

2023 INAUGURAL

NESC INVITATIONAL
OFFICIAL RULEBOOK



8/12/2023



Table of Contents

0.	Revision History	4
1.	Preface.....	5
1.1	Tournament Sponsors.....	5
1.2	Past Champions	5
2.	Tournament Logistics	6
2.1	Entry	6
2.2	Tournament Fee.....	6
2.3	Event Selection.....	6
2.4	Event Pool	6
2.5	Schedule of Events.....	Err
	or! Bookmark not defined.	
3.	General Guidelines.....	7
3.1	Disclaimer	7
3.2	Event Format	7
3.3	Scoring.....	7
3.4	Tiebreakers	8
3.5	Mini-games.....	8
3.6	Tournament Regulations	10
3.7	Discrepancies.....	10
4.	BEER DIE.....	11
4.1	Introduction	11
4.2	Dimensions and Specifications	11
4.3	Gameplay.....	11
4.4	House Rules.....	11
4.5	Scoring.....	11
5.	CORNHOLE	12
5.1	Introduction	12
5.2	Dimensions and Specifications	12
5.3	Gameplay.....	12
5.4	House Rules.....	12
5.5	Scoring.....	12
6.	FOWLING.....	13
6.1	Introduction	13
6.2	Dimensions and Specifications	13
6.3	Gameplay.....	13
6.4	House Rules.....	13
6.5	Scoring.....	13
7.	POLISH HORSESHOES	14



7.1 Introduction	14
7.2 Dimensions and Specifications	14
7.3 Gameplay.....	14
7.4 House Rules.....	14
7.5 Scoring.....	14



0. Revision History

Revision:	Date:	By:	Review:	Notes:
A	29MAY23	JL	N/A	Preliminary Issue for Review



1. Preface

1.1 Tournament Sponsors

Tournament Commissioner: **Joe**
Sponsor / Head Craftsman: **Ryan**
Rules Analyst: **Taylor**
Vibe Concierge: **Dean**

1.2 Past Champions

Year	Champion	Spirit of the Games
2023	TBD	TBD



2. Tournament Logistics

2.1 Entry

The NESC Invitational is a four event tournament; competitors will receive notice of their invitation no later than 2 (months) months prior to the event date to provide ample time for training and refining the skills required to participate in all events.

2.2 Tournament Fee

There is no tournament entry fee for the inaugural NESC Invitational.

2.3 Event Selection

The 2023 Games format will be a co-ed team tournament. The team with the highest point total at the end of the day will be crowned champion.

2.4 Event Pool

The following events have been vetted and approved for tournament play. Please note that events may be added or removed at any time at the discretion of the Tournament Sponsor pending equipment and land availability.

2.4.1 Beer Die

2.4.2 Cornhole

2.4.3 Fowling

2.4.4 Polish Horseshoes



3. General Guidelines

3.1 Disclaimer

This section is a general guideline on event format, rules, and scoring; individual events may have a more specific rule set than described below. Therefore, this section is here to provide a foundational ruleset for the events but may not encompass the entirety of rules required for gameplay. Please refer to the specific event for a detailed explanation of event format, rules, scoring, etc.

3.2 Event Format

All events will follow a 3-game-guarantee double elimination bracket format. Seeding will be determined prior to each event with a seeding-type minigame similar to those described below.

Bracket picture/explanation to developed prior to tournament time

3.3 Scoring

Each team will play through the tournament bracket as far as their winning capabilities allow. The teams will then be ranked, and points will be allotted in descending order after all tiebreak procedures have been aligned.

Place	Points Awarded
1 st	10
2 nd	8
3 rd	6
4 th	4
5 th	3
6 th	2
7 th	1
8 th	0



3.4 Tiebreakers

When placing athletes in each event, the tiebreak procedure will simply run as follows:

1. Event Record
2. Total Point Differential (+/-)
3. Head-to-Head Mini-game

Should an event not have a point differential category (Fowling), proceed directly to the Mini-game.

