadvertent whistle be blown, the ball will be spotted at its location when the whistle was sounded. If an inadvertent whistle is blown during a pass play while the ball is in the air, the play will be declared "dead" and replayed from the original line of scrimmage.

### **Overtime**

For games that end with a "tie" score, a five minute "sudden death" overtime period will be played with the first team to score declared the winner. The clock will run continuously. Teams will be granted one time out each during the overtime period. Prior to start of the overtime period, the referee will toss a coin in the presence of opposing captains, after first designating which captain shall call the toss. If neither team scores during that period, then the game shall be scored a tie. (The overtime format may be modified during playoff games.)

### **No Contact/No Blocking**

There is no blocking or tackling permitted in the league. Players acting as offensive linemen must have their hands behind their back when protecting the quarterback from pursuing defensive rushers. Offensive linemen can position their bodies at any particular angle in an attempt to direct the rushers to a particular area, but there is no contact permitted. "Picks" are permitted so long as no physical contact is initiated. No downfield blocking/tackling is permitted. Illegal contact includes tripping, contact with the QB, any intentional contact by an opposing player and contact with an opposing player after a ball is tipped. Also note that rough play may result in an unsportsmanlike penalty. Anyone in violation of this rule is subject to penalty and expulsion from the league.

### **Co-ed Requirements**

The offense will be penalized if it fails to use a female as an "operative player" at least once within three consecutive downs. The penalty for running three consecutive plays without using a female as an "operative player" will be a five yard penalty, loss of down and a female must be the "operative player" until the requirement is satisfied. For example, if a male player catches or runs the ball on a play that a female must be the "operative player", the offense will be penalized and must replay the gender requirement until it is satisfied.

On a "forced gender" or "closed" play, a female will satisfy the "operative player" requirement ONLY if she crosses the line of scrimmage by running across the line of scrimmage, receiving a pass across the line of scrimmage or throwing a complete pass to another player who crosses, or is already across, the line of scrimmage.

During a "forced gender" play, if a female elects to run the ball, her ENTIRE body must be completely across the line of scrimmage. That is, she may not extend only the ball across the line of scrimmage to satisfy the requirement.

An "operative player" is defined as a player whom:

- Is the intended receiver in the eyes of the official
- Runs the ball as the primary runner (must achieve forward progress; does not have to cross the line of scrimmage)
- Receives the snap as the QB and attempts to initiate the ball crossing the line of scrimmage
- Receives the snap and immediately spikes the ball at her feet in order to stop the clock in the last 2 minutes

An operative player on a "forced gender" play is defined as a player who:

- Crosses the line of scrimmage by running the ball across the line of scrimmage (body must be completely across the line of scrimmage)
- Crosses the line of scrimmage by receiving a pass across the line of scrimmage
- Crosses the line of scrimmage by throwing a complete pass to another player across the line of scrimmage.
- Female who receives the snap as the QB and runs or throws a complete pass across the line of scrimmage.
- Receives the snap and immediately spikes the ball at her feet in order to stop the clock in the last 2 minutes of the game.

An operative player is NOT defined as a player who:

- Hands off the football to another player
- Snaps the ball into play
- Pitches the ball to another player behind the line of scrimmage

### ***Examples:***

- A pass intended for a female that is deflected by a female, and caught by a male counts does not count as a female “operative” play
- A pass deflected by a male and caught by a female across the line of scrimmage is a female “operative” play
- If a female pitches the ball to a male behind the line of scrimmage, this will not result in a female “operative” play

### **First Downs**

Each team shall have four downs to earn a first down or score. First downs are achieved when a team crosses a 20-yard marker (20, 40, 20) based on its original field position. Offensive teams may elect to punt on fourth downs. If a team does not punt, fails to score or earn a first down the opposing team will obtain possession.

### **Scoring**

The scoring shall be assigned as follows:

- Touchdown: 6 pts (male QB, male receiver), 8 points (female QB, female receiver)
- Extra Point(s):

From the 5 yd line - 1 point (male QB, male receiver),

2 point (female receiver, female QB)

From the 10 yd line – 2 point (male QB, male receiver)

4 points (female receiver, female QB)

A defensive player may return an interception for two points on a two point extra point attempt.

### **Pass Rush**

Once the line of scrimmage has been marked, the referee will walk off five paces in the direction the offense is going and place another marker. This "5 pace" marker is the "RUSH LINE". Only defensive players that are behind this marker when the ball is snapped may cross the line of scrimmage to rush the QB. No players lined up within this "zone", may rush the QB. If the line of scrimmage is between the goal line and the five-yard line, the RUSH LINE will be the goal line. The rush line can never be placed inside the end zone.

