#UISspringfest15

Rules Packet 2015
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I. Statement of Sportsmanship
Springfest is a team-spirited and community building event. Play is governed in the pretense of “good faith” which means that no player(s)/team(s) will intentionally harm, cheat, or abuse the competition or other player(s)/team(s). Under no circumstances will disrespect, poor sportsmanship, or dangerous behavior be tolerated.

Cheating will not be tolerated by any Springfest team or individual player. A team will be provided up to one warning for unsportsmanlike conduct. Additional violations may result in either point deductions or forfeit, as determined by Springfest Committee.

Immediate ejection of a team member will occur for a serious offence. Reasons for immediate ejection include, but are not limited to the following:
- Physical assault
- Intentional damage to facilities or equipment
  A team caught vandalizing campus property by the Springfest Committee or judges will result in a **minimum of 50 point deduction** from the total score. This includes but is not limited to: mudding up the colonnade/fountain, intentional destruction of campus equipment and taking others’ belongings without their consent. Additionally, judicial action may be taken against the perpetrators.
- Hate speech/language
- Intoxication or presence of alcohol (see Section II below)

An immediate ejection will result in a 10-point deduction from the team score for each infraction. Additionally, the Springfest committee reserves the right to disqualify an individual or team from competition due to extreme or repeated unsportsmanlike behavior.

II. Participant Expectations
**Alcohol or any illicit substances are not allowed at any Springfest activity.** Failure to act responsibly to these precautions will result in the dismissal from Springfest at the discretion of the Springfest Committee and may be scored as a forfeit if necessary. Any player(s)/team(s) disqualified for failure to comply with these precautions will have their points for that event revoked.

*Coolers are prohibited; as water stations are provided.*
*** Any violation of the Statement on Participant Expectations or any Federal, State, County, Local, City or University law(s), ordinance(s), policies and/or rules legality may warrant police or judicial involvement. Drunkenness will not be tolerated. See Section I for repercussions. All Federal, State, County, Local, City and/or University law(s), ordinance(s), policies and/or rules shall be upheld by all participants at all Springfest activities. The Springfest Committee reserves the right to take action against anyone and/or team who does not comply with these precautions, as they see fit.

Every player must have a completed liability waiver on file with the Student Organization Center (SOC) by Sunday, April 19th at 6:00 p.m. (Captains’ Meeting). If the waiver is turned in past this deadline, the participant may not participate for a full 24 hours after the waiver was submitted to the SOC office (and so on throughout the week). Any player that does not have a liability waiver on file will not be eligible to participate in Springfest.

It is assumed that all UIS students are covered under the student health insurance program, or have demonstrated personal insurance to meet the university insurance exception. Alumni or faculty/staff participants must be prepared to submit proof of insurance by Sunday, April 19th at 6:00 p.m. (Captains’ Meeting).

III. Team Captains
Team captains act as the ONLY liaison between the Springfest Committee and the constituents. This includes attending organizational meetings, communicating with the Springfest Committee as needed, and ensuring team members are knowledgeable on expectations, requirements, and regulations set forth by the Springfest committee. While each team functions in as its own entity, captains are encouraged to be responsible for ensuring that their team’s players are at scheduled events and will be responsible for enforcing all regulations for team members.

If someone from the team who is not the captain challenges a call or asks for action(s) by a judge, the captain will be warned of the teammate’s action(s). Consistent violation of this rule may result in a loss of points. Team captains will be given an identifying marker, which must be worn at each event, to help alleviate this violation from occurring.

The team captain must be present at the following events: Sunday’s Captains’ Meeting, Saturday’s (Sports Day) Captains’ Meeting, and briefings at events, as determined by the Springfest Committee. Meetings may be called with individual captains as circumstances warrant. The captain is highly encouraged to attend each event as the leader of their team.
If a team captain cannot be at a Springfest event, they must assign a designee. The designee must be named to the Springfest Committee at the first Captains’ Meeting. If the captain cannot attend this meeting, an appointed member can attend in his or her place after notifying the Springfest Committee (uiisspringfest@gmail.com). For the duration of the week, the Springfest Committee must be notified if the designee will assume the role of captain, prior to the start of an event. To notify the Springfest Committee of this substitution of leadership, please email the Springfest account at least 24 hours before the start of the event.

IV. Team Structures
Teams are comprised of 10-15 members (student, staff, faculty, alumni). There will be a maximum of 40 participating teams. Teams will be numbered 1-40 as they were turned into the Student Organization Center (SOC) office. Registration forms that are assigned a number higher than forty (40) will be placed on a waiting list. If a team drops out the team with the lowest assigned number on the waiting list will be asked to fill the vacancy.

The Springfest Committee will verify the status of all participants (student, staff, faculty, alumni) of all participants prior to the start of the competition.
- No member can be included on more than one roster.
- Participants must be 18 years or older to participate. (Exceptions must be approved by the SAC advisor.)
- Teams can have no more than 2 alumni/faculty/staff members, who are required to pay $10, to help cover the event costs.

Rosters must be finalized upon submission of the Springfest entry form. If a team wishes to modify a roster after the submission date but before the start of competition, the team captain must notify the Springfest Committee and SAC advisor with a plausible reasoning for the change. The Springfest Committee and SAC advisor will evaluate the request and render a decision. **Under no conditions will roster changes be accepted after the Captains’ Meeting.**

V. Springfest Attire
Every participant in Springfest is provided with a Springfest T-shirt. Team shirt colors are chosen at the time of registration. The Springfest Committee makes every effort to provide teams with one of their top choices, although this is not always possible. All players must wear their Springfest t-shirt to all activities, with the exception of the bonus events and mud tug-of-war. You may not wear another team’s T-shirt during Springfest.
If a Springfest t-shirt becomes contaminated with blood or other hazardous material, another shirt may be substituted with the approval of the Springfest Committee.

Suitable shoes must be worn by every participant to all events, with the exception of mud tug-of-war and sand volleyball. This includes indoor and outdoor activities. Participants must have a second pair of clean tennis shoes for sports taking place in TRAC.

Cleats are only allowed for Flag Football. Cleats are limited to studs or projections that do not exceed ½ inch in length and are made of non-abrasive rubber or rubber-type synthetic material (which does not chip or develop sharp edges).

