

**HOMECOMING GAMES  
INFORMATION AND RULES PACKET  
FALL 2025**

**Theme:**  
**“There’s No Place Like Home”**

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## SCHEDULE OF EVENTS

Event	Date	Time	Location
Registration Opens	8/29/25	8:00 AM	Online, Owl Life
Registration Deadline	9/19/25	12:00 PM	Online, Owl Life
Team Waivers Due	9/19/25	4:30 PM	Student Activities Office (Carmichael Student Center, Room 366)
Captains Meeting #1	9/19/25	5:00 PM	Virtual
Captains Meeting #2	9/22/25	5:00 PM	Virtual
Hooty Hoo's Got Talent Audio File Due	9/12/25	5:00 PM	Email Links to Maggie LaForge at mlaforge@kennesaw.edu
Banners Due	9/19/25	5:00 PM	STA 155
Recycling at Reverse Vending Machines Competition Begins	9/22/25	7:00 AM	ALC, Carmichael Student Center, UV #3000/4000, Hornet Village #100, Wilson Student Center
Banner Judging	9/24/25	12:00 PM	STA 155
Cardboard Boat Race	9/26/25	4:00 PM	Student Recreation & Activities Center, Indoor Pool
Hooty Hoo's Got Talent Run Through	9/22/25	4 to 8 PM	Convocation Center
Hooty Hoo's Got Talent	9/23/25	5:30 to 9 pm	Convocation Center
Spike ball Tournament	9/25/25	4:30 PM	K Fields, Marietta Campus
Recycling at Reverse Vending Machines Competition Closes	9/26/25	12 PM	ALC, Carmichael Student Center, UV #3000/4000, Hornet Village #100, Wilson Student Center
Homecoming Pep Rally	9/26/2025	5 to 6:30 PM	Campus Green
Homecoming Game	9/27/25	6:00 pm	Fifth Third Stadium

## GENERAL RULES AND EXPECTATIONS

The following rules are general rules that apply to ALL Homecoming events\*\*:

1. All participants/contestants in the Homecoming Games competition activities must be currently enrolled Kennesaw State University students (i.e. no alumni, no faculty/staff). This means the participant/contestant must be actively taking classes during the week of Homecoming (i.e. cannot have withdrawn from all courses that semester).
2. All participants/contestants in the Homecoming Games competition activities may only compete for one team. This goes across all events (i.e. a student cannot participate with one team for banner competition and a separate team for Hooty Hoo's Got Talent).
3. The decision to cancel or relocate an event due to extenuating circumstances will be made by Division of Student Affairs staff. In the event of a change to the scheduled events, Homecoming Games Team Captains will be notified, as well as information posted on social media (Student Activities Facebook page, Instagram, and Twitter) and the Homecoming website.
4. All participants/contestants/attendees or other involved parties are to refrain from alcohol and/or illegal substance use during any and all Homecoming Games competition events.
5. All participants/contestants/attendees or other involved parties are not to attend any Homecoming Games competition events under the influence of alcohol and/or illegal substances.
6. All participants/contestants/attendees or other involved parties are expected to show good sportsmanship and refrain from all derogatory or damaging remarks and/or behavior towards any other participants/contestants/attendees prior, during, after, and/or between Homecoming Games competition events.
7. Participants in Homecoming Games competition events must sign a liability release waiver (Appendix C) before participating in any Homecoming competition events. Please have all participants fill out waivers in advance to help the event run smoothly. These must be turned in by the Homecoming Games competition team application deadline (9/18/24).
8. Ties for any event will be settled using the tiebreaker that is identified under each event's rules section. Tiebreakers do not affect a team's overall points for that event. Teams that tie in an event will still receive the same points towards the overall competition for that particular event.
9. Enforcement of any and all rules is to be handled by the members of the full-time staff persons from the Department of Student Activities with all final decisions residing with the Executive Director of Student Activities.
10. All sanctions for rule violations (general or specific) will be handled by the Executive Director of Student Activities or another full-time staff member of the Division of Student Affairs. Possible sanctions include but are not limited to, overall point deductions, disqualification from an event, or disqualification from all events.