*Note:* The RUSH LINE will not be applicable when the QB is lined up directly behind the center to receive the snap of the ball; that is, when the QB is not in a shotgun formation. In such situations, defensive players lined up in front of the RUSH LINE may rush the QB.

### **Continuance of Play**

Play shall continue until:

- Ball carrier has at least one flag pulled by an opponent (see flag specifics for the few exceptions/additions concerning flag pulling)

- Ball carrier leaves the field of play
- Ball carrier scores
- Ball touches the ground as a result of a fumble, punt or incomplete pass
  
- Ball carrier's knee touches the ground
- Ball touches the ground

### **Spot of the Ball**

The ball will be spotted where the ball is at the time the ball carrier's flag is pulled. If the ball crosses the plane of the goal line before the ball carrier's flag has been pulled it will result in a touchdown (ball extension).

### **Punts**

A punt must be declared and cannot be faked. The referee shall notify the defensive team prior to a punt. All punts are "free punts". Punts must be kicked and cannot be thrown. A team need not snap during a punt. A dropped snap during a punt is not a fumble. The kicking team may not cross the line of scrimmage until the ball is kicked. Downfield blocking is not permitted. The receiving team may not raise hands or jump to block a punt. If a punt is "shanked" and caught it is a live ball and is returnable.

If the ball comes into contact with the ground after it has been punted it is a dead ball and will be spotted where it hit the ground. A punt through the end zone will be spotted at the 10-yard line. If a player drops the ball in the end zone, the ball is spotted at the 10-yard line and is not counted as a safety.

### **Turnovers**

A change of possession can only occur due to downs or an interception. A fumble is not a turnover and the play is considered dead at the point of the fumble. A lateral may be intercepted and returned by the opposing team.

### **Flag Requirements**

Flag guarding is not allowed. Flag guarding is defined as any action that is made with the arms, hands, or legs that prevents a player from being able to pull another player's flag. A player engaging in flag guarding will be penalized. It is illegal to pull the flag of a player who does not have possession of the football. Throwing flags is not allowed. Shirts and belts must be tucked in and flags must be securely attached. If a ball carrier has one or both flags missing, he/she will be considered stopped upon a one-handed touch. It is a penalty for a ball carrier to stiff-arm, charge into, or deliberately try to knock over a defensive player. In addition, a ball carrier may not leave his/her feet (jump/dive) in an effort to gain extra yardage.

### **Sportsmanship**

Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct can include the following: Fighting, pushing, verbal/physical abuse directed toward an official or opponent, profanity/obscene gestures, flagrant/violent fouls, taunting/trash talking/baiting, cheating, throwing/abusing equipment and physical intimidation.

A player may be ejected from a game (or a team may be evicted from the field of play) for engaging in Unsportsmanlike Conduct. An official may call a forfeit for unsportsmanlike conduct. Even if the game has ended, an official may call a forfeit. The League has the authority to suspend and/or expel a player or team from the league and/or future game(s) at its discretion with no refund of monies for such acts. These guidelines apply to players and spectators.

## FLAG FOOTBALL PENALTIES

### • Defensive Penalties:

- Off Sides = 5 yards/Repeat Down
- Pass Interference = Spot Foul/First Down
- Holding = 5 yards/Spot of Foul/First Down
- Illegal Flag Pull = 5 yards/Spot of Foul
- Illegal Rushing = 5 yards/Replay Down
- Illegal Contact = 5 yards/First Down
- Tripping
- Contact with the QB
- Any intentional contact by an opposing player (referee discretion)
- Contact with an opposing player after a ball is tipped
- Rough play may result in an unsportsmanlike penalty
- Illegal Stripping = 5 yards/Spot Foul
- It is illegal to bat or strip a ball from a player's hand.
- A game cannot end on a defensive penalty even if time expires.
- One un-timed down will be required to complete the game.

### • Offensive Penalties:

- Illegal Motion/False Start = 5 yards/ Replay Down
- These are "dead ball" fouls and do not carry a loss of down. These penalties may not be declined.
- Illegal Pass = 10 yards/Line of Scrimmage/Loss of down
- Intentional Grounding = Loss of Down/Spot Foul
- Gender Violation = 5 yards/Loss of Down/Next play remains "closed"
- Offensive Pass Interference = 10 yards/Previous Line of Scrimmage/Replay Down
- Interference/Illegal Contact = 5 yards/Loss of Down
- Illegal Contact
- Pushing Off
- Any other intentional contact by an offensive player on a defensive player in the field of play.
- Flag Guarding = 5 yards/Spot of Foul/Loss of Down
- Jumping/Diving = 5 yards/Spot of Foul/ Loss of Down
- Off Sides = 5 yards/Repeat Down
- Blocking = 10 yards/Spot of Foul

At the end of the tournament, when whoever has the most points will win field day. ALL TEAMS FOR ALL EVENTS MUST FOLLOW THE SPORTSMANLIKE CODE OF CONDUCT OR WILL BE DISQUALIFIED FROM FIELD DAY. IT IS A FRIENDLY COMPETITION SO LETS KEEP IT THAT WAY. ANY BREAKING OF ANY RULES FOR ANY EVENT RESULTS IN DISQUALIFICATION UNLESS OTHERWISE NOTED.