**VI. Judges**

Judges are a key element to Springfest. Please remember that all judges are volunteers and are essential to the success of Springfest (Refer to Section I on Sportsmanship. These conditions apply to the treatment of judges, as well as relations within and between teams). The judges are responsible for keeping the events on time, recording scores, and enforcing the statement of sportsmanship and rules contained in this packet.

Committee shirts are red. These individuals should only be approached by the team captain or the designated team representative during Springfest events, excluding bonus events. See Section III for more details.

**VII. Springfest Committee/Administrative Consult**

For an appeal of the events Monday through Friday, the team must compose a respectfully written appeal up to 12 hours after the perceived violation/decision has been made. Appeals may only be submitted by email to uisspringfest@gmail.com. Emails sent to the Springfest Committee will be addressed within 24 hours of the violation/decision.

*For Saturday only*: Judges may call timeouts and suspensions of game for administrative consultants. Judges decisions MUST be considered final by any and all team members and/or teams involved. Arguing with a call or decision may result in additional sanctions as determined by the Springfest Committee. However, if both team captains wish to challenge a judge’s decision, they or the judge may call for an administrative consult.

Any administrative consult decision is made by a vote by all three branches of the Springfest Committee.

The three branches include
Springfest Co-Chairs (2)
SAC Chair, Associate Director of Student Life, Student Org. & Leadership Coordinator (3)
Scoring and Judging Committee Members (2)

Each branch receives one vote and the majority decision will be final and absolute.

VIII. Additional Policies and Procedures

Policy Clarification – In order to clarify a rule in the captain’s handbook, the team captain may seek out the Springfest Committee 15 minutes prior to the event, or email the Committee in advance. Any point of policy that has received further clarification will be announced to all teams at the beginning of an event. Once the event has begun, no clarifications will be allowed and the interpretation of the rules will be up to the judges. If the judge’s opinion is not satisfactory, an appeal must be made through the Administrative Consult.

Penalties – The penalties for failure to meet requirements established in the captain’s handbook will be decided on by the Administrative Consult System. The penalties will depend on the severity of the offense.

Forfeits/Disqualification on Sports Day – In the event that a team must forfeit, is disqualified, or drops out of the competition, that team will effectively create a “bye” for its opponents.

ADA Compliance-The Springfest Committee is happy to make the reasonable accommodations necessary for participants and spectators with legally-recognized impairments. Springfest is for all members of the UIS community. Please contact the Office of Disability Services by Monday, April 14, should a team member require such accommodations.

Identification- In order to be eligible to compete in any event, each team member competing MUST bring a photo ID (I-card or Driver’s License/State ID for faculty/staff/alumni) in order to verify their membership. IDs must also be brought to all activities in which attendance points are earned (see above) in order to receive points. Participants must check-in to receive points.

Challenging Illegal Players – If a team suspects that an opposing team is using players that are not listed on their roster for an event, the team captain may ask to “challenge” the opponent’s roster. The judge(s) will ask the challenged player for identification, and make a judgment on the challenge. **A challenge may only be made before play begins. If a player ‘walks on’ after play begins, the player may be immediately**
challenged. Once play has resumed the player may not be challenging. If play begins with a suspect player unchallenged, that player will be allowed to finish the event. No challenge can be made after play begins.

*Flag Policy* – A team flag will be provided at the Captains’ Meeting for each team. Each team is responsible for presenting their flag at every event. The team flag may change for the Flag and Chant competition. Once the change has been made, the new flag will become the official team flag. If a team does not bring their flag (with a minimum of the team name on it) to each event, excluding bonus events, there is a 5 point deduction against the team’s total score.

The flag may not be smaller than 2X3 feet and must be no larger than 4X6 feet. Flags are the property of the Springfest Committee. Two teams (the winning team and the winners of Flag competition) will not receive their flags back, as their flags will be on put display in the SLB Gym.

*Contact with Springfest Committee* – No team captain or team member may contact a member of the Springfest Committee by phone or at a non-Springfest-related event regarding Springfest. Teams found harassing members of the Springfest Committee will receive one warning given to the team captain. A second incident will result in a 10 point deduction from a team score and possible ejection of a player. Further incidents may result in disqualification.

**IX. Prizes**
Prizes will be announced at the Captains’ Meeting.
1st Place Team
2nd Place Team
3rd Place Team
Sportsmanship Award*
Spirit Award*

*The sportmanship and spirit award will be determined by the sportmanship and spirit points awarded throughout the week by the Springfest Committee, judges, and student votes.

**X. Event Descriptions/Rules of Play**

a. **Scavenger Hunt**
Monday, April 20th
9:30-11 pm, TRAC Gym
Players: 1-15
**Procedures:**

1. Each team will have a designated space in TRAC for their items. All participating team members must be present at the beginning of the event order to be eligible to participate in the event.

2. Teams are welcome to drop off items in assigned team space in TRAC at any time during the Scavenger Hunt, but items must be in the team’s designated area before the 60 minutes expires in order to be considered for points. Judging of each team’s items will begin promptly at 60 minutes after the start of the hunt. This time will be announced at the beginning of the hunt. All items MUST be dropped off BEFORE the deadline. No items will be accepted past the designated time.

3. The Captain and only one other team member will be allowed in the judging room during the judging process.

4. When all judging is complete the teams may come into the gym to pick up their collected items.

5. Some items on the hunt list require the team to take pictures with a phone camera. Teams are responsible for providing their own phone camera or notifying the Springfest Committee of the need for a camera at the Captains’ Meeting.
   - The pictures taken will then be **emailed** to the Springfest Committee at **uisspringfest@gmail.com**. Only **one** email can be submitted.
   - All picture emails should be titled in the following format: “**TEAMNAME** Scavenger Hunt Pictures.” Failure to title the emails properly will result in a **5 point deduction**.
   - Teams will need to confirm that the Springfest Committee has received their emails by checking in at the judging table.
   - In the event of an internet outage, pictures will be manually downloaded from the phones.

**Rules:**

1. **THREE** team members must be in the photo to receive any points AND a numbered sheet of paper corresponding to the picture number MUST be in every picture.

2. The use of motor vehicles, bikes, scooters, rollerblades and wheelies (or any device with wheels) is prohibited for a team to pick up or transport items. Even if the transporter is not involved in the team, or involved in Springfest itself, this action will be penalized. If a team sees cheating by another team, photographic proof can be provided to the Springfest Committee. This evidence should be delivered by the captain within a 12 hour period of the event. Confirmed cheating
results in a point deduction decided by the Springfest Oversight Committee (See Section I).

