

Student **P**rogramming **B**oard

BATTLE OF THE MAJORS *Strategies and Rule Guide*

April 12th Thru April 15th

“What Major Will Hold The Title This Year”

2002/2003 Battle Of The Majors Champion- Art Department
2003/2004 Battle Of The Majors Champion- ????????

Battle Of The Majors Strategies & Rules Guide

Captains- All Captains are required to attend the Team Captain meeting and are responsible for recruiting other students for their particular major to participate in the scheduled events. Most importantly have fun and show your school spirit!

Captains Meeting- Will include: Events, Rule Discussions, Points System, Etc.
(Meeting Time T.B.A.)

Participation Rosters Deadline- Must Be Turned In By Monday, April 5, 2004 by 9am to the Student Programming Board office located in the Bell Tower room 1239.

Battle Of The Majors Score Board- There will be two score boards used during the week of Battle of the Majors. One score board will be located at each event with the current scores for each major. The second score board will be located in the Bell Tower. A set of official scores will be kept in the Office of Student Development at all times.

A new talley of points will be updated after each event.

Spirit Signs- Each major is allowed to advertise for upcoming events and provide contact information for other students that may be interested in participating. **All advertising must be approved by the Office of Student Development located in the Bell Tower room 1200.**

For more information or questions about Battle of the Majors please e-mail Student Programming Board at csucispb@hotmail.com.

Battle Of The Majors Events

MONDAY

“Battle Of The Majors” Kick Off “Ceremony” | Bell Tower Fountain Courtyard.

Every Team Members Should Be There To Cheer On Their Team Mates !

- **“Chubby Bunnies” Contest** (*Most Marshmallows In Mouth & Clearly State “Chubby Bunnies!” On The Microphone*)
Each contestant will have access to a table full of 1” x 1” marshmallows. After the MC announces for the marshmallows to be placed in mouth participants must say “chubby bunnies”. All marshmallows must remain in the participant’s mouth until finished. Receptacles will be provided for disposing of marshmallows.
- **Jell-O Eating Contest** (*PLEASE DO NOT CHIP TEETH!*) (*Quickest time without eating the M&M wins*)- Participants hands will be tied behind their back. After the MC says “GO”, participants must eat their entire container of jell-o without eating the single M&M placed at the bottom of each container.
- **Life Saver Relay**- *Teams will be mixed-majors of 28 players total. 14 players will be on a relay team selected at random. Numbers will depend on participation from each major.*
Q-tips and Life Savers will be distributed. Teams will be lined up and participants will be placed on marked locations. Teams will include 14 players with hands tied behind backs (2-Lines Of 7 Participants). First-Line-Contestants will start with a lifesaver on a Q-Tip. After the MC says “GO”, contestants will pass the Life Saver from one individual to the next. If the lifesaver is dropped, the dropper must pick up the lifesaver with the Q-Tip (*Team mates can assist with their Q-Tip, but the Re-Start must begin with the participant that dropped the lifesaver*). Passing continues until the lifesaver is moved from one side of team-line to the other and the lifesaver is dropped in the 1st cup. The 2nd-line can then continue rallying to the opposite direction. The first team to drop their lifesaver in the 2nd cup wins. (*Q-Tip & Lifesaver can be dropped together.*)
- **(GYM) Basketball Tournament**- 3 on 3 ,coed Division/ 6 team member rotation. Play to (21-point Half-Court Games) Single Elimination (*See Rules*)
First round 14 teams, 7 games Second round 7 teams, all 7 team names are added to a hat and drawn for participant matching. The last name drawn gets a bye to the next round. Third round 4 teams and 2 games. Last round championship game.

Battle Of The Majors Events

TUESDAY

Volleyball- 5 or 6 player/ Up to 10 player constant rotation in!
Coed must have equal guys to girls) *Match will be: 21-Point
Games, a team must be ahead by at least two points to win. *Each
team may call a maximum of one time-out per game of the match.
(See Rules)



Battle of the Majors

WEDNESDAY

Carnival Day Competition (Bell Tower Grassy Mall)

Relay-Around The Mall (similar to 4x40 relay) – Hardboiled egg will be placed on a spoon and the participant must run/walk without touching the egg (If dropped, participant must return to starting point. The participant will then tag the hand of the next teammate to begin the competition-Three Legged Racers tie their legs together and place an orange under the first teammates chin. (If the tie comes off or the orange is dropped, they must return to start). Orange Relay participants (5) participants will be lined up at designated spots and have to continue to pass the orange to the next teammate until it reaches the last person in line. (If the orange is dropped, they must return to start). After the last person in line has received the orange, the next relay begins. Leap-Frogger, the Frogger will proceed until tagging the next person, the Cart-wheel person which will “Cart-Weel” to the Bat-Spin Person, which will cross the finish line.

