Tailgate Games Rules

Tailgate Games is fun, yet somewhat competitive intramural sport that meshes the social aspects of tailgating for football games with the sport that intramurals provides. Each match is a combination of three games: Cornhole, Kan Jam and Spikeball

Any clarifications will be made by the officials and supervisor on duty.

General Rules

- The object of the game is for each partner-team to win a majority three of the individual games, Cornhole, Kan Jam and Spikeball. Each match is timed for one hour, so each game should take approximately 15-20 minutes per game.
- All players must present their valid CINO Card to play. No exceptions! Participation will be denied to anyone without their valid CINO Card.
- Jewelry is not allowed to be worn by any participant during an intramural sports event. Any and all dangerous equipment must be removed prior to participation. Shoes are optional given the recreational nature of the games and that it’s played in a grass field.

Participant Behavior and Officiating

- Participants in all intramural sports are expected to exhibit excellent sportsmanship at all times. Refer to the Sportsmanship guide at our website, www.coastal.edu/recreation for details.
- There are no officials for Tailgate Games, so participants call rule violations on themselves. The intramural sports supervisor oversees all and can help manage rule interpretations.

Court, Equipment & Players

- A team consists of two (2) players. Up to five (5) players are allowed on a team’s roster. Any combination of 2 players on a team’s roster may play in one or more of each game, although the pair that starts a game must complete that game before teams switch partners.
- The playing facility is the grass field adjacent to the CCU Track Facility across from Brittain Hall and the HTC Center fountain. Parking is available after 5pm in the Brittain/Wall parking area.
- All equipment is provided by intramural sports. Each game’s score should be kept by participants then reported to the intramural sports supervisor on site.

Spikeball Rules

- Each 2-person team starts at opposite sides of the net.
- To serve, individual must stand at least five feet from the net and toss the ball into the air then spike the ball on the net towards their opponent.
- The receiving team has up to three (3) alternating hits to spike the ball back onto
the net. Teams do not have to use all three hits per turn. This back and forth continues until one team cannot return a volley.

- Teams should volley for serve to determine who serves first.
- Once the ball is in play, there are no longer “sides” as team members can run, dive and leap anywhere to pass to a teammate or spike.
- After 11 points, teams should switch sides of the net.
- The first team to 21 wins, a team must win by 2 points and rally scoring is applied.
- If your shot hits the rim, it’s called a “rimmer” and the other team scores. If your shot hits a pocket (a shot that hits some net and some rim), keep playing the point. If there’s a disagreement, play the point over.
- If the ball does not bounce off the net with a single bounce, it’s the other team’s point. The ball must clear the rim to be a legal spike.
- For more information and specific rules, see the intramural sports supervisor or visit Spikeball.com

**Kan Jam**

- Play consist of four players divided into two, two-partner teams. Members of the same team stand at opposite goals (Kans). Partners alternate throwing the disc. The team with last throw will always have the opportunity to throw even if their opponent has 15 points, a winning score.
- The goals are to be set approximately 40’ apart and all throws must be from behind the goal.
- One partner throws the disc and, when necessary, the other partner redirects (or deflects) the disc into the goal. After both partners complete one throw each, the disc is passed to the opponent. The thrower can score points with a direct hit to the goal or the deflector can score by deflecting the disc to hit or land inside the goal.
- Opponents of the thrower may not touch the disc, the Kan or the opponent.
- All games are played to 15. A dinger (deflector redirects a thrown disc to hit any part of the goal) is 1 point, a deuce (an unassisted hit of the goal by the thrower) is 2 points, a bucket (a slam dunk by the deflector that lands in the goal) is worth 3 points. A winner is a thrown disc that enters the slot without assist from teammate.
- Since a team must score exactly 15 points, if a throw raises a team’s score above 15, the points from that play are deducted instead of added and play continues.
- If both teams reach 15 points during the same round, the game is extended to overtime. Each partner will get one throw for a sudden round and the high score wins the game. If they tie, the procedure is repeated until a winner is declared.
- Carrying the disc is illegal; it must be tipped, redirected or deflected to be a scoring throw.
Cornhole

- Boards will be placed 25 feet apart in a straight line. A team that scores 21 points before their opponent wins the game.
- Opponents should rock-paper-scissor to decide who goes first then take turns throwing bags with your opponent. You throw one bag, then your opponent, then you, then your opponent, etc.
- Your feet may not go past the front edge of the board. If they do, a foul is called and lose that bag throw.
- A tossed bag may not touch the ground. If it hits the ground and bounces up on the board, remove it before any other bags are thrown. If it is hanging off the board and touching the ground, remove that as well.
- When all 8 bags have been tossed to the other side, add up the score (see scoring below). If you earned the most points in that single round, your team will throw first in the next round.
- Scoring is simple. After all bags have been thrown, a bag remaining on the board is worth 1 point. A bag that went in the hole is worth 3 points. Add up how many points you earned and compare them to your opponents. Equal points cancel each other out so that only one team can score per round.