3. All University, Local, State and Federal Laws and Policies shall be upheld by all participants.

4. Only students who live in Res Halls may enter them without signing in.

Scoring: Ranked. See Section XII.

By the end of this event, the team captain must notify the Springfest committee how many team members will attend the spaghetti dinner on Friday, along with the name of the faculty/staff representative (See F. Spaghetti Dinner).

b. Trivia Night
Tuesday, April 21st
9:30 p.m. TRAC Gym
Players: 1-15

Procedures:
1. All 15 players may participate at once.
2. Teams will answer questions from a list of randomly selected questions.
3. There will be 10 rounds with 10 questions each.
4. Teams will write answers to all 10 questions on their answer sheet and turn in after each round.
5. A question will be announced no more than twice and will be available on screen.
6. The team with the most correct answers after 10 rounds of questions (100 total questions) will be awarded points based on a ranking scale

Rules:
1. **Cell phones and BlueTooth devices are prohibited at Trivia Night.** A designated spot will be available for all team members to place their cell phones for the duration of Trivia Night. The use of any cell phone or BlueTooth device during Trivia Night will result in a 50 point deduction, following the cheating policy, and possible disqualification.

Scoring: Ranked. See Section XII.

c. I’M GOING TO DISNEYLAND

Wednesday, April 22nd
9:30 p.m. TRAC Gym
Players: 2-15
Procedures:

1. Teams must complete all 5 Disney themed challenges.
2. Each event will last approximately 10 minutes.

Rules:

1. Only 2 people (from a single team) will participate at each station, rotating participation between team members.

Events:

1. Giant Matching:
   a. 1 person from each team will play a large-scale memory-match game of matching Disney Villains to Disney Princesses.
   b. If all matches are found in the time allocated, the team will receive 10 points. If not, the team will receive 5 points.

2. Finish the Disney Song
   a. 1 person from each team will compete against others to finish the Disney Song that is played. The team that finishes the most songs in the time allocated will receive 10 points. Other teams will receive 5 points.

3. Build a Castle with Mickey Mouse Gloves
   a. 2 team members will compete against others to build a castle with Mickey Mouse gloves using Legos. The person wearing the gloves is the only person allowed to stack the legos; the other person may act as an assistant. Teams that complete a castle in the time allocated will receive 10 points. Other teams will receive 5 points.

4. DIY Disney Villain
   a. 3 team members will compete against others to create a villain using Haunted Library Materials. The Villain must have a name and back story. Teams that complete this task in the time allocated will receive 10 points. Other teams will receive 5 points.

5. Cars Race
   a. 1 person from each team will a car race. Best of three. The team winning the most races will receive 10 points, the other teams will receive 5 points.
Scoring: 10 points will be awarded for each event that is completed within the time/given criteria. If a team competes, but does not finish within the time/given criteria, the team will receive 5 points. If a team is not at an event at the time required of them, they will receive no points.

d. Flag and Chant
Flag and Chant will occur on the same night, Thursday, April 23rd at 9:30 p.m. in the SLB Gym. The events are judged separately as follows:

A. Flag:
Procedures:

1. The Springfest Committee will provide each team a flag for the event. The cloth and pole will be available at the captain’s meeting, if needed.
2. Limited decorating supplies will be available in the Student Organization Center (SLB 16) for use by the teams if they so choose, Monday - Thursday 10 a.m. to 11p.m. (DO NOT USE loose glitter on your flag - it makes a mess and is hard to clean up).
3. Please be conscious of the facilities you use to decorate your flag. Insure markers, or paint is not bleeding through the carpet or other surfaces that cannot be cleaned.

Judging Criteria:

1. Judges will use the following criteria to judge the flag:
   ○ Basic design criteria has been met - 25%
     ■ Minimum 2’x3’ size, Maximum 3’x4’
     ■ Team name, color, and members names must be on the flag
   ○ Originality/Creativity - 50%
   ○ Incorporation of the Springfest Theme - 25%

Scoring: Tiered. See Section XII.

The flag will be turned in for judging after the team has competed in the chant portion of the night, to give teams a chance to use their flag during the chant.

B. Team Chant:
Players: 6-15

Procedures:

1. Teams will be called to the stage one by one to showcase their chant. Judging will begin as soon as the team is called.

Rules:

1. Chants must be kept under 2 minutes. Teams will be stopped at 2 minutes.
2. Chants must not include obscenities. Any chant containing obscenities will result in disqualification of that team.

3. One typed copy of the chant (must have the Team # on it) must be submitted to Springfest Committee Chair in the SOC office by 9:30 pm.

4. No musical instruments or objects that produce sound, with the exception of body parts (i.e. clapping, stomping, snapping, etc.)

Judging Criteria:
Chants will be judged according to the following criteria:
- Volume – 10%
- Lyrics/Rhymes – 30%
- Originality, Creativity – 30%
- Unity – 30%

Scoring: Tiered. See Section XII. Teams will vote for their favorite chant, but cannot vote for themselves. The top 3 teams, as chosen by the other teams, will receive 5 points.

**e. Habitat for Humanity Build**
Monday - Saturday, April 18th – Friday, April 24th
Times will vary throughout the week.
*Players: 1-15*

**Procedures:**

1. Teams will help Habitat for Humanity build a house! No prior construction experience is required, just a positive attitude and willingness to get a little dirty.

2. Wearing Springfest shirts is encouraged but not required for this event.

3. **Closed toed shoes and long pants are required.** If you have gloves or safety glasses feel free to bring them.

4. Individual team members will sign up for a time slot. This will be done online via Eventbrite here, https://www.eventbrite.com/e/springfest-habitat-for-humanity-project-tickets-16124186877.

5. Team members are highly encouraged to try to sign up for times before Friday, if at all possible.

6. Work shifts are available at the following days/times.
   1. 8:00 a.m. – 11:00 a.m. SRF
2. 10:00 a.m. – 1:00 p.m. SMTWRF
3. 1:00 p.m. – 4:00 p.m. SMTWRF
4. 3:00 p.m. – 6:00 p.m. SMTWRF

Scoring: Attendance. See section XII.