*\*\*The Department of Student Activities reserves the right to amend these rules as needed to accommodate extenuating circumstances and to ensure the integrity of the competition.*

# REGISTRATION AND TEAM STRUCTURE

## Registration

Registration will be available online through Owl Life from **Noon on 8/29/25** until **5:00 PM on 9/18/25**. Each Homecoming Games team must complete the registration form in its entirety. The minimum size for any team is 5 students. There is no maximum limit on the number of members for each Homecoming Games team; however, each competition *does* have a maximum number of members who may compete in that event, which is noted for each event below and on the registration form.

Teams may compete in one or all of the events. Teams will indicate the event(s) in which they will compete on the registration form. Once the team captain submits their team's registration, they may **not** change the competitions for which the team is entered.

## Team Structure

There are two "divisions" for the Homecoming Games:

**"Proud" Division:** This Homecoming Games division is for teams associated with a student group at Kennesaw State University (e.g., registered student organizations, club sports, fraternities, sororities, ambassador groups, orientation leaders, etc.). Each team may represent only one (1) student group.

**"Bold" Division:** This Homecoming Games division is for teams that are not associated with a student group at Kennesaw State University (e.g. residence hall floors, groups of friends at KSU, classmates, etc.).

At the time of registration, the team captain will indicate whether their team will participate in the "Proud" Division or the "Bold" Division. Team rosters **must** be submitted on the registration form using the Team Roster Spreadsheet Template on the Homecoming Games website. For teams competing in the "Proud" Division, the team name **must** be the name of the student group.

Teams will consist of a captain and team members. The captain will be the main point of contact for your team and will receive all formal communication from the Department of Student Activities. If at any time a team captain needs to change for a team, the current captain must submit an email to [homecoming@kennesaw.edu](mailto:homecoming@kennesaw.edu) indicating who the new captain for their team will be (the new captain must already be listed on the team roster). Captains (or another representative) are also required to attend one of the Captains Meetings (see schedule above) or the team will be ineligible to compete for the Homecoming Games.

Team members must be currently enrolled KSU students; students may only play for one team. Once a student has been listed on the roster of a registered team, that student is not allowed to be listed on the roster of another team or participate in another team's activities. Team members may not switch teams after the registration deadline but may switch prior to the deadline by submitting an email to [homecoming@kennesaw.edu](mailto:homecoming@kennesaw.edu) indicating their change.

## POINT STRUCTURE

Points for Homecoming are distributed among the following events. Teams may elect to participate in one or all of the events. Each individual event will have a winner, and an overall winner will be determined based on which team has the highest point total after all competitions are completed. Therefore, teams that compete in more events will have a greater chance to win the overall competition. Each event has its own rubric for how points are determined. Please read the event/objective descriptions contained in this packet carefully so that your team understands how each event works and has the best chance to succeed.

<b>Event</b>	<b>Maximum Points Available</b>	<b>Your Team's Points</b>
Banner	100	
Reverse Vending Machine	50	
Cardboard Boat Races	100	
Cornhole Tournament	100	
Hooty Hoo's Got Talent	200	
<b>MAXIMUM TOTAL</b>	<b>550</b>	

## AWARDS

Winners for all the Homecoming Games competition events will be announced at an event TBD. The winning team in each division will be presented with the Owl Cup with their team's name engraved!