# ResFest 2016: Game Night

## Teams for Game Night

Cook Hall & College Hall North

Tubman Quadrangle & Drew Hall

Howard Plaza Towers

Slowe Hall

Bethune Annex

College Hall South

Game Night will be held with each hall being *individually* represented for competitive purposes, *except for the bowling event*, and games for non-competition spectators who wish to participate as well. Each event on Game Night will allot a certain amount of points to each participating hall. The Hall with the most points at the end of the night will win the entire competition. There can be a maximum of ten (10) alternates for Game Night. Alternates must abide by all rules stated below and all Resfest rules.

## General Rules and Guidelines

### Pool

The billiard balls are placed in the table. The white cue ball strikes the other balls into the pockets with the help of the cue stick. You will use 16 balls where there is one white ball or cue ball and 15 colored balls. The object balls are numbered one to seven and in solid color. Put the balls in the rack with the 8(black)-ball in the center, the 1-ball in one corner, and a stripe and a solid in the other two corners. The rest of the balls may follow whatever pattern you wish. Set the rack so that the triangle points toward the head of the table with the 1-ball at the tip of that point. Position the 1-ball on the foot spot. Snug the balls up against the rack. Carefully remove the rack and set it aside. Decide who will shoot first and how strict to be about calling fouls. Place the white cue ball anywhere behind the head string. Shoot smoothly. Keep the cue stick parallel to the table throughout the entire stroke. Continue to shoot the type of ball (striped or solid) you sink if it is any ball except the cue or 8-ball. If the cue ball follows the ball into the pocket, the table is still open. If you make one of each striped and solid on the break, you may choose either type. Give up your turn to the other player or team if no balls drop into a pocket or you scratch. Note that a player can continue shooting as long as he pockets the correct type of ball, does not foul, and does not sink the 8-ball before all seven of his balls are dropped. Alternate with your partner. Choose the pocket you will sink the 8-ball in. Make it, and win the game. If you miss, the game goes on.

## Residence Hall Competition Games

### Dominoes

The ResFest Dominoes Tournament will consist of one entered name from each hall.

When the brackets are determined and set, there will be a *single elimination*, tournament style between the competitors.

### The Start

The dominoes are ritually shuffled face down in circles with the flat of the hand. Each player draws nine (9) dominoes and places them so that the other players can't see their value. Beginners can just place them on their edge in a row facing

them. Remaining dominoes are termed "sleeping" tiles. The first person to play is that person holding the double six, or failing that the double five and so on. The tile played must be the double tile that permitted the player to take the first turn. If none of the players hold a double, then the tiles are reshuffled and re-drawn.

## The Play

Each player must in turn then play a tile onto the table positioning it so that it touches either end of the domino chain, which thus gradually increases in length. A player may only play a tile that has upon it a number showing at one end of the domino chain or the other. If a player plays a domino with the result that both ends of the chain show the same number (normally a number which is useful to the player and distasteful to the opponents), that player is said to have "stitched up" the ends.

The way that the tiles are placed provides a small part of the entertainment. Each tile being placed must be positioned so that the two matching ends are adjacent. Unless, the tile is a double, the tile can be placed square in any one of the three directions as long as the two matching sides are touching fully. Doubles are always placed crossways across the end of the chain. A tile played to a double must also be placed accordingly - perpendicular to the double touching at its middle. The shape of the domino chain develops snake-line at random according to the whims of the players and the limitations of the playing surface.

If a player can lay a domino, then it must be played. Otherwise the player "knocks", or raps the table and play passes to the next player. The opposing players will, of course, make mental note of the numbers currently available on the table and try to ensure that they are available in future as well.

## The End

Normally play stops when one player "chips out" (plays his last domino). If it reaches a point at which no player can proceed, then the player with the lowest sum of dominoes wins the round, and accumulates points by the remaining sum in his/her opponents hand (rounding up at three and eight and down at two and seven), nearing to multiples of five. (Ex. 27 rounds down to 25 while 14 rounds up to 15).

## Scoring

Scoring occurs in multiples of five. Ten points must be scored in the initial phases of the game in order to have any points on the board.

## Bowling

Each bowling team will be composed of 4 residents. (*Two male players and two female players*)

Each team will have its own lane and bowl a 10-frame game.