Transportation to and from the work-site will be provided, departing from in front of LRH 10 minutes after the start time for the shift. It is expected that teams will use this as their way of transport to the work-site. If other accommodations are needed, email the Springfest Committee at uisspringfest@gmail.com at least 36 hours in advance. Students may drive themselves, but they are expected to be at the house at the listed start time of the shift for orientation.

A separate liability release form is required for participation in this project. That form is available on the Eventbrite page.

In the event of rain cancellation, students must till come to LRH to check in with the van driver for points. They will have the option to sign up for any remaining shifts later in the week.

f. Spaghetti Dinner and the Parade of Flags
Friday, April 24th, 6:00 pm, Food Emporium (PAC)

Procedures:
1. Enjoy a spaghetti dinner and Parade of Flags before sports day!
2. The team captain must notify the Springfest Committee by the end of the Scavenger Hunt with the amount of people attending on Friday, along with the name of the faculty/staff representative (if applicable).

Rules:
1. Team shirts must be worn at this event, as with any other.
2. Captains, along with a second flag carrier if desired, will meet at the tunnel near Brookens Auditorium at 5:30 to prepare for the Parade of Flags.
3. Team members must present valid UIS IDs at sign-in for attendance points.
4. Each team may bring one faculty/staff member to the dinner for 5 points.
5. Check-in will endure for 30 minutes, beginning at 5:45 p.m.
6. Students must stay until the end to receive all points. This means that UIS IDs may be checked again at the end of the event!

Scoring: Attendance. See Section XII.
XI. Sports Day

a. Captains Meeting
Saturday, April 25th, 9:00 am, TRAC Racquetball Court 1

Procedures:
- Each team captain must report for a meeting at TRAC to receive information regarding Saturday’s events.

b. All-Team Meeting
Saturday, April 25th, 9:30 am, TRAC Arena
Players: 8-15

Procedures:
1. Sports day will be divided into two distinct brackets. These brackets will be Major Sports, and Minor Sports.
3. Minor sports are Wallyball, Squash, Badminton, Bags, Frisbee Golf, Horseshoes, Knockout, and Fooseball.
4. Each team will compete in 3 out of 6 Major sports, and 4 out of 8 Minor sports.
5. Teams will not choose their pairings or what sports they participate in. These will be determined by putting the teams into blocks based on their overall ranking the morning of Sports Day. Pairings are made in such a way that teams should never play the same team in a Major or Minor sport more than once.
6. In case of rain or bad weather, teams will ONLY compete in the morning or afternoon session, which will be determined at the all team meeting.

Rules:
1. Teams must have at least 8 players present in TRAC Arena at 9:30am and throughout the day. No exceptions. Failure to comply with these rules will deem a team ineligible to compete in Sports Day. This includes participation in Mud Tug-of-War.
2. If a team cannot compete for points due to less than 8 members being present, they may compete in combination with another team in exhibition matches against other teams. For example, a team with 6 members present may partner with a team with only 4 members present to form an exhibition team of 10. This team can play, but will
not earn any points. This is so that everybody may participate in Sports day, even if their team has insufficient attendance

c. Flag Football-Major sport
Saturday, April 25th
Soccer Practice Fields
Players required: 6 (substitutions allowed)
Length of Play: 45 minutes

Procedures and Rules:
1. Teams must contain a minimum of 6 players, failure to have 6 players will result in forfeiture. One of these players must be the team captain, or acting team captain.

2. The field will be 40 yards from goal line to goal line and 30 yards in the width. Each end zone will be ten yards in length.

3. Two 15-minute halves will be played. The clock starts each half with the first snap and runs continuously until the last two minutes of the second half, unless stopped by a time-out. (Each team is allowed one five minute time-outs per half.) There will be a 5 minute intermission period between halves.

4. No substitutions will be permitted during a down. Between downs any number of substitutes may replace players as long as the player is replaced before the ball becomes live. Penalty for substitute infraction is 5 yards.

5. A coin will be tossed and the winners will choose offense or defense. Each team will be given 4 downs from the same 10-yard line with 4 downs.

6. Apparel: Each player MUST wear a flag belt. Shoes are required. Cleats are limited to studs or projections that do not exceed ½ inch in length and are made of non-abrasive rubber or rubber-type synthetic material (which does not chip or develop sharp edges). Players may wear gloves if made of soft, nonabrasive material.

7. Punting: Quick kicks are illegal. Prior to making the ball ready for play on the 4th down, the referee must ask Team A’s captain if they want to punt. The ref must communicate this decision to Team B’s captain and other officials. Team A can request a punt on any down. After Team A announces their decision to punt, they MUST punt, unless a time-out is called or a foul occurs prior to the snap. After receiving the ball, the kicker must punt the ball immediately in one continuous motion. If Team B catches Team A’s punt, they may advance it up the field. If the punt is blocked by Team B and Team A recovers it before it hits the ground, then Team A may
advance. If a team decides to punt the ball, all of their players, except the kicker, must be on the line of scrimmage. If a player is trying to block the punt, they must jump straight in the air. They are not allowed to penetrate the line of scrimmage. If the punt goes out of bounds or in the end zone it will be brought out to the 10-yard line.

8 The Line of Scrimmage:
   a. All players must start with a legal snap from a point on the inbounds line that the referee has indicated.
   b. Players may use a 2, 3, or 4 point stance.
   c. The offensive team must have at least 4 players on their scrimmage line at their snap.
   d. Once the center has placed his hands on the ball, no offensive player may enter the neutral zone. As long as they are not contacting an offensive player, the defense may enter the neutral zone. They must be clearly out of the neutral zone at the time of the snap.
   e. Violations of any of the above rules will result in a 5-yard penalty.

9 Backward Passes and Fumbles: A player may not intentionally throw a backward pass out of bounds to avoid being downed or to conserve time. If in doubt, it will be ruled illegal and will be penalized as an illegal pass, resulting in a 5-yard penalty and loss of down.

10 Forward Passes and Interception:
   a. If a player is in the air attempting to catch a ball, the player must contact the ground with at least one foot in-bounds with the ball in their possession prior to going out of bounds, unless contact by an opponent cause the player to first touch out of bounds.
   b. If possession of the ball is lost simultaneously when the player hits the ground, not a catch

11 Pass Interference: It is pass interference if an eligible receiver is deflagged or touched prior to touching the ball on a pass thrown beyond the offense’s line of scrimmage.