## EVENT DESCRIPTIONS

### Event Name: Banner

1. There is no minimum number of team members who may participate in this competition event.
2. Banners should promote the team's interpretation of the KSU Homecoming theme and overall school spirit. It should also be clearly marked with your team name.
3. The banner must be a **standard flat twin-sized sheet (approx. 70" x 100") and oriented vertically only!** Banners that are not vertical will not be accepted and therefore disqualified. That means the banner will not be judged for competition AND no participation points will be awarded.
4. All sheet banners must be two (2) dimensional. Three (3) dimensional sheet banners will not be accepted!
5. Sheets not turned in by the deadline or turned in with wet glue, wet surfaces, or pieces that may fall off (INCLUDING GLITTER) will NOT be accepted.
6. Materials are limited to what can be hung. Grommets in all four corners of the sheet ARE REQUIRED, or it will not be able to be hung. Therefore, it cannot be judged.
7. If the sheet is not the same size or is significantly heavier than an average twin-size sheet (see rule 1 of this section), it will not be hung or judged. Do not take chances!
8. Sheet Banner must be submitted no later than **4:00 pm on Friday, 9/19/2025** to the Kennesaw Campus Student Activities Front Desk – Carmichael Student Center, Room 366.
9. Banners will be judged on the criteria found in Appendix A of this packet.
10. All groups are responsible for picking up their banners by **Monday, September 29, 2025, at 5:00pm**. Any banners left after this date will be disposed.

Points available for this event: 100

Point Breakdown: Points will be awarded based on how each team's banner is judged in the competition. Judging for this event will be provided by 3 KSU faculty/staff/community members. Each judge will fill out a score sheet for each banner (Appendix A). The score for each team will be determined by adding the three scores they received and adjusting the score out of a total of 100 possible points. In the event of a tie for an overall winner, the judges will vote to break the tie.

### Event Name: Recycling at Reverse Vending Machines (RVMs)



There is no minimum number of team members who may participate in this competition. Coca-Cola Reverse Vending Machines (RVMs) across campus benefit KSU CARE Services.

- ✓ Plastic #1 (PET / PETE; check the symbol!) (e.g., water, soda, pop, sports drink, juice, etc.)



- ✓ Aluminum Cans

- ⊗ Do NOT crush bottles & cans



- ⊗ Liquids
- ⊗ Plastics #2 – #7
- ⊗ Glass

INSERT BOTTOM ENDS FIRST. Teams will deposit empty, uncrushed plastic #1 bottles and aluminum cans into RVMs throughout the week beginning at 7 AM Monday, September 22<sup>nd</sup> until 12 PM on Friday, September 26<sup>th</sup>.

Each time your team donates, the RVM will provide you with a receipt, which you MUST submit to Student Activities by 12:00 PM on Friday, September 26<sup>th</sup> (Kennesaw Carmichael Student Center, Suite 366 OR Marietta Joe Mack Wilson Student Center, Suite 230). Each receipt submission MUST have the team's name legibly written on it. The team that donates the most cans/bottles total will receive the full 50 points and set the formula for all other teams' scores. More information regarding RVMs can be found [here](#).

Please contact the KSU Office of Sustainability at [sustainableksu@kennesaw.edu](mailto:sustainableksu@kennesaw.edu) regarding any malfunctions, questions, or concerns with an RVM.

Your team's points = (# of items your team donates x 50) / # of items donated by winning team

RVMs can be found in these locations on campus:

### **Kennesaw Campus**

- Academic Learning Center – First floor near Atrium
- Carmichael Student Center – First floor near University Rooms, past Starbucks Coffee
- University Village Suites – Second floor of main lobby between UVS Buildings #3000 & #4000; above Peace Cafe

### **Marietta Campus**

- Hornet Village Building #100 – First-floor main lobby
- Wilson Student Center – Second floor near Information Desk

Points available for this event: 50

### **Event Name: Cardboard Boat Race**

Team Check-In	12:00pm	Student Recreation & Activities Center (Kennesaw)
Boat Judging	2:00 pm	Student Recreation & Activities Center (Kennesaw)
Competition	4:00 pm	Student Recreation & Activities Center (Kennesaw)

