



# **2024 BEARCAT AWARD GAMES INFORMATION PACKET**

# 2024 Student Homecoming Schedule of Events

Please visit <http://www.mckendree.edu/studenthc> for information!

**(i) Denotes campus-wide events. (+) Denotes events that are Bearcat Award Point events**

## October 7 (Monday) – (i) Theme Day: Favorite Team/Student Org Shirt Day

- (i) (+) 9am: Chalk the Walk near Bearcat Statue
- 12pm: Homecoming Royalty Court Meeting (location TBA)
- (+) 9am: Where's Bogey – Photo Contest Begins (Bearcat Statue)
  - (+) Bearcat Award Point Opportunity
- **4pm: Homecoming Royalty Court Campaigning Begins**
- (i) (+) 8:30pm: Nerdology - Trivia Night in Ames Dining Hall
  - **Register Your Team of 6 Here:** <https://forms.office.com/r/Va6M5F8iKE>

## October 8 (Tuesday) – (i) Theme Day: Tee Tuesday! Favorite Band or Concert T-Shirt

- (i) (+) 4pm: Cornhole (Bags) Tournament in the Quad
  - **Register Here:** <https://forms.office.com/r/Va6M5F8iKE>
- (i) 8:30pm: Skate Night at Skate City (Belleville, IL)
  - **FREE** – McK Students Only, McK ID Required, Specialty Skates cost extra
  - Free Pizza and soft drinks while they last
  - (+) Bearcat Award Point Photo Opportunity

## October 9 (Wednesday) – (i) Theme Day: Wild Wednesday Pajama Day

- (i) Faculty/Staff Chili Cook-Off (The Lair)
  - Info and Registration: <https://forms.office.com/r/hjMLRC6pQ4>
  - (+) Bearcat Award Point Photo Opportunity
- **4pm: Homecoming Royalty Court Campaigning Ends**
- (i) 8:00pm: Musician John Rush, fire pit and s'mores (The Lair)
  - (+) Bearcat Award Point Photo Opportunity
- **10pm: (i) Homecoming Royalty Court Voting Begins (Online)**
- (+) 10:00pm-11:30pm: Late Night Dodgeball at Intramural Gym (Round 1)

## October 10 (Thursday) (i) Theme Day: Throwback Thursday

- **All Day: (i) Homecoming Royalty Court Voting**
- (+) 3pm: Where's Bogey – Photo Contest Ends
- (+) 10:00pm-11:30pm: Late Night Dodgeball at Intramural Gym (Round 2 if needed)

## October 11 (Friday) – (i) Purple Friday

- (i) **8am: Homecoming Royalty Court Voting Ends**
- (i) 12:00pm-4:00pm: Quad Games: Inflatables, Music, Ice Cream Truck
  - (+) 3:30pm: Mechanical Bull Contest
- (i) **Athletics Events:**
  - (+) Bearcat Award Point Photo Opportunity (Pick 2 events)
    - 4:30pm – Women's Hockey vs. Univ. of Rhode Island (O'Fallon)
    - 5:00pm – Women's Soccer vs. Maryville Univ.
    - 6:00pm – Women's Volleyball vs. Univ. of Indianapolis
    - 7:30pm – Men's Soccer vs. Maryville Univ.
    - 7:45pm – D1 Hockey vs. Northern Illinois Univ. (O'Fallon)
- (i) 9:00pm-11:00pm: Silent Dance Party (tentative), pizza, novelties @ IM Gym
  - (+) Bearcat Award Point Photo Opportunity

## October 12 (Saturday)

- **12:40pm: Homecoming Royalty Court Coronation at Leemon Field**
- (i) **Athletics Events:**
  - 1pm: Football vs. Southwest Baptist
  - 3pm: Women's Volleyball vs. Lewis University
  - 4:15pm: Women's Hockey vs. Univ. of Rhode Island (O'Fallon)
  - 7:30pm: D1 Hockey vs. Northern Illinois Univ. (O'Fallon)

**Please note that some events and activities, dates, and times are subject to change.**

**For questions, please contact Craig Robertson at [croberts@mckendree.edu](mailto:croberts@mckendree.edu)**

# Homecoming – Bearcat Award Games Information

The Bearcat Award is the highest honor given in the name of Homecoming participation. This award recognizes teams of Students, Residence Hall-sponsored teams, and/or Registered Student Organizations that take an active and spirited part in Homecoming Week. **The prizes for winning will be as follows: First Place: \$200, Second Place: \$150, Third Place: \$100.** Bearcat Award points are earned through attendance and participation in activities during the week's events. Winners will be announced during the Homecoming Football game on Saturday, October 12.