12 Scoring:
   a. Touchdowns = 6 points
   b. Extra point from 3-yard line = 1 point
c Extra point from the 10-yard line = 2 points
d Safety = 2 points

13 Personal Fouls: Any act of unnecessary roughness is a personal foul. A penalty for a personal foul is 10-yards and, if blatant, the offender may be disqualified.

14 Screen Blocking:
- Screen blocking shall take place without contact. The blocker shall have their hands and arms at their sides or behind their back.
- A screen blocker cannot use their hands, arms, elbows, legs, or body to initiate contact. If they do use contact it will result in a personal foul.

15 Guarding the Flag Belt:
- Runners shall not flag guard by using their hands, arms, or the ball to deny the opportunity for an opponent to pull or remove the flag belt.
- Flag guarding includes:
  - Swinging the hand over the flag belt to prevent an opponent from deflagging.
  - Placing the ball in possession over the flag belt to prevent an opponent from deflagging.
  - Lowering the shoulders in such a manner which flag guards.

Scoring: Win/Tie/Lose, 20/10/5 points

d. Dodgeball-Major Sport
Saturday, April 25th
TRAC Court 3 or SLB Gym
Players Required: 8-10 players, no substitutes within a game
Length of Play: 7 games or when 45 minutes has passed

Procedures and Rules:
1 Don’t kick or stick your fingers into the balls because this will ruin them.
2 Boundaries:
  - There will be a neutral zone where anyone can go. In this neutral zone, people can get other people out within that zone. It offers no protection to anyone.
The side lines are the same as the basketball court lines. You can go outside the sidelines for balls, but do not play outside them.

The 10ft line (top of the 3pt line in basketball) is the start of the neutral zone

All balls start on the center line. Official will announce the start of the game.

Get hit and you are out; catch the ball and the thrower is out.

Being hit in the shoes, shoe laces, clothing (even baggy things) and anything on you but the ball will get you out.

You can use a ball in your hand to block a throw, although if you drop the ball you are holding you will be out.

HEADSHOTS ARE ILLEGAL. The thrower will be out if a head shot is made.

There is only one kill per ball. There are no double kills in this game.

**Scoring:** Win/Tie/Lose, 15/10/5 Points

**e. Volleyball – Major Sport**

Saturday, April 25th
Volleyball Courts across from Pennyroyal, Volleyball Courts by HCOM or TRAC Arena 2

Players required: 6 (substitutions allowed)

Length of play: 3 matches, or when 45 minutes has passed

**Procedures and Rules:**

1. Up to 6 members per team may be in the sand/on the court during the games.
2. Open substitution during side-outs; judges must be informed of substitution.
3. No double-touching (no one player may touch the ball twice in a row).
4. Serving must be done underhand. Players must rotate serving.
5. Regular hitting, bumping, and setting are allowed. Players must rotate positions.
6. May not hit the ball with any part but the hands and forearms (No elbows, legs, heads, etc.). May not hit the ball with objects.
7. No more than three hits per side.
8. Rally Scoring. Play to 15 points; win by 2 with a 21 point cap.
9. Shoes are optional. Play at your own risk.
10. Side out every 5 points.

**Scoring:** Win/Tie/Lose, 20/10/5 points

**f. Kickball-Major Sport**

Saturday, April 25th
Softball Field, across from Pennyroyal Court

Players required: 7-15 players, with max of 7 in the field (substitutions allowed), all may bat

Length of Play: 7 innings or 45 minutes

Procedures and Rules:
1. Home team will be determined by coin toss and will bat second and always has last ups.
2. Kicking orders must be submitted to the judge prior to the game. Players must kick in order.
3. Each kicker will receive three rolled pitches which to put into play, but is not forced to play any of the first three. The kicker must play the fourth pitch. The pitch may be kicked by the batter. The kicker is out if the fourth pitch is not played.
4. Judges will make calls in the field.
5. Pitches must be kickable. The judge will determine if a pitch is too bouncy. Bad pitches are dead balls, and do not count against the kickers three pitches.
6. No bunts, kickers must take a full swing. A kicked ball must exit the 6’ arch to be a fair ball. If a batted ball dies within the arch it will be considered a foul ball.
7. 2 fouls balls per time at bat = 1 out
8. No walks, no leading off, no stealing, no sliding. All base runners must be in contact with the base prior to live play of a kicked ball. Leaving base early results in an “out.”
9. Runners must return to the last base touched on an out of bounds or foul ball.
10. No infield fly rule.
12. A run is scored when a runner safely crosses home plate. All runners must actually tag home plate to make the run valid and them safe.
13. A team may play with up to 7 fielders/15 kickers. Substitutions are allowed.
14. Kickers must run to first. Kickers must actually tag first base to be safe.
16. Runners are out if they are hit with the kickball thrown by a fielder. Any runner hit by an in-flight kicked ball is out. If the ball touches the ground or anything in foul territory before hitting the runner(s), there is no out.
17. When throwing a player out you cannot aim at the runners head. If a runner is hit in the head, that player will be safe.

18. Kickers are out on a caught fly ball. Runners must return to the bag to be safe. If a fielder with the ball tags a runner while off the base, he/she is out.

19. Runners are out if the fielder with the ball tags the base on a force play

20. 3 outs = a half inning and change of kick.

21. A half-inning will end after 8 runs are scored.

Scoring: Win/Tie/Lose, 20/10/5 points

**g. Cricket – Major Sport**
Saturday, April 25th
Cricket Field
Length of Play: 45 minutes
Players Required: 6 player, may rotate players at innings.

Terms:

**Over** - 6 consecutive balls bowled in succession

**Bowling** - Similar to pitching in baseball, a bowl can bounce off the ground

**Wicket** - Is a set of 3 poles that is place behind the batter. The batter guards the wicket and attempts to prevent the ball from hitting the wicket.

**Wicketkeeper** - Similar to the catcher in baseball

“**Taken his wicket**” - When the bowler hits the wicket, similar to a strike in baseball

**No ball** - penalty against the fielding team, usually when the bowler illegally delivers the ball, by stepping out of the bowler area

**Wide** - A wide is a bowl that was delivered to the bowler too wide or high to be hit by the batsman, as determined by the judge. (Similar to a ball in baseball).

**Procedures and Rules:**

1. A coin toss will decide which team will bat first.
2. Each inning will consist of 1 over/team member. All 6 participating players must bat.