The top two teams with the highest average score will compete against each other to determine the winner.

## Arcade Competition

### Madden 15

1. Quarters will be **4 Minutes**.
2. The difficulty will be set to "**All-Madden**"
3. Since it is likely that there will be an odd number of competitors, we will hold a qualifying round in order to eliminate the odd man.
  - a. Players to compete in the qualifying round will be chosen at random on the day of competition.
4. In the event of a Tie, a rematch will be held.
  - a. Both players will choose random teams.
  - b. Each player is allowed 3 Random Draws.
5. Changing the stats on any individual player or team is strictly prohibited. **Violators will be eliminated from tournament play.**

## NBA 2K

1. Quarters will be **5 Minutes**.
2. The difficulty will be set to “**Hall of Fame**”
3. Since it is likely that there will be an odd number of competitors, we will hold a qualifying round in order to eliminate the odd man.
  - a. Players to compete in the qualifying round will be chosen at random on the day of competition.
4. In the event of a Tie, a rematch will be held.
  - a. Both players will choose **random teams**.
  - b. Each player is allowed **3 Random Draws**.
5. Changing the stats on any individual player or team is strictly prohibited. **Violators will be eliminated from tournament play.**

## Super Smash Bros. Melee

1. 3 Stock Lives
2. 8 Minute rounds
3. Items are turned to **OFF** and **NONE**
4. **Stalling is prohibited.**
  - a. Stalling is defined as intentionally making the game unplayable. Examples include, but are not limited to:
    - i. Becoming invisible
    - ii. Reaching a position that cannot be reached by the opponent
    - iii. Chain grabs
    - iv. Uninterruptible moves past ~300%
5. In the event of a Tie, competitors will play a 1 Stock, 3 minute match with the same characters and stage.
6. **The following stages have been approved for competition. All other stages are BANNED FROM TOURNAMENT PLAY.**
  - a. Delfino Plaza
  - b. Frigate Orpheon
  - c. Halberd
  - d. Castle Seige
  - e. Lylat Cruise
  - f. Pokémon Stadium (1 &2)
  
  - g. Yoshi’s Island
  - h. Battlefield
  - i. Final Destination
  - j. Smashville
7. Pausing is only allowed whilst both players are in relatively neutral situations.

## Spades

### **Spades for Four Players**

The four players are in fixed partnerships, with partners sitting opposite each other. Deal and play are clockwise.

## Rank of Cards

A standard pack of 52 cards is used. The cards, in each suit, rank from highest to lowest: **A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, and 2.**

## The Deal

The first dealer is chosen at random, and the turn to deal rotates clockwise. The cards are shuffled and then dealt singly, in clockwise order beginning with the player on dealer's left, until all 52 cards have been dealt and everyone has 13.

## The Bidding

In Spades, all four players bid a number of tricks. Each team adds together the bids of the two partners, and the total is the number of tricks that team must try to win in order to get a positive score. The bidding begins with the player to dealer's left and continues clockwise around the table. Everyone must bid a number, and in theory any number from 0 to 13 is allowed. Unlike other games with bidding, there is no requirement for each bid to be higher than the last one, and players are not allowed to pass. There is no second round of bidding - bids once made cannot be altered. **Example:** South deals; West bids 3; North bids 1; East bids 4; South bids 4. The objective of North and South is to win at least 5 ticks (4+1), East and West try to win at least 7 (4+3).

A bid of 0 tricks is known as **Nil**. This is a declaration that that the player who bid Nil will not win any tricks during the play. There is an extra bonus for this if it succeeds and a penalty if it fails. The partnership also has the objective of winning the number of tricks bid by the Nil's partner. It is not possible to bid no tricks without bidding a Nil. If you don't want to go for the Nil bonus or penalty you must bid at least 1.

Some players allow a bid of **Blind nil**. This is a nil bid declared before a player looks at his cards. After everyone has bid and before the first lead, the bidder may exchange two cards with partner - the bidder discards two cards face down; partner picks them up and gives back two cards face-down in return. It is usually agreed that a player whose side is losing by at least 100 points may only bid Blind Nil.

## The Play of the Hand

The player to dealer's left leads any card except a spade to the first trick. Each player, in turn, clockwise, must follow suit if able; if unable to follow suit, the player may play any card.

A trick containing a spade is won by the highest spade played; if no spade is played, the trick is won by the highest card of the suit led. The winner of each trick leads to the next. Spades may not be led until either

- some player has played a spade (on the lead of another suit, of course), or
- The leader has nothing but spades left in hand.

Playing the first spade is known as "breaking" spades.

## Scoring

A side that takes at least as many tricks as its bid calls for receives a score equal to 10 times its bid. Additional tricks (overtricks) are worth an extra one point each.