## RULES

### Boat Construction

- The **ENTIRE** boat must be built of cardboard (Any part of your boat that touches the water must be cardboard). This includes the hull, decking, keel, cowling, superstructure, oar locks, seating and rudder. Nuts, bolts, washers and staples are not allowed in hull construction. The cardboard may be as thick as you want, but may not be glued or attached to wood, plastic, fiberglass, etc.) Only exceptions are the paddles & decorations.
- Use cardboard boxes, “blocks”, and/or carpet tubes.
- Duct tape, masking tape, ‘liquid nails’, and flex seal can be used to connect cardboard to cardboard and can be used to reinforce all seams and stress points. These are the only approved adhesives. These CANNOT be used to waterproof boats.
- Varnish, Paint or Polyurethane (one-part, paint-like substance) may be used to waterproof boat and/or decorate (your boat must meet the weight guidelines). If you don’t want your boat to sink, waterproof the entire boat with any paint-able one-part substance like varnish or polyurethane inside and out.
- Boats cannot tow anything behind them for the safety of other boats.
- Decorations are encouraged if they don’t affect structural strength or buoyancy.
- Boats must fit through a standard door (our natatorium doors are 36” at the widest point).
- Boats shall not be longer than 7 feet.
- Boats need to weigh less than 200 lbs.
- Care should be taken that construction does not include pointed objects and sharp edges that could injure anyone.
- Surfboard style designs are not allowed. Consider “staying dry” as part of the challenge.
- Raft style designs are allowed. (The distinguishing feature of a raft design, as opposed to a surfboard style, is the use of cardboard “logs” and other such accouterments as one would expect to find in/on a raft. Think Huck Finn).

### Crew Members

- The crew compartment cannot be enclosed to interfere with escape.
- Every crew member must wear a personal flotation device at all times. These will be provided by the aquatics team.
- All crew members must sign a Participant Waiver on race day. Boats will not be allowed to race without a signed agreement from each race participant.
- Maximum two crewmembers in the boat.
- 2 team members may assist crew members entering the boat

### Prohibited Items

- No pre-treated cardboard.
- No Sona-Tubes, waxed or ‘treated’ cardboard.
- No wood, plastic, Styrofoam, or fiberglass.

- No caulking compounds or two-part/mixed adhesives.
- No wrapping in duct tape, plastic or fiberglass or similar product.

\*\*\*\*If you have a question regarding the permissibility of a particular item or substance, please reach out to Cheryl Richardson at [bricha89@kennesaw.edu](mailto:bricha89@kennesaw.edu)\*\*\*\*

### Boat Inspection

- Boat drop off and inspection begins four (4) hours prior to race time (pool patio or Aquatics bleacher area in the case of inclement weather). Boats MUST be dropped off no later than one (1) hour prior to the start of the race.
- All boats used in competition must be inspected and deemed “seaworthy” by judges. Team contact information must be left. Teams will receive a text confirmation when boats pass inspection.
- If any illegal items used in construction are discovered during inspection, the boat will be disqualified.
- Late entries will not be considered.
- All teams must cleanup/dispose of their boats from the pool area at least 30 minutes post-race. Those that fail to do so will be reported to the Homecoming Committee.

### Racing Rules

- All boats are human powered (oars and paddles you provide are acceptable as propulsion tools)
- The race must begin and end with the two-person crew intact. Any use of lane lines or use of the sides of the pool for pushing or pulling your boat will result in disqualification.
- All participants’ arms and legs must be in the boat at all times. Body parts may not be used to propel the boats.
- To qualify as a finisher in any heat, **you must be in your boat**, not towing it in your teeth or between your legs.
- Heats will consist of one (1) to three (3) boats at a time. All heats will be timed finals. At the completion of timed heats, the boats with the 3 fastest overall times will be awarded 1<sup>st</sup>-3<sup>rd</sup> places.
- Each boat will travel 25 yards (1 length of the pool).

### Suggestions for Success:

- Waterproof the boat with Varnish, Paint or Polyurethane (one-part, paint-like substance). (If you don’t want your boat to sink, waterproof the entire boat with any paint-able, one-part substance like varnish or polyurethane inside and out.)
- Duct tape and/or “liquid nails” tape may be used to reinforce seams.

### Awards (Separate from Homecoming Points)

Awards will be given in the following 3 categories:

- Overall: Given for the overall race winner with the fastest time.
- Spirit: This is awarded to the boat and crew that demonstrates the most school/team spirit in decoration and/or competition. This award is based on judges’ evaluation.