3. The bowler must stay within the predetermined bowling box when bowling. Failure to do so will result in a run for the batting team.

4. If a wide is bowled the batting team receives 1 run and this is not counted as one of the six balls in the over.

5. Ways for the batter to get out:
   a. Ball caught in the air
   b. Stumped/blocked by wicketkeeper
   c. If the ball hits above the blue line on the walls on a direct hit
   d. The bowler hits the wicket
   e. If the ball hits the roof or any object hanging from the roof.

6. The game is over after 2 innings or at the end of the 1st full inning if the first inning has last 20 or more minutes.

7. Scoring
   a. 2 runs are awarded if the ball hits the side walls
   b. 4 runs are awarded if the ball hits the far wall
   c. 1 run for a wide
   d. 1 run for a no ball

8. Team who scores the most number of runs during the game is the winner.

Scoring: Win/Tie/Lose, 20/10/5 Points
h. Ultimate Frisbee –Major Sport
Saturday, April 25th
Cricket Field
Length of Play: 45 minutes
Players Required: 7 players.

1. A coin toss will decide which team receives the disc first.
2. Each point begins with both teams lining up in front of their respective end zone. The defense then throws the disc to the offense.
3. The disc may be advanced in any direction by completing a pass to a teammate. Players MAY NOT run with the disc.
4. The person with the disc (thrower) has ten seconds to throw the disc. The defender guarding the thrower (marker) counts out the stall count.
5. When a pass is not completed (e.g. out of bounds, drop, block, interception, stalled), the defense immediately takes possession of the disc and becomes the offense.
6. After a score, the teams line up in front of their end zones and the scoring team kicks off.
7. Substitutions are allowed after scores and during injury time outs.
8. No physical contact is allowed between players. Picks and screens are also prohibited. When a player initiates contact on another player a foul occurs. If a foul disrupts possession, the play resumes as if the possession was retained.

Scoring: Win/Tie/Lose, 20/10/5 Points

i. Wallyball
Saturday, April 25th
TRAC Racquetball Courts
Players: 3
Length of Play: 20 minutes

Procedures and Rules:
1. Each team must consist of three (3) players to participate.
2. Players must rotate service, but after a service is made, players may move to any position.
3. Players may touch the center line, but cannot go over or interfere with an opposing player.
4 If any player completely crosses the center line or interferes with an opposing player while touching the center line, a fault will be called and either a point will be awarded or a side-out will be called.

5 It is a fault for a player or a player's clothing to touch any part of the net.

6 Game of 20 minutes, must win by 2 points.

7 Points will be awarded with Rally Scoring

8 One (1) fifteen (15) second time out per team per game. No carry over time-outs from game to game. Time outs can only be called by the captain on a dead ball.

9 The ball can be served over or under hand. The ball must be hit within 5 seconds after the first referee’s signal to serve. Blocking and/or attacking the serve are illegal. The service zone is three (3) feet from the back wall. The serve is legal if it hits the net and falls on the opposite side of the court. A serve may contact one (1) side wall, but it cannot contact two (2) or more walls consecutively or the opponents back wall. A serve can be made off of a team’s own back wall as long as it does not touch the net or a side wall before landing in the opposing team’s side. At the start of the set, the receiving team rotates before serving.

10 When contacting the ball, the ball must be cleanly hit and not held (including lifted, pushed, carried, caught or thrown). The ball may contact any part of the body. During blocking or during the team's first hit, successive contacts with various parts of the player's body are permitted in a single attempt to play the ball. Prolonged contact is a fault in these actions. The ball will be considered live if it makes contact with a player’s foot while the player’s foot is on the ground. The ball can only be hit three (3) times before returning to the opposite side (blocks do not count as a hit).

11 It is legal to play the ball off of a side wall or your own back wall. When sending the ball to the opponent’s side, the ball may contact one (1) side wall, but it is illegal to contact two (2) or more consecutive walls or the opponent’s back wall. If the ball is played on one side, hits the ceiling, and returns to the side, the ball may be hit again (as long as it is within the three (3) legal hits). If the ball is played on one
side, hits the ceiling, and falls over on the other side, a fault will be called and a point will be awarded or a side-out will be called.

Scoring: Win/Tie/Lose, 15/10/5 points

j. Disc Golf
Saturday, April 25th
Frisbee Golf Course across from LRH
Players Required: 3-15
Length of Play: 20 minutes

Procedures and Rules:

1. The goal of Frisbee golf is to get from the tee to the basket in the lowest amount of throws.
2. Each team will be given a set of disc golf Frisbees and a marking disk.
3. We will have 3 disc golf holes, for each hole a different team member must participate. The team member must complete the hole (subs within a hole are not allowed)
4. At the first tee, the team # that is higher will tee off first. Tee off order of subsequent holes is determined by the previous hole score. (The team will the lowest score tees off first)
5. The marking disk is used to “mark” the location of where the disk has landed where the throw has come to rest.
6. When completing a throw no portion of a players’ body cannot cross the plane of the marking disc or tee. Stepping past the marking disk will result in an added stroke to the players score.
7. If a disc gets stuck in a tree/bush more than 5 feet high, the marker disc is placed exactly beneath it and a penalty stroke is added.
8. If a disc lands in unplayable area (ex. water hazard, high traffic), as deemed by judges, the marker disc will be placed at the edge of such area and a penalty stroke will be added.

Scoring: Win/Tie/Lose, 15/10/5 Points

k. Horseshoes
Saturday, April 25th
Horseshoe Courts, across from Pennyroyal Court
Players Required: Min 2, can rotate after each inning
Length of Play: 20 minutes

Procedures and Rules
1 Coin-toss shall decide who will pitch first. The winner will have the choice to either pitch first or second.

2 The game is broken down into innings. Each inning consists of four pitched shoes, two by each player.

3 Each player will toss their shoe 40 feet from behind the foul line.

4 If the pitched horseshoe first hits the cement outside of the pit or the wooden boards, that shoe will not count, no matter where it lands.