**Sandbagging rule:** Overtricks are colloquially known as **bags**. A side that (over several deals) accumulates ten or more bags has 100 points deducted from its score. Any bags beyond ten are carried over to the next cycle of ten overtricks - that is if they reached twenty overtricks they would lose another 100 points and so on. (*Note: it is not necessary to keep track of overtricks separately as the cumulative number of overtricks taken appears as the final digit of the team's score, if positive*).

**Example:** Suppose a team whose score is 337 bids 5 tricks. If they win 7 tricks they score 52, taking their score to 389. If they win 8 tricks they score 53, but lose 100 because they now have 10 bags, and their score becomes 290 (337 + 53 - 100). If they win 9 tricks they score 54 and lose 100, bringing their score to 291.

If a side does not make its bid, they lose 10 points for each trick they bid.

If a bid of **nil** is successful, the nil bidders' side receives 100 points. This is in addition to the score won (or lost) by the partner of the nil bidders for tricks made. If a bid of nil fails - that is, the bidder takes at least one trick - the bidder's side loses 100 points, but still receives any amount scored for the partner's bid.

The usual rule is that when a nil fails, the tricks won by the nil bidder **do not count** towards making the partner's bid, but do count as bags for the team.

A bid of **blind nil** scores twice as much as an ordinary nil - it wins 200 points if successful and loses 200 points if it fails.

The side that reaches 500 points first wins the game. If both sides reach 500 points in a single deal, the side with the higher score wins.

## Tie Breaker

In the event of a tie the two teams will select a player each to represent them in a game of Connect Four. The player whose team wins will be announced the winner.

# ResFest 2016:

## Academic Debate

### General Rules and Guidelines

The following will assist each residence hall debate team in compiling their said team:

- Each team will consist of 4 members and one (1) alternate team member for a maximum team of five (5) members.
- All members must reside in their respective hall that they are competing for.
- All halls with a debate team must have a team captain who will be indicated on the team roster.
- The name and contact info of the Residence Hall Advisory staff member(s) should also be included.
- Each team member should be dressed in appropriate business formal attire for the debate.
- All members participating on the Academic Debate Team must speak (i.e. Team member number 1 would speak for the entire introduction, team member 2 would speak for the entire crossfire, team member 3 would speak for the entire rebuttal, team member 4 would speak for the entire conclusion)
- Speakers will be allowed to use note cards
- **Please Note: Failure to do so will result in an immediate disqualification of the team.**

#### Format

- The 2016 ResFest Academic Debate will be arranged in a tournament style competition.
- Topics and matches will be drawn randomly before each round.
- The two debating teams in a match will argue either the Pro or Con side of the drawn topic.
- The choice of either representing Pro or Con of a debate topic will be decided by a coin toss.
- **In the event of a Bye click here for instructions.**

Time for each round goes as follows:

3 Minute Introduction- Pro 2 Minute Rebuttal- Pro	3 Minute Introduction- Con 2 Minute Rebuttal- Con
Crossfire 2 Minute Conclusion -Pro	Crossfire 2 Minute Conclusion -Con

- The crossfire is a total of 4 minutes with 1 team member from each team questioning the case of 1 opposing member of the other team. Each team has 30 seconds or less to speak.  
This is a free-for-all so you may:
  - Ask questions
  - Strengthen arguments
  - Invalidate the question asked during this period
- Crossfire is a match of wits (point vs. counterpoint) not speeches.  
**Example of style: <http://www.schooltube.com/video/ffd8cc14032c4a0d8263/>**

The Judges for the Academic Debate will consist of Howard University Staff/Professors and Community Leaders in the Debate field.

At the beginning of each round all teams will start with a score of zero; no points will be carried over into the next rounds.

The score will then be totaled and the team with the highest score will move onto the next round.

## **Judging Criteria**

- Credibility of speech
- Presentation and Structure of Speech
- Relevance to Topic
- Professionalism
- Overall Persuasiveness

For each of the five categories each judge may give up to 10 points (score of ten is highest) with no half point increments.

\* Said Debate Coordinator will be compile all debate topics

## ResFest 2016:

# Pageant

## Mr. & Miss ResFest Competition

### Competition Overview

Mr. and Miss ResFest 2016 are a young man and young lady who strive to promote good citizenship and scholastic achievement within our residence halls. In doing so, both endeavors of the King and Queen will be to promote the great mission of the Office of Residence Life as a student ambassador in their collegiate life with its strong morals and values.

To enable contestants to implement their platforms and increase interaction with residents ResFest 2015 pageant competition will involve a polling of contestants by residents. All contestants will campaign to residents leading up to and throughout the week of ResFest.