- Titanic: Award given for the most epic sink of any boat in the competition. This award is based on judges' evaluation.

Points Breakdown: If your boat passes inspection, your team will receive 50 points. If your team can complete a full run your team will receive a total of 70 points. Third place will receive a total of 80 points. Second place will receive a total of 90 points. First place will receive a total of 100 points.

Maximum points available for this event: 100

## **Event Name: Spikeball Tournament at the K Fields**

Team Check-In: 3:30 pm	K-fields (Marietta)
Rules Explain: 4:00 pm	K-fields (Marietta)
Competition: 4:30 pm	K-fields (Marietta)

### **I. Rules**

#### **a. The Game**

##### **i. Timing**

##### **1. Succession**

- a. Points should be played in succession without breaks. After the rally has finished, the ball should be recovered immediately.
- b. Once the ball has been recovered and given to the server, they must set their position, announce the score, and hit their serve,
- c. After calling the score and a momentary pause, the server has 5 seconds to hit the ball.

##### **2. Timeouts**

- a. Teams are allotted one 60-second timeout per game.
- b. The timeout may not be called during a point.
- c. The time-out may not be called between the 1<sup>st</sup> and 2<sup>nd</sup> serve except for an injury timeout.

##### **ii. Scoring**

1. Matches will be best 2 out of 3 sets.
2. The first two matches will be played to 15 points, win by two or first to 21.
3. Match 3, if necessary, will be played to 11 points, win by two with no point cap.
4. Rally scoring will be used. A point is scored at the end of every rally.
5. To begin a rally, the server sets their position at least 6 feet from the net.

- a. The non-receiving players from each team set themselves 90 degrees from the serving and at least 6 feet from the net.
    - b. The receiving player from the opposing team has no restrictions on their position.
  - 6. Once the ball has contacted the net, the opposing team has a maximum of 3 touches to return the ball onto the net without the ball contacting the ground or the rim.
    - a. Touches must alternate between teammates. Consecutive touches by one player ends the rally, and the opposing team receives a point.
    - b. On the return, the ball cannot roll across the net or bounce onto the net twice.
  - 7. Any contact with the set by a player (rims, legs, or netting) during a rally result in a “Set Contact” infraction for the offending player and is a loss of point for that team.
- iii. Mercy Rule
  - 1. This sport does not have a mercy rule. Sets will end once a team has reached the designated score.
- b. Rules
  - i. Serving
    - 1. Serving order for each game alternates teams and must alternate players within each team.
    - 2. Serves may be struck with any amount of force.
    - 3. If a server commits two faults, the receiving team wins the point. All of the following are faults:
      - a. Failing to contact the ball after it has traveled at least four inches from the tossing hand.
      - b. Dropping, catching, or swinging at the tossed ball without making contact.
      - c. Serving with any part of the body closer than six feet from the net
      - d. Moving laterally during an approach to serve
      - e. Contacting the ball with both feet in the air.
      - f. Serving a ball that passes higher than the receiver’s upwardly extended hand.
      - g. Serves rolling up over the rim of the net after contacting the net.
      - h. Serves making an unpredictable change in direction after contacting the net.
      - i. The ball lands on the net and rolls into the rim and up (i.e., roll-up)
      - j. The ball’s trajectory changes due to proximity to the rim, without contacting the rim (i.e., pocket). Exception: If the ball hits near the server’s side of the net, commonly called a near net, it typically bounces low and hard without a change in direction. This is a legal serve.