When placing teams for the overall standings, the tiebreak procedure will (similarly) run as follows:

1. Total Points
2. Total Event Wins
3. Mini-game

3.5 Mini-games

In individual events, shall two teams be tied in both event record and point differential, no further statistical tie-breakers will be used. If both tiebreak procedures are exhausted, the two teams will participate in a 'mini-game', or a sudden death tiebreaker to determine placement in that event. Once a mini-game has been announced, the two participating teams will come to a consensus on the event; there are no rules for what the mini-game has to entail, so long as it uses the equipment from that event. If no consensus can be reached after 5 minutes, the default will be:

3.5.1 Beer Die

- Athletes stand on opposing ends of the table, with a single cup placed in the center on their end of the table.
- Teams will roll for position – higher die toss decides whether they want to go first or second.
- 3 round of beer die will be played; most points after 3 rounds wins.
- If tied after 3 rounds, sudden death will continue until one team has the lead after a full round
- No rebuttals

3.5.2 Cornhole

- Teams stand on opposing ends of the court.
- A coin flip will decide who throws first.
- Each team will throw all 8 bags at the opposing board (4 per player). Their score will be the sum of their points accumulated from all 8 bags.
- If tied, repeat.



3.5.3 Fowling

Athletes may choose between one of the two default girth-offs (if not deciding on their own):

1. Standard tie-break - Teams will alternate turns throwing at a single pin. First team to knock their pin down wins.
2. Alternate tie-break – Each team gets one throw to knock down as many pins as possible from a full 10-pin rack. Most pins wins.

3.5.4 Polish Horseshoes

- Teams stand on opposing ends of the field.
- A coin flip will decide who throws first.
- Athletes will take turns throwing a sealed Rainier in attempt to knock the bottle off the opposing pole.
- First person to knock the opposing bottle off wins. Loser drinks the Rainier.

3.5.5 FINAL Mini-game

At the end of tournament play, should two teams be tied in overall standings AND event wins, the two teams will proceed to a FINAL MINI-GAME. As with individual events, the final tiebreaker is at the discretion of the two teams involved in the tiebreak.



3.6 Tournament Regulations

Listed below are general guidelines to be followed throughout the tournament; each event will follow its own rules and regulations regarding gameplay. This is not meant to be an all-encompassing list, but rather a starting point that may expand as the Games evolve:

- Score reporting: Each game score will be reported together by the athletes and recorded on the scoreboard. Any scoring discrepancies will be resolved PRIOR to the final score being entered. Once entered, the game score is FINAL.
- Out-of-play interference: spectating is encouraged when not actively in an event, including cheering, booing, and witty banter. However, out-of-play athletes are prohibited from entering the field of play in an interferent manner. Each case of interference will be examined individually to determine potential scoring penalties.
- Tournament alcohol policy: drinking is both allowed and encouraged; however, as this is a marathon and not a sprint, over-indulgence could dampen an athlete's physical and mental capabilities. The BBG strives to provide a safe athletic environment for all competitors.

3.7 Discrepancies

The NESC is an outspoken advocate of the “call-your-own-fouls” approach to tournament play. The onus belongs to the athletes in-play when a scoring discrepancy comes out. However, should the athletes be unable to come to an agreement, the point is to be replayed, unless there is overwhelming and decisive evidence from the audience/committee members that an athlete should be awarded a point.



4. BEER DIE

4.1 Introduction

Deep in the Alpha Tau Omega house library at the University of Maine in 1972, four fraternity men tossed a single die above a table without letting it fall off the edge. Thus the game of Beer Die, also known as Snappa, was born, according to crowdsourced research from the official Beer Die League fan page.

4.2 Dimensions and Specifications

- Standard 6' folding table
- A minimum height throw line will be established (typically using a roof line as a point of reference). Minimum height should be at least 6 feet above the surface of the table.

4.3 Gameplay

Beer die will be played using these official rules: [Rules and Regulations](#)

4.4 House Rules

The ruleset above will be printed out and available at the Games. The following house rules will also apply:

- Any (airballed) throw that is successfully kicked by one partner and caught by the other teammate will be awarded one point (FIFA)
- Trapping the die against the table is strictly forbidden

4.5 Scoring

Games are played to 11 points.