- a. Egg and Spoon (1- on each team)
- b. Three Legged Race
- c. Orange Relay
- d. Leap Frog
- e. Cart-Wheel
- f. Bat-Spin

Carnival Battle

- a. 2- Trikes
- b. Joust
- c. Rock Wall (score for fastest time)
- d. Home Run Derby
- e. Tug-Of-War

Battle of the Majors

THURSDAY

Trivia – Points allocation & strategy: Realize that all the points accumulated from previous competitions can be used to win Trivia competition. Example: If a team has 100 points, they can choose to be conservative and bet 1 point on a questions or the team can go for the win by putting ALL 100 points on the line.

Questions will be provided by a professional staff member. An MC will moderate the asking of the questions during the Trivia game.

Each major is allowed three participants for this event. The question will be asked to the first major and the three participants for that major can work together to answer the question. If the major answers the question incorrectly or not at all the next major will have an opportunity to answer the same question and so on until the question is answered correctly.

Each question is worth 1 point.

MEN'S/WOMEN'S Basketball RULES

3 on 3, ½ Court, 2-15minute Halfs Battle Of The Majors Basketball Tournament (Self-Contained/No Ref Basketball)

All games will be played in the GYM.

STARTING THE GAME: First possession is obtained with a coin flip (no jump ball to start the game). Each team must have at least 3 players for the game to begin.

EQUIPMENT: Each team must wear same-color jerseys. Proper shoes are required i.e., no jogging or marking-black soled shoes, cleats, or street shoes. All players must remove all jewelry before a game begins.

PLAYING TIME: Two 15 minute halves with a running clock. Half-time will be five minutes long (or shorter if both teams agree).

FREE THROW SHOOTING: No Free Throw Shooting, Fouls Loose The Possession!

TIME-OUTS: A time-outs will be given for equipment adjustment or injury only.

DUNKING: Dunking is not allowed

EJECTION'S: Players will be automatically ejected for; **EXCESSIVE CUSSING AND FLAGRANT FOULS**

Volleyball

All games will be played in the GYM.

STARTING THE GAME: First possession is obtained with a coin flip (no jump ball to start the game). Each team must have at least 5 players for the game to begin.

EQUIPMENT: Each team must wear same-color jerseys. Proper shoes are required i.e., no jogging or marking-black soled shoes, cleats, or street shoes. All players must remove all jewelry before a game begins.

PLAYING TIME: Two 15 minute halves with a running clock. Half-time will be five minutes long (or shorter if both teams agree).

FREE THROW SHOOTING: No Free Throw Shooting, Fouls Loose The Possession!

TIME-OUTS: A time-outs will be given for equipment adjustment or injury only.

DUNKING: Dunking is not allowed

EJECTION'S: Players will be automatically ejected for; **EXCESSIVE CUSSING AND FLAGRANT FOULS**

***Match will be: best out of Two out of Three Games**

***Games will be 15 points. A Team must be ahead by at least two points. Rally points (score on every serve) will be used if 3rd game is played.**

***Each team may call a maximum of one time-out per game of the match.**

**Battle of the Majors
Team Sign-Ups**

Major: _____ Team Captain: _____

NAME

E-MAIL

MONDAY

EVENT: LIFE SAVER RELAY

1. _____

2. _____

3. _____

Alternate

4. _____

EVENT: CHUBBY BUNNY

1. _____

Alternate

2. _____

EVENT: JELL-O EATING CONTEST

1. _____

Alternate

2. _____

NAME

E-MAIL

EVENT: BASKETBALL

1. _____

2. _____

3. _____

Alternate

4. _____

5. _____

TUESDAY

EVENT: VOLLEYBALL

1. _____

2. _____

3. _____

4. _____

5. _____

Alternate

6. _____

7. _____

WEDNESDAY

EVENT: FIVE-LEG RELAY

Egg on Spoon

1. _____

Alternate

2. _____

NAME

E-MAIL

Three legged race

1. _____

2. _____

Alternate

3. _____

Leap Frog

1. _____

2. _____

Alternate

3. _____

Orange Neck Pass

1. _____

2. _____

3. _____

4. _____

5. _____

Alternate

6. _____

Tricycle

1. _____

Alternate

2. _____

NAME

E-MAIL

EVENT: JOUST

1. _____

Alternate

2. _____

EVENT: ROCK WALL

1. _____

Alternate

2. _____

EVENT: HOMERUN DERBY

1. _____

Alternate

2. _____

EVENT: TUG OF WAR

1. _____

2. _____

3. _____

4. _____

5. _____

Alternates

6. _____

7. _____

NAME

E-MAIL

THURSDAY

EVENT: TRIVIA GAME SHOW

1. _____

2. _____

3. _____

4. _____

5. _____

Alternate

6. _____

7. _____