4. The receiving team wins the point if the serve misses the net, hits the rim directly, contacts their teammate first, or bounces and lands back on the net or rim.
- ii. Gameplay
1. The ball is in play from the moment the server strikes it until one of the following occurs:
    - a. The ball contacts the ground.
    - b. A serving fault occurs and/or is called by the receiving team or an observer.
    - c. An infraction occurs and/or is called by any team or an observer.
  2. If teammates touch the ball simultaneously, it is counted as two hits. Either teammate may provide the next hit if the team has any hits remaining.
  3. The ball may touch any part of the body.
  4. The ball may not be caught, lifted, or thrown.
  5. Players may not hit the ball with two hands.
    - a. At the first hit of the team on a possession, the ball may touch various parts of the body, provided that the contacts take place simultaneously.
    - b. At the first hit of the team on a possession, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.
  6. When the ball is returned to the net, the return results in a loss of point for the hitting team if:
    - a. The ball contacts the rim directly.
    - b. The ball bounces multiple times on the net or bounces on the net then hits the set on the way down.
    - c. The ball has a prolonged roll along the netting.
  7. During a rally, any shot that changes the trajectory of the ball due to the ball's proximity to the rim, without contacting the rim (i.e., pocket) is legal. Note: this is not legal on a serve.
  8. During a rally, a hard-struck shot that lands on the netting, rolls into the rim and then off the net (i.e., roll-up) is legal. Note: this is not legal on a serve.
  9. A change of possession happens when the ball comes off the netting.
  10. The non-hitting team may not contact the ball while it is in contact with the net.
  11. If a defensive player attempts to play the ball out of turn, their team will lose the rally.
  12. If an offensive player hits a shot off the net which subsequently hits him/herself or his/her teammate, their team will lose the rally.

## II. Protests

- a. Only protests that concern rule interpretations or player eligibility will be considered; for full information please reference the [Intramural Sports Participant Handbook](#)

### III. Player Conduct

- a. **The team captain is responsible for the conduct of his/her spectators. A team can be penalized for the actions of their spectators, including influencing the sportsmanship rating for the game.**
- b. Any player ejected from a game will be ineligible to participate in any intramural sport until they meet with the Sport Programs Professional Staff.
- c. No alcohol, glass containers, or pets will be allowed on the facilities or playing surface.

Maximum points available for this event: 100

**Event Name: Hooty Hoo's Got Talent**

## **Hooty Hoo's Got Talent 2025**

Tuesday September 23, 2025

Description: This is a performance competition between teams or individuals. Teams/individuals will perform a talent or routine prepared beforehand for a panel of judges comprised of KSU faculty, staff, administrators, and/or community members. Judging will be done based on the criteria of difficulty, creativity, precision, showmanship, and incorporation of the theme.

There are four categories of Hooty Hoo's Got Talent. At the time of registration, each team will select the category in which they wish to perform:

1. **Fraternity & Sorority Life Category** \$500 First Place Prize
2. **Large Group Category** \$500 First Place Prize
3. **Small Group Category** \$250 First Place Prize
4. **Individual Performance Category** \$250 First Place Prize

### Rules:

1. Performers & Performance Time
  - a. Teams may not have more than the maximum number of performers for their category.
    - Fraternity & Sorority Life Category (25 individuals)
    - Large Group Category (15-25 individuals)
    - Small Group Category (2-14 individuals)

- Individual Performance Category (1 individual)
  - b. Team members may rotate in and out during the performance. Not everyone needs to be on stage the entire time. However, anyone offstage must not block the judges' or audience's view.
  - a. Teams may not exceed the maximum performance time for their category.
    - Fraternity & Sorority Life Category - no longer than 7 minutes
    - Large Group Category - no longer than 7 minutes
    - Small Group Category - no longer than 5 minutes
    - Individual Performance Category - no longer than 3 minutes
2. Performance Types
- a. **Step:** A routine that consists of complex rhythms and sounds through a mixture of footsteps, spoken word, and hand claps, which must include the Homecoming theme. Stepping is a historically and culturally significant performance tradition rooted in the experiences of Black Greek-letter organizations and some multi-culturally-based fraternal organizations. Out of respect for this legacy, the stepping performance category is **reserved for officially recognized fraternities and sororities** whose histories and rituals include stepping as a traditional expression of their organizational identity. Groups not affiliated with a fraternal organization may participate in other performance categories such as dance, spoken word, or cultural showcases.
  - b. **Dance:** A routine where participants move rhythmically to music, typically following a set sequence of movements, which must include the Homecoming theme
  - c. **Singing:** A vocal presentation where contestant(s) demonstrate their singing abilities, stage presence, and artistic interpretation, aiming to entertain and impress an audience and judges.
3. Teams/individuals must provide their own music and props.
- a. Props
    - a. No object shall be thrown off the stage or handed to the audience.
    - b. Music, props, attire, and routine must not be vulgar. Performances deemed “vulgar” by judges will result in disqualification and forfeiture of all points for this event.
4. Music:
- a. Teams will be responsible for submitting their audio files by the designated deadlines.
  - b. **Final edited music must be submitted electronically to Maggie ([mlaforge@kennesaw.edu](mailto:mlaforge@kennesaw.edu)) no later than 5:00pm on Friday, September 12th.**
  - c. Acceptable formats include .m4a and .mp3.
 