5 All points are counted; shoes are not cancelled out by opponents.
   a Ringer = 3 Points
   b In Box = 1 Point

6 Match will last 20 minutes, an inning must be complete for points to be considered.

Scoring: Win/Tie/Lose, 15/10/5 points

I. Squash

Saturday, April 25th
Location: TRAC Squash Court
Players Required: 2-3
Length of Play: 20 minutes

Procedures and Rules:

1 A match consists of best of 3 games.

2 The team to reach 11 points first wins.

3 A coin toss will decide which side serves first in the first game. For subsequent games, it is the losing team’s decision.

4 After the first game, teams must change players. In the event of a third game, either player may play again, or a third player may play.

5 Serving must take place in the serving boxes. Serves must be off the front wall between the middle and upper red lines, into the opposite red box. Serves cannot hit the back wall on the fly, or hit the side wall above the red line. One fault is allowed per serve.

6 After the serve, all shots must be above the tin and below the upper line on both the front and side walls.

7 If one player impeded another player’s ability to make a return, the offended player may ask for a let. If it is agreeable, the point is replayed and no points are awarded.

Scoring: Win/Tie/Lose, 15/10/5 points
m. Badminton
Saturday, April 25th
TRAC Arena 1
Length of Play: 20 minutes
Players Required: 2

Procedures and rules:

1. A match consists of best of 3 games
2. The side that first scored 15 points shall win
3. The side winning a rally shall add 1 point to its score.
4. A coin toss shall decide which side serves first.
5. The side winning a game serves first in the next game.
6. When one side reaches 11 points, both players get a 60 second break, if needed.
7. Serve begins on the right side of the court, and the person serving must serve diagonally.
8. If the person fails to serve diagonally, the other team will win the rally, unless the other team chooses to play the birdie.
9. If the side serving wins the rally, the server will switch sides with his/her teammate.
10. If the side serving loses the rally, no switching will take place.

Scoring: Win/Tie/Lose, 15/10/5 points

n. Knockout
Saturday, April 25th
Win/Lose, 15/5 points; Best 2/3
Players: 3 players - equal amount of players from each team.
Length of Play: 3 matches or 20 minutes

Procedures and rule:

1. Participating players line up at the Free Throw line, alternating by team.
2. There will be two balls, given to the first two people in line.
3. The first player in line begins the game by taking an initial shot.
4. As soon as the first player has taken the initial shot, the second player takes their shot.
5. If either player’s shot does not go in, he or she rebounds their ball and continues to shoot until a shot is made.
6. Once a player makes his or her shot, the ball is passed to the next person in line.
7. If the second player to shoot makes the basket before the player in front of them, the first person is “knocked out” of that round of competition.

o. Bags
Saturday, April 25th
Location:
Length of Play: 20 minutes
Players Required: 2

Procedures and Rules
1. Players line up diagonal on either side of the box.
2. Teams alternate tossing bags at the other side’s box.
3. Each team has 4 bags. A round ends when each team has thrown all 4 bags.
4. A bag that lands on the board is worth 1 point. A bag that goes through the hole is worth 3 points.
5. The team that last scored throws first.
6. Teams score points for the round if they have more points than the other team. Only the net score is added to the team’s total. For example, if Team A has 2 bags on the board and Team B has 1 bag on the board at the end of the round, Team A gains 1 point.
7. The first team to reach 21 without going over wins.
8. If a team busts (ends a round over 21 points), they return to 13 and play continues normally.
9. Players may substitute before each round begins.

Scoring: Win/Tie/Lose, 15/10/5 Points

p. Human Foosball
Saturday, April 25th
Location:
Length of Play: 20 minutes
Players Required: 6

Procedures and Rules
1. Players must face the opposite team’s goal.
2. Players may not remove their hands from their assigned section of the foosball pole.
3. There are three positions: Mid, forward, and goalie. Mids line up on the two innermost poles, forwards line up on the middle poles, and goalies line up on the last poles.
4. Play begins by rolling the ball into play from the middle of the court.
5. Players attempt to kick the ball past the other team’s defenses into the goal.
6. Each goal is worth 1 point.
7. Play continues until the ball is scored, out of reach or out of bounds, or if a penalty occurs. Play is resumed by following the restart procedure
8. Failure to follow any of these rules results in a penalty
   a. Players must keep both hands on their assigned section of the foosball pole.
   b. Players may not move along the length of the pole or switch positions with other players during play.
   c. Players must move together from side to side. No player is (except the goalie) is permitted to move forward or backward on the court.
   d. No player except the goalie is permitted to touch the ball with their arms or hangs
9. When a penalty occurs, the ball should be rolled from the starting area in the direction of the non-offending team.
10. Restart Procedure
   a. When a goal is scored, the game is restarted by rolling the ball from the starting area in the direction of the non-scoring team.
   b. When the ball rolls out of bounds, the ball should be returned to the place it left the court and rolled towards the non-offending team.
   c. If the ball cannot be reached in the playing area, the ball should be rolled to the left from the place it has stopped. The direction should then alternate with every stopped ball.
   d. If a goal shot is missed, the opposing team’s goalie should roll the ball from their goal back onto the court.
11. Play will continue for twenty minutes.

Scoring: Win/Tie/Lose, 15/10/5 Points

q. Mud Tug-of-War
Saturday, April 25th
Approximately 4:30 p.m., Mud Pit
Players: 1-15

Procedures and Rules:
1. All tuggers are allowed, but not required, to wear their Springfest t-shirt.
2. All tuggers begin on the high ground. No tugger begins in the mud pits.
3. No wrapping of the rope around the hands, wrists, arms, or legs. Improper holding will result in dismissal of that tugger without replacement.

4. Leather palmed gloves are recommended but not provided.

5. Wearing shoes is optional. **CLEATS AND SPIKES ARE NOT PERMITTED.**

6. All tuggers must remain within the specified boundary during the entire tug.

7. The team that pulls all members of the opposing team into the mud – or the team that causes all members of the opposing team to let go of the rope – is the winner.

8. All tuggers must have participated in at least one other Springfest event to be eligible to tug.

9. The rope will be soaked in the mud prior to the start of the event. Following each match, the rope will be pulled in the opposite direction of the winning team through the mud in order to ensure fairness.

10. Brackets will be developed by using an online bracket generator after the Saturday team meeting. Teams will be seeded based on their rank at the beginning of Sports Day. If due to the amount of teams a play in round(s) is needed no points will be awarded for the play-ins.

11. All participants are required to wash off in the hoses provided outside of Kiwanis stadium.

**Scoring:** Tournament style points range from 5-39, determined by which round a team goes out in.

Please join us for the Awards Ceremony after the Mud Tug-Of-War.