The selection of Mr. & Miss ResFest 2016 will be determined by the following:

### Interview - 15%

Interview will be conducted one (1) week prior to the main event. In this category, contestants will demonstrate their ability to articulate their on-campus activities, describe their time as the reigning Mr. & Miss of their hall as well as other information pertinent to the pageant. They will be judged on attire, promptness, eloquence and affability.

### Introduction/Platform – 30%

This category will be the first opportunity contestants will have to present themselves to the audience. In this segment, each contestant will demonstrate their intellect by how well they present themselves through the content and the delivery of their introductions and platform.

The contestants will be judged on how well they articulate and display themselves.

The content of the introduction should be original.

The contestant should display confidence in their presentation and appearance during delivery.

Since the winners will serve as spokespersons for Residence Life, an outstanding performance in this area is of paramount importance. The introduction should present their name, major, contestant number, and their platform as well as things they plan on accomplishing during their reign.

### Talent – 20%

In this category, the contestants will display the talents of their choice. Contestants will be evaluated on their originality, confidence, delivery, professionalism, and selection of their costume. The winners may or may not be asked to display their talent throughout their reign as Mr. and Miss of their school. The choice and presentation of the contestants should be highly reflective of their interests, abilities, and personality.

### Evening Wear – 15%

In this category, the contestants will be clothed in the eveningwear of their choice, representing their personal taste, style, color and design. They will be evaluated on their poise, appearance, and grace. Expect them to look regal, natural, elegant, and display grace and charm. They will be natural and unaffected. Positive qualities will not be reflective of the cost of her gown.



### **Question and Answer – 20%**

In this category, the contestants will demonstrate their ability to articulate their thoughts, as well as their personality and deportment. The contestants will be judged on how well they answer the questions, their ability to be spontaneous and confident, while demonstrating their intelligence. Contestants will need to answer one (1) randomly chosen question fully and to the best of their abilities.

### **Contestant Eligibility**

The ResFest 2016 Committee will facilitate the Office of Residence Life sponsored competition under the guidelines of the Mr. and Miss ResFest 2016. This allows the winners of the competition to be eligible for participation in university activities as a student representative of the Office of Residence Life and other decided upon benefits as determined by the department's Dean. The ResFest 2016 competition coordinator will have the authority to make provisions and waive eligibility rules and/or regulation requirements with the approval of the ResFest 2016 Committee.

ResFest 2016:  
**Dance Competition**

**General Rules and Guidelines**

- Each team must have a captain/representative.
- Each participant must reside in the residence hall of the team they are participating. Violators will be disqualified.
- All dancing and music must be PG13  
The following actions that are prohibited are the following (but are not limited to):
  - No extremely provocative moves
  - No foul language in the music
  - No showing of any private areas
  - No extensive bumping and grinding on team members and/or floor
- Respect must be shown to opposing teams, judges, coordinators, staff, etc.
  - No booing other teams
  - No verbal altercations or physical contact with anyone
  - Loss in respect will result in a lost in points as deemed necessary by the Policy Board
- Participants must be on time to all scheduled meetings and practices with the Coordinators
- Cheating and/or stealing of choreography is dishonest and ultimately wrong. Plagiarism and spying on other teams is strictly prohibited and will result in immediate disqualification.
- There can only be a maximum of 18 dancers on the team.
- The order throughout the Dance Competition will be drawn randomly out of a hat.
- **STUDENTS MAY DANCE BARE FOOTED. ALL PARTICIPANTS SHOES MUST BE PRE-APPROVED. (BLACK OR COLORED SOLE SHOES ARE NOT PERMITTED.)**

**Preliminaries**

- There must be a minimum of one (1) and maximum of fourteen (14) dancers per team on the floor at a time.

**Each team must have a routine no longer than 3 minutes music pre-arranged on a CD.** If a team goes over 3 minutes the DJ will automatically cut the music, and judging will solely be based on everything prior to the original 3 minutes. Teams are allowed to use pre-approved stage decorations and stage props.

- At the end of Round 1, each team will stand in the middle of the floor. The judges will then announce what teams made it to the next round of battles.
- The 4 teams with the most points will move on to The Playoffs

The teams are allowed to use props. However, some rules apply.

- NO LIQUIDS, SPRAYS or GLITTER
- Props must be able to be cleaned up at the end of the battle
- No persons and/or props can touch any member of the opposing team at any time!
- No props that would cause possible damage to the Burr Gymnasium floor are allowed. (i.e. anything that will scratch or discolor the floor)

**The Playoffs**

- A maximum number of 10 people can dance during “The Playoffs” per battle song. (All dancers on the floor must be on the roster for the residence hall dance team) No switching of dancers during each battle routine.

