

**HOMECOMING OWL CUP  
INFORMATION AND RULES PACKET  
FALL 2022**

**Theme:  
“Owl-Star Week”**

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## SCHEDULE OF EVENTS

<b>Event</b>	<b>Date</b>	<b>Time</b>	<b>Location</b>
Registration Opens	9/19/22	8:00am	Online, Owl Life
Registration Deadline	9/30/22	5:00pm	Online, Owl Life
Team Waivers Due	9/30/22	5:00pm	Student Activities Office (Carmichael Student Center, Room 366)
Captains Meeting #1	10/06/22	6:00pm	Wilson Student Center, Room A216
Captains Meeting #2	10/07/22	5:00pm	Academic Learning Center, Room 1200
Hooty Hoo's Got Talent Audio File Due	10/10/22	5:00pm	Fraternity & Sorority Life Office (Carmichael Student Center, Room 277)
Banners Due	10/14/22	5:00pm	Student Activities Office (Carmichael Student Center, Room 366)
Reverse Vending Machine Competition Begins	10/17/22	8:00am	Various Locations
Banner Judging	10/17/22	12:00pm	Carmichael Student Center
Owl Cup Field Day (Cardboard Boat Race, Basketball Tic Tac Toe, and Archery Tag)	10/21/22	12:00 – 3:00pm	Betty L. Siegel Student Recreation & Activities Center
Hooty Hoo's Got Talent Run Through	10/21/22	3:00pm	Convocation Center
Reverse Vending Machine Competition Closes	10/21/22	5:00pm	Various Locations
Homecoming Pep Rally	10/21/22	6:30 – 7:30pm	Campus Green
Hooty Hoo's Got Talent	10/21/22	8:00pm	Convocation Center
Homecoming Game	10/22/22	3:00pm	Fifth Third Bank Stadium

## GENERAL RULES AND EXPECTATIONS

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

1. All participants/contestants in the Owl Cup 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 This means the participant/contestant must be actively taking classes during the week of Homecoming (i.e. cannot have withdrawn from all courses that semester).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 Owl Cup 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, Owl Cup 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 Owl Cup competition events.
5. All participants/contestants/attendees or other involved parties are not to attend any Owl Cup 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 Owl Cup competition events.
7. Participants in Owl Cup 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 Owl Cup competition team application deadline (09/30/22).
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 Assistant Director of Student Activities (Kennesaw Campus).
10. All sanctions for rule violations (general or specific) will be handled by the Assistant Director of Student Activities (Kennesaw Campus) 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 **8 AM on 9/19/22** until **5:00 PM on 9/30/22**. Each Owl Cup 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 Owl Cup 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 Owl Cup:

"Proud" Division: This Owl Cup division is for teams that are associated with a student group at Kennesaw State University (e.g. registered student organizations, club sports, fraternities, sororities, ambassador groups, orientation leaders, etc.). **Only one (1) student group may be represented by each team.**

"Bold" Division: This Owl Cup 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 Owl Cup 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 Owl Cup.

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	
Basketball Tic Tac Toe	100	
Archery Tag	100	
Hooty Hoo's Got Talent	200	
<b>MAXIMUM TOTAL</b>	<b>650</b>	

## **AWARDS**

Winners for all of the Homecoming Owl Cup competition events will be announced during the Homecoming Football Game on 10/22/22. The overall winners of the Homecoming Owl Cup for each division will be announced at the end of the third quarter of the Homecoming Football Game on 10/22/22. The winning team in each division will be presented with the Owl Cup with their team 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 that which 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 **5:00pm on Friday, 10/14/2022** 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, October 24, 2022 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: Reverse Vending Machine**

There is no minimum number of team members who may participate in this competition event. Coca-Cola Reverse Vending Machines across campus benefit KSU CARE Services (every can or bottle donated equals 5 cents to CARE Services). Teams will submit plastic bottles and aluminum cans to the Reverse Vending Machines throughout the week from October 17 until 5 p.m. on Friday, October 21. More information about the Reverse Vending Machines, including acceptable bottles and cans, can be found on the [Reverse Vending](#) website.

Each time your team makes a donation, the Reverse Vending Machine will provide you with a receipt, which you must submit to the CARE Pantry by 5:00pm on Friday, October 21st (Carmichael Student Center, Room 172 OR Joe Mack Wilson Student Center, Room 184). Each receipt submission MUST have the team name written on it. The team that donates the most cans/bottles will receive the full 50 points and set the formula for all other teams scores.

