

2003 RIOS FAMILY REUNION GAME RULES

Tug of War – Jr Garcia

7-person team with a maximum gross weight not to exceed 1,500 pounds. Winner is decided when the mark on the rope is past the finish line.

Dizzy Bat Race – Mario Coronado

8-person relay team must run down to the bat, and, while keeping his/her forehead on the bat, spin around 6 times, then return to the start point and tag the next player. *The bat must remain on the ground while spinning.*

3-Legged Relay Race – Jr Garcia

8-person team (standing at opposite ends of the field) ties their legs together with a bandana. One pair runs to the other side; once they get there, the other pair runs back to the first group's side. The team to finish the entire relay first, place respectively. All players will be lined up on their respected sides of the field before the race begins so it will run smoothly going back and forth from one side of the field to the other. Players may not begin a leg until the previous leg has been completed.

3 on 3 Basketball Tournament Rules – John Alvarado

- ? 2-eight minute halves with a two-minute half time.
- ? Clock runs continuously – only stops for injuries and score discrepancies.
- ? Scoring is 3's and 2's.
- ? Take everything back behind the 3-point line – includes turnovers and any other change of possession
- ? No stalling – if a person holds the ball for more than 10 seconds it will be considered stalling. A change of possession will result if the scorekeeper thinks a team is stalling.
- ? Call your own fouls – no fouls will be given by the opposing team.
- ? Fouls on a shot will result in free throws – 2 for inside the 3-point line and 3 for outside the 3-point line.
- ? After 7 team fouls there will be 1 free throw and retain possession.

Horseshoe Rules – Luis Garcia

Each player pitches both shoes followed by the opponent's two shoes. In pitching a shoe, the player may not cross the foul line. Half the team throws from one stake and half throws from the other. Games will be played to 21 points.

- ? Any shoe must be within one horseshoe-width (measured across the outside of the open end of the shoe) of the stake to be considered for points.
- ? If you have two shoes closer than any of your opponent's, you get 2 points.
- ? Ringers are worth 3 points each and must completely encircle the stake so the ends can be touched with a straightedge without touching the stake.
- ? If your opponent throws a ringer on top of yours, they cancel and no points are scored.
- ? Leaners are worth 2 points and are considered closer than any adjacent shoe except ringers.

Volleyball – Luz & Paul Ramos

A complete team consists of six (6) players, but a minimum of four (4) players is required to start a game. The team that first scores twenty-five (25) points wins. Team must win by two (2) points, and there is no cap. To legally serve the ball, a player's last contact with the ground before contacting the ball must be behind the back service line, anywhere along its length. Blocking or attacking the serve is permitted. The team that did not initiate service in a game must rotate one position clockwise prior to its first service. A player shall not contact any part of the net or its supports while the ball is in play. The ball may be played off the net (other than when served) as long as the ball does not contact the net outside the sideline markers. Touching the opponent's court when crossing the centerline with any part of the body is an infraction. There are no limits in the amount of team substitutions, or substitutions per position.

Points

The following points will be used solely to determine the winner and named TEAM CHAMPIONS of the 2003 Rios Family Reunion.

1st Place: 100 pts

2nd Place: 75 pts

- ? Tug of War
- ? Volleyball
- ? Dizzy Bat
- ? 3-Legged Relay Race

1st Place: 50 pts

2nd Place: 25 pts

- ? 3 on 3 Basketball Tournament
- ? Horseshoe Tournament

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