**The teams are not allowed to use props in “The Playoffs”**

For each individual battle, each team will have the same song. The teams will *not* know which song will be played until the DJ scratches and the beginning of the chosen song is played. There will be one song per “Playoff”. **Each team will be**

**given (1) 40 second round for each battle.** The opposing team *may not* move at all while the other team is dancing. This is considered disrespectful and will greatly decrease the chances of your team moving on to the “Championship”.

After each “Playoff” the judges will choose the winner by holding up the sign of that respective dorm, the best 2 out of 3 votes wins that “Playoff.” In the slight circumstances that there is a tie, a tiebreaker round will take place in the same fashion as the previous “playoff” After the round is over a winner will be chosen

### **Championship**

The teams may choose a song that will be played for this final championship.

The teams will be allowed time to get into their starting position. Once that starting position is frozen, the time begins as soon as anyone on that team moves or the music starts. Once an individual moves, the clock begins, and there are absolutely *no* re-dos.

Each team will showcase original choreography to the battle song played.

The routines must include an element of **Video Gaming** in their routine. Props may be included.

The two teams will have (1:15) to dance to the song of their choice. The judges will not judge any dancing beyond 1:15 seconds.

### **Placing**

The losing teams of the first two battle rounds will compete for 3<sup>rd</sup> and 4<sup>th</sup> place. The winners of the first two battle rounds will compete for the championship title.

### **Battle Songs**

Battle songs Battle songs may not be used in any part of the “Preliminaries or Championship” routine.

The first six songs will be chosen at random for the playoff round. The teams will *not* know which song will be played until the DJ scratches and the beginning of the chosen song is played.

The judges will choose the winner in the same fashion as the other battle rounds. The judges will hold up the sign of the dorm that they think should win and the winner of the title will be announced

Under NO circumstance during the battle rounds of the competition are participants to touch a member of the opposing team. Such actions will be considered unsportsmanlike conduct and will **result in disqualification from the competition.**

*\*\* Please Note: No Points will be allotted for “Playoffs & Championship Round. “  
The judges will determine the winners of each battle\*\**

## **Judging Criteria**

**Costume and Apparel**

**20%**

**Execution of Theme**

**20%**

**Choreography**

**40%**

**Overall effect**

**20%**

ResFest 2016:  
**Step Show**  
**General Rules and Guidelines**

- Each Team must have a captain/representative
- No team should have more than 25 members
- Each team may have a maximum of 15 members on stage
- Each team may have a maximum of 4 stage hands only
- Members of the team must be in good standing with the University
- Each member must reside in the residence hall, which they are representing, with the exception of the **“Wild Card.” Wild card must be identified prior to the final Step show rehearsal.**
- Must have a representative available for technical walk through (date to be announced)
- **Each team has a maximum of twelve (12) minutes on each stage then a one (1) minute grace period. After the grace period ends, there is a two (2) minute penalty period worth -5 points. At the end of the final 15 minutes total the curtains will close.**
- Time will begin as soon as the first action is taken on stage (ie. First stomp, clap, or dialogue)
- No profanity is allowed.
- No fog, open flame, glitter or confetti.
- Wear breathable clothing only, no wool.
- Teams must arrive on time for dress rehearsal.
- Teams must arrive at Cramton Auditorium with everything they need for the show (costumes, props, etc.), because no one will be allowed to exit and re-enter the building, except in extreme emergency cases, which must be discussed with one of the coordinators prior to exit.
- Teams will have assign times the morning of the show to drop of props, music, and final show production outline.
- Stilettos and/or sticks can be used during a performance; however, it is the responsibility of the residence hall to provide protective covering for the floor. Failure to do so will result in immediate disqualification.
- If there is a video, stage time will NOT begin. Instead videos will have to be 2 minutes or under. Any video played after the first action has been taken on stage will be considered as stage performance.
- **Teams may not arrive to the competition undertaking any type of a performance (marching, strolling, etc.)**

**Deductions**

- The deduction concerning time:  
**The scoring rubric will have a spot for time. If a person enters the penalty period they will lose -5 points.**
- 5 Points will be deducted for any profanity used.
- The Step Show Coordinators will set the mandated time for arrival at Cramton Auditorium. Failure to arrive at this time will jeopardize a team for disqualification.
- **There is to be no dancing or stomping on the Pit!!!** Walking is permitted on the pit.

**Judging Criteria**

**Intro-Entrance: 10%** “first impression” of the team was captivating and made you anxious for what was to come.

**Presentation: 10%** overall flow of the show, appearance, and theme.

**Originality: 10%** overall show incorporates quality innovative material and ORIGINAL ideas.

**Complexity: 20%** show includes intricate stepping maneuvers and syncopation.

**Precision: 20%** show includes high-leveled precision and a degree of difficulty performed with confidence.

**Crowd Participation: 5%** Audience is engaged in the performance for the duration of the show.

**Theme: 15%** overall theme was upheld and clear throughout the duration of the performance.

**Outro-Exit: 10%** “last Impression” demonstrates performers’ endurance level and is more than simply an exit from the stage.