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

Reverse Vending Machines can be found in these locations on campus:

<b>Marietta Campus</b>	<b>Kennesaw Campus</b>
Wilson Student Center   Second Floor	Carmichael Student Center   First Floor
Hornet Village 100   First Floor	Academic Learning Center   First Floor
	University Village Suites Lobby   Second Floor

More information about the Reverse Vending Machines can be found on the [Vending Services website](#).

Points available for this event: 50

## Event Name: Cardboard Boat Race

Team Check-In:	10:00am	Student Recreation & Activities Center (Kennesaw)
Boat Judging	11:00am	Student Recreation & Activities Center (Kennesaw)
Competition	12:00pm	Student Recreation & Activities Center (Kennesaw)

### General Rules

- 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.
- 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” 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 accoutrements 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 crewmember 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 crewmembers 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.
- 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.

\*\*\*\*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 two (2) 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: Basketball Tic Tac Toe**

### **PLAYERS & EQUIPMENT**

- Each team shall consist of six players. Each team must have a minimum of four players to begin a game.

### **GAME FORMAT**

- Each match will be 3 minutes long, with a continuously running clock. The winner of the match will be the team who connects 3 squares in a row on the tic tac toe board first.

### **RULES OF THE GAME**

- The object of the game is to connect 3 squares in a row on the tic tac toe board before your opponents.
- Teams will be given 4 bean bags to use as their markers on the tic tac toe board.
- When the whistle blows the first team member from each team will attempt to score a basket from the Free-Throw line
  - Any team member can rebound the ball to the shooter.
  - The shooter must shoot from or behind the free throw line.
  - The shooter can attempt to knock their opponent's ball off course with their shot but cannot hit or throw the ball away from their opponent.
  - Rebounders cannot throw, hit, or kick the ball away from the opposing shooter or rebounders.
- Once the basket has been scored, the same team member will run to the center of the court to place their bean bag on the board before racing back to their team.
- When placing the bean bag, the team member can either place a new bean bag OR move a bean bag that has already been placed on the board.
- Once the first person has returned to the baseline on their side of the court, the next person can begin shooting.

Points Available: 100

## **Event Name: Archery Tag**

### **PLAYERS & EQUIPMENT**

- Each team shall consist of six players. Each team must have a minimum of four players in order to begin a game.
- All clothes/uniforms/equipment are considered part of the player's body.
- If eyeglasses are worn, they must be unbreakable, and each player is responsible for his/her own glasses.

### **GAME FORMAT**

- Each match will be 10 minutes long, with a continuously running clock. The winner of the match is the team who wins the most games during the time period. The first team to legally eliminate all opposing players or all 5 enemy targets will be declared the winner of each game.
- If neither team has been eliminated when time expires, the team with the greater number of remaining players and targets shot out combined will be declared the winner of that game. If an equal number of players + targets shot remain when time expires, no winner will be declared for that singular game.
- If time expires and the result of that game results in a tie match score, then a sudden-death overtime will be played to determine the match winner.
- Sudden-Death Overtime Target Shoot Off: An overtime shoot off (similar to a soccer penalty shootout) will begin with one archer on the court for each team. Teams may choose the order of the archers, but an archer may not be repeated until all other archers have shot). Sudden death will proceed as follows:
  - Sudden-Death will be a winner take all target shoot off.
  - Archers can shoot from anywhere behind their own target
  - The team that first eliminates a target when their opponent fails to, will be declared the winner of the match.

### **PLAYING AREA AND BOUNDARIES**

- The boundaries will be defined with cones in the SRAC 4-Court Gym.
- The playing area will be marked with sidelines, safety zone, and end lines.
- During play, all players must remain within the boundary lines. A player who steps on or over any boundary line will be declared OUT.
  - Exception: Safety zone
- Players may pass through their end line only to retrieve stray arrows. A stray arrow is one that has not been picked up and is lying on the floor. When retrieving an arrow, the player must immediately re-enter the playing area only through the end line.
  - Note 1: A player not immediately re-entering the playing area may be declared OUT.
  - Note 2: Once a player has one foot within the field of play, he/she is in jeopardy of becoming OUT.
- A player may be handed an arrow from out of bounds, provided the player receiving the arrow remains completely within the boundaries.
- A player shall NOT:

- Have any part of his/her body contact the floor outside a sideline. This includes during the Opening Rush.
- Exit or re-enter the playing area through a sideline.
- Leave the playing area (sideline or endline) to avoid being hit by or attempt to catch an arrow.
- Player's Box: The respective sideline of the team designated by the staff.