A list of songs used that includes title and artist must accompany music submissions.

    - o The group must name their music with the word “final” in the name. Any changes to this file after submission cannot be guaranteed to have the altered tracks played.
    - o Five points will be deducted for each day your music is late. After 12:00 am counts as a new day.



- o After 5:00pm on Tuesday, September 16<sup>th</sup>, teams that registered for this competition but have not submitted their music may be disqualified from the event.
- 5. Run Throughs will occur on a first come, first served basis the day before the show (September 22<sup>nd</sup>, 2025).
  - a. Each group will have 15 minutes to run through their show on the stage.
  - b. Sign up will be sent, via email, to all team captains on **September 18<sup>th</sup>, 2025**.
  - c. There is a 5-minute transition between run-through performances.
  - d. Run-through time will begin as soon as your assigned time starts.
    - o KSU Staff will be on hand to notify you that your time has started, and when your 15 minutes are up.
  - e. If your entire team is not present at the start of your run-through time, you **MUST** practice with the team members present.
  - g. If you are more than 10 minutes late for your scheduled time, you forfeit your slot.
    - o There is no guarantee of a rescheduled run-through at the end of the rehearsal day or the day of the show.

- 5. Performance order will be decided at random and shared with all participants.

Points Breakdown:

Points will be awarded based on how each team performs in the competition.

Officiating for this event will be provided by a panel of 3 KSU faculty/staff/community members. Each judge will fill out a score sheet for each performance. In the event of a tie, the judges will then vote out of the two teams.

The first-place team of each category will receive a monetary award that will go towards the organization that they represent.

- **Fraternity & Sorority Life Category** (25 individuals) - \$500 First Place Prize
- **Large Group Category** (15-25 individuals) - \$500 First Place Prize
- **Small Group Category** (2-14 individuals) - \$250 First Place Prize
- **Individual Performance Category** (1 individual) - \$250 First Place Prize

In accordance with University System of Georgia policy, student activity fees may be used to support a wide range of student-related services and activities that are open to all Kennesaw State University students.

Please note that funds are not distributed directly to your organization. All expenditures are managed in coordination with the Department of Fraternity & Sorority Life and Student Activities. Funds may be used to support events, activities, correlated supplies, as long as they are open to the broader student body. Winners will receive guidelines and spending deadlines within 10 days of the win announcement.

Points Available: 200

## APPENDICES

### Appendix A

#### Banner Competition 2025 Judge Score Sheet

Judge Name:

Team Name:

*\*\*Please rate the team's performance in the following categories from 1-5, with 1 being poor and 5 being excellent\*\**

CRITERIA	SCORE	COMMENTS (optional)
<b>Creativity:</b> Does the banner show imagination and/or innovation?		
<b>Homecoming Theme:</b> How well does the display incorporate the Homecoming theme?		
<b>Design:</b> How complex or detailed is the design?		
<b>Overall Neatness:</b> How clean are the lines and the overall aesthetic?		
<b>TOTAL SCORE</b>		