*Anyone entering Housing Commons must be cleaned off

All rules and judging information – previously existing, revised, or new – was approved by the Springfest committee in its entirety in 2014.

** These rules are subject to change. **
XII. Scoring:

Springfest 2014 will use four primary types of scoring (The Quest and Mud Tug-of-War, use their own respective types, which can be found in the event description).

1) Tiered Scoring
2) Ranked Scoring
3) Attendance
4) Win/Tie/Lose

Tiered Scoring:
Scoring will be based upon a tiered system which is broken down into the Top 3 teams, followed by 6 tiers with 6 teams in each tier. Tiers will be determined based on the total points a team receives based on their rank. For each event, the Springfest Committee will release the tiers in which every team resides. Within each tier release, teams in each tier will be randomly organized. Points will be awarded as follows:

<table>
<thead>
<tr>
<th>Team Rank</th>
<th>Points Awarded</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>39</td>
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<tr>
<td>2</td>
<td>36</td>
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<tr>
<td>3</td>
<td>33</td>
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<td>30</td>
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<td>16-21</td>
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<td>28-33</td>
<td>10</td>
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<tr>
<td>33-39</td>
<td>5</td>
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</tbody>
</table>

Events scored this way: Flag and Chant.

Ranked Scoring:
Ranked based on the total number of teams at registration, based on the total number of listed items retrieved and validated by judges.

Events scored this way: Scavenger Hunt and Trivia Night.

Attendance:
Points will be allocated based on the percentage of team attendance for up to 39 points. Points will be determined by the following equation: \((x/y)\cdot39\),
where $x$ is the number of team members that attend the event, and $y$ is the total number of members registered for that team. Scoring for attendance will always be rounded up to the next whole number.

*Events scored this way: Spaghetti Dinner, Service Project.*

**Win/Tie/Lose:**
Head to head competition against another team. If the opposing team does not show, it gives a win to the other team and zero points to the team that did not show. Major events are scored 20/10/5. Minor events are scored 15/10/5.

*Events scored this way: Sports Day Competitions (excluding Mud Tug-of-War).*

**XIII. Bonus Events:**
Below you will find the **nine (9)** different opportunities provided to earn bonus points. **Make sure to bring you UIS I-Card to all events.** Each person will earn 1 point for attending each bonus event, **up to 30 points total for a team.** An **individual team member can only earn points for 3 bonus events**, even if they attend more than three.

1. **“White Like Me”**
   Sunday, April 19th
   7:00 p.m., Brookens Auditorium
   1 bonus point per team member for participation
   Sponsors:

2. **Sitting Volleyball**
   Monday, April 20th
   12:00 p.m. – 2 p.m., TRAC Arena Court 1
   1 bonus point per team member for participation
   Sponsors: Department of Recreational Sports & the Counseling Center

3. **Academic Triathlon**
   Monday, April 20th
   2:00 p.m. – 4:00 p.m. Location LRH Greatroom
   1 bonus point per team member for participation
   Sponsors:

4. **Drunken Bags**
   Tuesday, April 21st
   2:00 p.m. – 5 p.m., TRAC Arena Court 1
   1 bonus point per team member for participation
   Sponsors: Department of Recreational Sports & the Counseling Center

5. **UIS Baseball Game**
   Wednesday, April 16th
   3:00 p.m., Baseball Field on Campus
1 bonus point per team member for participation (to receive the point the participant must stay for 5 innings - they will be required to check in and out at the field)
Sponsor: Student Activities Committee

6. Hidden Mickey Mouse Library Hunt
Thursday, April 23rd
12:00 p.m. – 2:00 p.m., Brookens Library
1 bonus point per team member for participation
Sponsor: Brookens Library

7. Psychology of Spending
Thursday, April 23rd
2:00 p.m. – 3:00 p.m., LRH Greatroom
1 bonus point per team member for participation
Sponsor:

8. Game Day
Disney Jeopardy and Trivia w/ History Dept.
Friday, April 24th
12:00 p.m. – 3:00 p.m., Media Lab & PAC H
1 bonus point per team member for participation
Sponsor:

9. Take Back The Night
Friday, April 24th
8:00 p.m., Colonnade
1 bonus point per team member for participation
Sponsor:

XIV. Sponsors:

We’d like to thank our sponsors for their support of Springfest 2015!

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CAMPUS SPONSORS:
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UIS Department of Residence Life
UIS Provost’s Office
Chancellor’s Office
UIS Bookstore
UIS Information Technology Services
UIS LGBTQA Resource Office
UIS Recreational Sports
UIS History Department
Apply to be a SAC Coordinator

**https://illinois.edu/fb/sec/8670738**

**Traditions Coordinator** (2 positions)- Primary responsibility is to plan Homecoming and Springfest. Serve on campus wide homecoming committee and create student committee for Homecoming. Form and chair Springfest committee. Position should have availability in summer.

**Film Coordinator** - Coordinates 8 films per academic year, and serves on Foreign and Independent Film Series Committee

**Comedy Coordinator** - Plans a minimum of 2 comedians per semester

**Special Events Coordinator** - Plan a minimum of 3 events per semester can range from novelty, lunchtime games.

**Performance Coordinator** - Plans a minimum of 2 events per semester that can include hypnotists, bands, or variety performers.

**Coffeehouse and Talent Coordinator** - Plans a minimum of 3 small musical events per semester. Seeks out UIS student talent and plans at least 1 event to showcase UIS student talent.

**Personal Growth and Diversity Coordinator** - Plans a minimum of 2 educational events per semester that can include speaker, awareness raising campaigns, or skill building. A minimum of 1 event should be focused on Diversity initiatives (i.e. historically underrepresented groups).

**Marketing Coordinator** (2 positions)- Market both SAC as a whole and individual events. Marketing avenues include print, social media, and non-traditional/secondary marketing.

**Off Campus Events and Commuter Outreach Coordinator** - Plans a minimum of 1 off campus event per semester. Attends 1 meeting per month with Commuter Student Organization.

**Spirit Coordinator** - Plan a minimum of 2 events that connect with UIS Athletic Events per semester. Meets with Blue Crew and Student Athlete Advisory Committee at least twice a semester.

Contact us at: fb.me/uissac @uissac uissac@uis.edu