#### BEGINNING THE GAME

- Each game will begin with the players of each team positioned behind their respective end line.
- Twelve bows are placed along the center of the safety zone evenly, accompanied by three arrows per bow.
- Opening Rush: Following a signal by the official, teams may approach the safety zone to retrieve their bow and arrows. Teams may only retrieve bow and arrows placed to the right of center. If arrows remain on the center line after a team has retrieved and moved their bows beyond the safety zone, those arrows may be retrieved by either team.
  - A false start will be called if players cross their end line prior to the official's signal.
  - If a false start occurs, play will be stopped and one arrow from the offending team's side will be moved to the opponent's side of the center circle. Repeat for each infraction.
  - At any point during the match an archer may enter the safety zone to retrieve arrows and not have the consequence of becoming out. Players may remain in the safety zone for no longer than 3 seconds.
- Each bow and arrow retrieved at the opening rush must first be taken behind the safety zone before it may be legally shot at an opponent. Example: *Following the opening whistle, a player rushes and is the first to secure a bow and arrow from the center line. That player must then carry the bow and arrow into his/her team's attack zone before it may be legally shot at an opponent.*
- Substitutions: Substitutions will only be allowed during the period between games.

#### RULES OF THE GAME

- The object of the game is to eliminate all opposing players by getting them OUT or by completely knocking out the enemy's targets.
- An OUT is scored by:
  - Hitting an opposing player with a LIVE shot arrow. Contact with any part of the player's body, including the bow, arrow, hands and clothing, will result in an out.
  - Unnecessary roughness will not be tolerated. Targeting will be up to the discretion of the staff to remove a player.
  - Catching a LIVE arrow shot by your opponent.
  - An opposing player stepping out of bounds.
- A LIVE arrow is a shot arrow that strikes or is caught by an opposing player without/before contacting the ground, official, or other object. NOTE: An arrow is not live after it makes contact with a bunker. A LIVE arrow deflecting off "Player A" remains LIVE to all players and may be legally caught by all players.

- A player must keep both feet in bounds at all times unless exiting from the end line to retrieve an arrow. If a player jumps in the air to catch an arrow, lands in bounds, then steps out, both players are out.
- Once a player is OUT, he/she must immediately take their bow in hand and exit the playing area at the nearest boundary line. A player that is put OUT must report to his/her team's players' box. Each player in the players' box must line up in the order that he/she was put OUT.
- If a LIVE arrow is caught or enemy target is knocked out, then one player from the team that caught the arrow or shot out the target is allowed to re-enter the game from the end line. The player that will be permitted to re-enter the game will be the next player in line in the players' box.
- Time-outs: Each team will be permitted one 30-second time-out for the match. Only the official's whistle starts and stops the clock. All players are in jeopardy until the official sounds the whistle AND signals the beginning of a timeout or the end of regulation time. Following the time-out, play will resume with the same number of arrows and players positioned on or behind their safety zone on each side as when the time-out was granted. No remaining time-outs will be honored during overtime. The match clock stops during all time-outs. Exception: *All LIVE arrows in flight at the time of an official's signal to end regulation time or begin a time-out remain LIVE until they become dead and may eliminate an opponent if contacted.*
- There will be no switching sides in between games; the side a team starts on will be the side a team finishes on.
- Stalling Rule: Stalling is the act of intentionally delaying the game. Teams must be given the opportunity to eliminate opposing players. This requires arrows to be at the disposal of both teams.
  - A player holding an arrow must shoot it toward the opponent within 10 seconds.
  - One team may NOT control all the arrows (all arrows are located on their side of the safety zone) for more than five seconds. Teams must make a legitimate effort to get at least one arrow across the opponent's attack line in bounds within 5 seconds or a violation will result.
  - A team may avoid a violation by shooting an arrow into the opponent's backcourt over the safety zone. This does not include shooting an arrow over and through the opponent's end line.
  - The 5-second count will end when, in the opinion of the official, an arrow is at the disposal of the opposing team. An arrow may be at a team's disposal without being secured if the official judges the opposing team is not making a legitimate effort to secure it.
  - If officials determine that a player or team is stalling, he/she may call for that player or team to initiate action or else be penalized.
  - Penalty for a Stalling Violation:
    - First Violation – stoppage of play and arrows will be divided evenly between the teams. Play will continue with “arrows in hand.”
    - Second Violation – Technical Foul. Elimination of one player from the team in violation. The player to be eliminated is selected by the violating team.