## ResFest 2016: **ResCycleMania**

- There will be 4 ResCycleMania events included in Spring 2016 ResFest: Hall Recycling Competition, re-make it Challenge, Video Challenge and Beautify the Bins.
- Points for winning all of ResCycleMania will be as follows:

### ➤ **Winner of ResCycleMania**

- First place will receive 50pts
- Second Place will receive 35pts
- Third place will receive 25pts

- A residence hall must earn the most points cumulative from all the events to win ResCycleMania.
- Point totals will be defined as such:

- Hall Recycle Competition
  - First place will receive 50pts
  - Second Place will receive 25pts
  - Third place will receive 10pts
- Beautify the Bins
  - First place will receive 20pts
  - Second place will receive 15pts
  - Third place will receive 10pts
- Video Challenge:
  - First place will receive 35pts
  - Second place will receive 25pts
  - Third place will receive 15pts
- Book Drive
  - First place will receive 15pts
  - Second place will receive 10pts
  - Third place will receive 5pts

**(Poundage Recycled Per Resident)**  
**Hall Recycle Competition**  
**General Rules and Guidelines**

- No special events can be held to help generate recyclables.
- No recyclables can be brought from any places outside of the residence hall.
- No residence hall can stock pile their recyclables and/or hold them to the last week of the competition.
- Only the following materials may be recycled:

**Paper**

- Boxboard / chipboard
- Catalogs
- Hard and softbound books
- Junk mail
- Magazines
- Newspaper
- Office Paper(all colors)
- Phone books

**Bottles and cans**

- #1 through #7 Plastic (e.g., soda, water, juice, beer, laundry detergent bottles)
- Aluminum cans
- Glass bottles and jars
- Steel cans

**Cardboard**

- Baled and unbaled cardboard boxes
- Boxboard / chipboard

**Judging:**

Each residence hall total weights for paper, cardboard, and beverage will be measured weekly and then calculated using the following equation:

$$\frac{\text{Weight of Recyclables}}{\text{Population Figure}}$$

**(Video Challenge)**  
**General Rules and Guidelines**

- All people depicted in the video must be current Howard University students
- One video per hall will be accepted for final judging. (If more than video is created within your residence hall, the Green Team coordinator for that hall will set a date for the videos to be viewed and ultimately

- voted upon by the residents of said hall. In case of a tie, the Community Director has final word on the hall's submission.)
- The video should be **1 minute to 1:50 seconds** in duration
- No advertisement or watermarks by producer, cameraperson, or edit worker during the video at all; however, those who participated in its creation may be credited after the video's conclusion
- Videos must display how residents are making attempts to creating a more environmentally friendly hall. Residents can utilize dancing, singing, rapping, spoken word, skits, and should be as tastefully creative as possible
- There will be no profane or vulgar language or racial slurs used throughout the video, and all dances must be appropriate as determined by the staff of Residence Life.
- It is possible that the top three videos will be shown during some point and time within ResFest for entertainment purposes. (So prepare accordingly).
- **Videos must be submitted to individual hall's ResCycleMania Coordinator by or before NOON April 4, 2016.**

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### (Beautify the Bins Challenge) General Rules and Guidelines

- Residence halls can earn additional points to their point totals for submitting a plan to their ResCycleMania Coordinator concerning the painting/decorating the recycle bin area within the main lobby of the residence hall.
- The Community Director must approve the plan by the ResCycleMania Coordinators.
- Once the plan has been approved, residents will then volunteer to beautify the bin area and the halls who complete the task before **April 4, 2016** will be judged.

In the event that there is a tie for a team's overall ResCycleMania place, a series tiebreaker questions will be given to a hall's selected resident as determined by the participants of the scavenger hunt. Answers will be written down and any cheating will be considered an automatic victory for the opposing representative. In the event that the tiebreaker is still inconclusive the representatives will enter a sudden death round in which representatives are eliminated if they write a wrong answer and the opposing player writes the correct one.

### Book Drive General Rules and Guidelines

- Each residence hall will be distributed boxes.
- Book drive's targeted books are children's book, but middle school and high school books are acceptable.
- Boxes will be picked up at 12pm on April 6th

### Judging:

ResCycleMania Coordinators and Resident Hall Manager representatives will count books in each box. Children's books will be worth 15 points, middle school books are worth 10, and high school books are worth 5. The residence hall which obtains the most points will be deemed the winner.

ResFest 2016:

**Cypher**  
**General Rules and Guidelines**

**TBA**