1 point is awarded if the die hits the opponent's side of the table and then hits the ground.

1 point is awarded if the die hits either cup on the opposing team's side of the table.

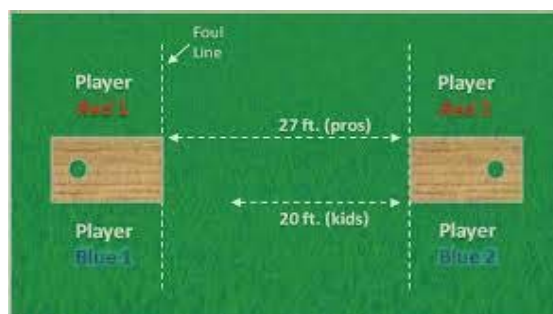
3 points are awarded if the die is 'dunked' in one of the opposing team's cups.

5. CORNHOLE

5.1 Introduction

Cornhole, bean bag toss, Bag-O, bags, sack toss, or whatever you may call it, first came about as an indoor method of playing horseshoes. Today, backyard degenerates throw bean bags in one hand while holding Natty Lights in the other.

5.2 Dimensions and Specifications



5.3 Gameplay

Cornhole will be played using these official rules: [Rules and Regulations](#)

5.4 House Rules

The ruleset above will be printed out and available at the Games. The following house rules will also apply:

- Bags that hit the ground prior to hitting the board are removed prior to the next throw

5.5 Scoring

Games are played to 21 points. Points are net; only one team is capable of scoring points within each round.

1 point is awarded for a bag on the playing surface

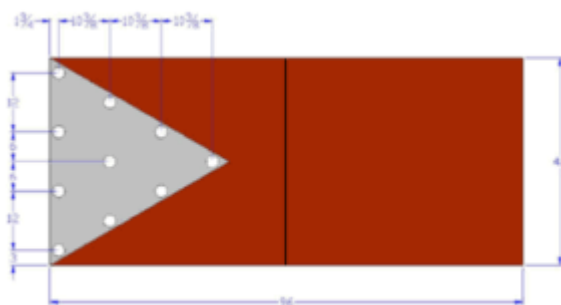
3 points are awarded for a bag in the hole

6. FOWLING

6.1 Introduction

Fowling, hailing from Detroit, closely resembles a mashup between football and bowling. Founded in 2001 during an Indy500 tailgate, fowling has since become a Midwestern athletic staple.

6.2 Dimensions and Specifications



6.3 Gameplay

Fowling will be played using these official rules: [Rules and Regulations](#)

6.4 House Rules

- None for Fowling

6.5 Scoring

Since Fowling is a game of completion as opposed to a point-scoring competition, Fowling competitors will gain points based on number of wins, and tiebreaks will follow thereafter.



7. POLISH HORSESHOES

7.1 Introduction

Drop the frisbee – lose a point. Drop the bottle – lose two points. Drop them all – lose your dignity.

7.2 Dimensions and Specifications

- 36' between poles

7.3 Gameplay

Polish Horseshoes will be played using these official rules: [Rules and Regulations](#)

7.4 House Rules

The ruleset above will be printed out and available at the Games. The following house rules will also apply:

- The frisbee must not be touched by the other team until it crosses the plane of the pole
 - Any frisbee caught prior to reaching the pole will result in:
 - First offense: Warning (& re-throw)
 - Second offense: 1 point (& re-throw)
 - Subsequent offenses: 2 points (& re-throw)
- Only one hand may be used to defend against falling objects
- Both objects may be caught by the same person, provided only one hand is used
- A throw is deemed uncatchable if, at the point it crossed the plane of the pole, it is either below knee level or beyond the outstretched arm of the catching player

7.5 Scoring

Games are played to 21 points; win by 2.

1 point is awarded to the throwing team if the (catchable) frisbee touches the ground.

2 points are awarded to the throwing team if the bottle touches the ground.

Points are additive (i.e. 3 points are awarded if both objects touch the ground).