- If a player is injured during any game of the match and cannot continue play, he/she may not be replaced during that individual game.
- Players must keep their mask secured to their head at all times. Exception: The mask may be removed while in the Player's Box.

#### CONDUCT OF PLAYERS, COACHES, & SPECTATORS

- A team is permitted a maximum of two coaches in its players' box during a game. Conduct of team coaches is the responsibility of the team before, during, and after the game. Any other non-players must be in the designated spectator areas.
- Any player or coach who acts in a manner not showing good sportsmanship shall be penalized with a technical foul and possible ejection from the game. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to the following:
  - Disrespectfully addressing an official or IM staff member.
  - Questioning the official's judgment or decisions.
  - Using profane or insulting language or gestures toward an official or opponent.
  - Baiting or taunting players of the opposing team.
  - Disrupting the game so that it may not be continued in an orderly fashion.
- Any player receiving one technical foul during a game must sit out the remainder of that game but is available for the next game(s). Any player receiving two technical fouls in a game/match will be ejected from the match.
- Any team receiving three technical fouls in a match will forfeit that match.
- At no time may a coach enter the playing area.

Points Available: 100

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

Description: This is a performance competition between teams. Teams will perform a 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 three 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. Lip Sync: A dance, step, skit-combination routine which must include the Homecoming theme or story line related to the theme
2. 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
3. Dance: A routine where participants move rhythmically to music, typically following a set sequence of movements, which must include the Homecoming theme

### Rules:

- The performance must be no longer than five (5) minutes.
- Performers may swap out throughout the performance and not all performers need to be on the stage the whole time if the team so chooses. Those not on the stage should not interfere with the view of the performance by the judges or audience.
- Teams may not have more than 25 performers for this event.
- The minimum number of individuals on a team is five (5).
- Teams must provide their own music and props.
  - o Teams will be responsible for submitting their audio file by the designated deadlines.
  - o No object shall be thrown off the stage into or handed to the audience.
- Music:
  - o Final edited music must be submitted to the Department of Fraternity and Sorority Life office located in the Carmichael Student Center room 277 by 5:00pm on Monday, October 10. Acceptable formats include .m4a and .mp3. A list of songs used that includes title and artist must accompany music submissions.
    - The group must name their music with the word "final" in the name. Any changes to this file after submitted, cannot be guaranteed to have the altered tracks played.
    - Five points will be deducted for each day your music is late. After 12:00am counts as a new day.
    - After 5:00pm on Monday, October 10, teams that registered for this competition but have not submitted their music may be disqualified from the event.
- Practice times and performance order will be decided at random by the Department of Fraternity and Sorority Life. Teams will be informed of their time slots via email by Wednesday, October 19.

- o Practice will occur at the Convocation Center on Friday, October 21 beginning at 3:00pm.

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 5 KSU faculty/staff/community members. Each judge will fill out a score sheet for each performance. The score for each team will be determined by dropping their lowest score sheet and adding the remaining four. In the event of a tie, the teams who are tied will have their scores adjusted by averaging all five score sheets (no dropped scores) to break the tie. If a tie still persists, the judges will be asked to vote among the teams to settle the tie (simple majority).

Points Available: 200

# APPENDICES

## Appendix A

### Banner Competition 2022 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\*\**

<b>CRITERIA</b>	<b>SCORE</b>	<b>COMMENTS (optional)</b>
<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 2022 Judge Score Sheet

Judge Name:

Team Name:

Performance Category:      Lip Sync                      Step                      Dance  
(circle one)

*\*\*Please rate the team's performance in the following categories from 1-10, with 1 being poor and 10 being excellent\*\**

<b>CRITERIA</b>	<b>SCORE</b>	<b>COMMENTS (optional)</b>
<b>Difficulty:</b> Does the routine incorporate difficult moves or transitions?		
<b>Creativity and Originality:</b> Does the performance show imagination and/or innovation?		
<b>Precision:</b> Does the group appear to all be on the same beat/move?		
<b>Captivating/Engaging:</b> Is the performance engaging? Does it draw in your attention?		
<b>Homecoming Theme:</b> How well does the performance incorporate the Homecoming theme?		
<b>TOTAL SCORE</b>		

**Appendix C**

**Kennesaw State University  
Homecoming Activities Waiver and Release**

**Event:** Homecoming

**Date(s):** 10/15/22 - 10/22/22

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