## Appendix B

### Hooty Hoo's Got Talent 2025

#### Judges Score Sheet

Judge Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Team Theme: \_\_\_\_\_

Performance Category (Circle one):      Lip Sync      Step      Dance

Criteria	Score	Comments (Optional)
<b>Difficulty:</b> Does the routine incorporate difficult moves or transitions?	/10	
<b>Creativity/Originality:</b> Does the performance show imagination and/or innovation?	/10	
<b>Stage Presence and Engagement:</b> Is the performance engaging? Does it draw your attention?	/10	
<b>HHGHT Theme: Performers Pick</b> How well did the performance incorporate the theme mentioned?	/10	
<b>Overall Presentation:</b> How clean are the lines and the overall aesthetic?	/10	

<b>Total Score</b>		
	/50	

## Appendix C

# Kennesaw State University Homecoming Activities Waiver and Release

**Event:** Homecoming

**Date(s):** 9/22/25-9/27/25

### **PLEASE READ THE FOLLOWING CAREFULLY BEFORE SIGNING:**

#### **LIABILITY WAIVER, RELEASE, INDEMNITY AND PROMISE NOT TO SUE:**

I, the undersigned below, in consideration of my participation in the Event(s) referenced above and any related activities thereto including training, preparation, and travel (separately and collectively, the "Event"), wherever the/these Event(s) may occur, acknowledge that I am aware that as a result of my participation in the Event, there exists the potential for injuries including but not limited to scrapes, bruises, broken bones, various injuries to the body, and possible loss of life and I freely assume on my behalf all risks incidental to such participation.

In consideration of my participation in the Event and on my behalf, and on behalf of my heirs, executors, administrators and next of kin, I hereby release, covenant not to sue, and forever discharge the Released Parties (as defined below) of and from all liabilities, claims, actions, damages, costs and expenses of any nature arising out of, related to, or in any way connected with my participation in the Event and/or any such related and associated activities, and further agree to indemnify and hold each of the Released Parties harmless from and against any and all such liabilities, claims, actions, damages, costs and expenses including by way of example, but not limited to, all attorneys' fees, costs of court, and the costs and expenses of other professionals and disbursements up through and including any appeal. I, understand that this Release and indemnity includes any claims based on the negligence, action or inaction of any of the Released Parties and covers bodily injury (including, without limitation, death), property damage, and loss by theft or otherwise, whether suffered before, during or after such participation. I declare that I am physically fit and have the skill level required to participate in the Event and/or any such related and associated activities. I further authorize medical treatment for myself, at my cost, if the need arises. For the purposes hereof, the "Released Parties" are: Kennesaw State University, the Board of Regents of the University System of Georgia, all Event sponsors, and each of their respective parent, subsidiary, affiliated or related companies; and the officers, directors, employees, agents, representatives, successors, assigns and volunteers of each of the foregoing entities.

I also acknowledge that persons employed by Kennesaw State University may take photographs and/or videos of my participation and allow the use of these materials on behalf of the University without limitation or compensation including the release of my name. I also agree that during the time I am involved with the Event, I will be bound by all rules, regulations, policies, procedures and guidelines of Kennesaw State University and the Board of Regents.

This Waiver and Release Form shall be governed by the laws of the State of Georgia, and any legal action related to or arising out of this Waiver and Release Form shall be commenced exclusively in the Superior Court in and for Cobb County, Georgia. I understand that the acceptance of this liability waiver, release, indemnity and promise not to sue Kennesaw State University or the Board of Regents of the University System of Georgia or any agent or employees thereof, shall not constitute a waiver, in whole or in part, of sovereign or official immunity by said Board, its members, officers, agents and employees.

I certify I am eighteen (18) years of age or older, I am executing this Waiver and Permission Form on my behalf and the information set forth above is true and complete.

**I HAVE READ, UNDERSTOOD AND ACCEPT THE CONDITIONS OF THIS LIABILITY RELEASE, INDEMNITY, AND PROMISE NOT TO SUE.**

#### **Participant Information: (Please PRINT)**

**Name:** \_\_\_\_\_

**Emergency Contact Name:** \_\_\_\_\_ **Phone Number:** \_\_\_\_\_

**Signature of Participant:** \_\_\_\_\_ **Date:** \_\_\_\_\_