



Intramural Wildcat Games

1. Eligibility:

- a. Only current NMU students, faculty, and/or staff are eligible to participate.
- b. Participants will be required to sign up on IMLeagues.
- c. Participants can participate two times in competition to try and improve their score.

2. Game information:

- a. The event will be offered multiple nights, you only need to participate once.
- b. Individual entries:
 - i. Fastest time will determine the top 3 participants in each division.
 - ii. Top 3 participants in each division will receive awards.
- c. Team entries:
 - i. Categories will include: Club Sports, Student Orgs, On Campus Living
 - ii. Choose 5 people to represent you in the competition. We will add all 5 individual times together to find total time.
 - iii. Top team in each division will receive awards.

3. Game play rules:

- a. Activities:
 - i. Station 1 - Fowling
 - ii. Station 2 - Ball Toss
 - iii. Station 3 - Cornhole Toss
 - iv. Station 4 - Soccer Skills
- b. Set up in four corners of a gym. Participants will be timed and move to each station.
- c. How it works:
 - i. Participant (game) times will be listed on IMLeagues every 15 minutes.
 - ii. Each participant will run the stations and complete the activities.
 - iii. For team version - we will total the times of all players.
 - iv. The individual and team with the lowest scores will be the champions. Penalties will be added to the time to determine final score.
- d. Game Play

- i. The start - Participant will start behind the marker. Hand sanitizer must be used at the start line. Start the timer.
- ii. Station 1 - Fowling
 - 1. Bowling pins on a cornhole board, laying flat. 5 pins with 2 in front and 3 in back.
 - 2. The participant will need to throw a football at the pins and knock them down. They get three tries to do this. They must throw from 10 yards. If they do not knock down all 5 pins in three tries, it is a five second penalty.
- iii. Station 2 - Ball Toss
 - 1. Using a Kan-Jam container and volleyballs.
 - 2. The participant must throw the volleyballs from 10 yards. They have three tries to get one ball to land in the cylinder. IF they don't get one ball to land, it is a five second penalty.
- iv. Station 3 - Cornhole Toss
 - 1. Use eight bags and one cornhole board.
 - 2. The participant has 8 tries to get four bags to land on the board OR to put one bag in the hole. They can move on once they complete this. If they do not complete this after eight bags, there is a five second penalty.
- v. Station 4 - Soccer Skills
 - 1. Using a soccer ball, the participant will dribble the ball around six cones. Each cone that is hit with the ball or body is a two second penalty.
 - 2. Final cone will be placed 15 yards from the cone with a ball on top. The participant must kick the ball at the final cone, and knock the ball off the stand.
 - 3. If the ball remains on the cone after the kick, it is an additional five second penalty.
 - 4. Stop the timer when the participant kicks the ball.

The NMU Rec Sports office reserves the right to modify and/or remove any of these guidelines or rules for the improvement of the sport/tournament. All participants are expected to comply with these rules and policies that are stated within this publication.