Registered teams are encouraged to participate in all scheduled events. The more events you participate in, the better chance to win the top prize. Registered Student Organizations must have a general budget account for funds transfer. Residence Hall teams receiving prizes will have funds transferred to their building or floor's programming fund. Registration closes on October 4 at 12pm. Teams that register after October 4 will not be eligible for 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place but may still participate in the competition.

**All events require a completed participation form.**

- Entry forms will be completed online at: <https://forms.office.com/r/Va6M5F8iKE>
- Additional information can be found at <http://www.mckendree.edu/studenthc>.

## **PAIR UP!!!**

**Smaller Registered Student Organizations are allowed to pair up with another organization to compete in the games.** In this case, any points won would be split between the two merged groups.

**Registered Student Organizations (RSOs):** It would be advisable to update your group's information online at: <http://www.mckendree.edu/student-life/involvement/rso/resources/index.php>. Use the renewal form. A student organization pairing cannot exceed two organizations.

## ***Clarification for competition in events:***

1. Athletic teams are not considered Registered Student Organizations and may not compete singly as a team or be paired with any group. Athletes who may be members of a Registered Student Organization should have written permission from their coach to participate with their RSO, student team, or Residence Hall.
2. All Bearcat Games teams will compete against one another in an Open Division format.
3. Teams will consist of 6-8 members
4. Any team found in blatant violation of the rules or cheating will be immediately disqualified from that event.
5. Tardiness to a match may result in an automatic loss or point deduction from final total.

# McKendree University Student Homecoming 2024

## Bearcat Award – Point System

Standings will be posted online at [www.mckendree.edu/studenthc](http://www.mckendree.edu/studenthc), and winners will be announced during the Homecoming Football Game. Winners will have their photo taken at the football game. If weather prohibits a photo, it will be taken the week following Homecoming. For more information, the CAB Office, (618) 537-6856 or email [croberts@mckendree.edu](mailto:croberts@mckendree.edu).

<b>Monday, October 7</b> <b>Chalk the Walk (9am-5pm - Sidewalks)</b> Participation ..... 20 1 <sup>st</sup> Place ..... 100 2 <sup>nd</sup> Place ..... 75 3 <sup>rd</sup> Place ..... 50	<b>Wednesday, October 9</b> <b>Musician John Rush (8:00pm – The Lair/Quad)</b> Team Attendance Photo ..... Team Participation (Group Sing) Photo/Video .....
<b>Monday, October 7</b> <b>Bogey Statue Group Photo (Begins Monday - Due by 3:00pm on Thursday)</b> Team Attendance Photo ..... 50	<b>Wednesday, Oct. 9 and Thursday, Oct. 10 (if needed)</b> <b>Late Night Dodgeball Tourney (10:00pm – IM Gym)</b> Participation..... 20 1 <sup>st</sup> Place..... 100 2 <sup>nd</sup> Place..... 75 3 <sup>rd</sup> Place ..... 50
<b>Monday, October 7</b> <b>Nerdology Trivia (8:30pm - Ames)</b> Participation ..... 20 1 <sup>st</sup> Place ..... 100 2 <sup>nd</sup> Place ..... 75 3 <sup>rd</sup> Place ..... 50	<b>Friday, October 11</b> <b>Mechanical Bull Challenge (3:30pm - Quad)</b> Participation..... 20 1 <sup>st</sup> Place..... 100 2 <sup>nd</sup> Place..... 75 3 <sup>rd</sup> Place ..... 50
<b>Tuesday, October 8</b> <b>Cornhole Tournament (4pm – Quad Area)</b> Participation ..... 20 1 <sup>st</sup> Place ..... 100 2 <sup>nd</sup> Place ..... 75 3 <sup>rd</sup> Place ..... 50	<b>Friday, October 11</b> <b>Home Athletic Events (Various Locations)</b> Team Attendance Photo at two (2) of the activities below ..... <ul style="list-style-type: none"> <li>• 4:30pm – Women’s Hockey</li> <li>• 5:00pm – Women’s Soccer</li> <li>• 6:00pm – Women’s Volleyball</li> <li>• 7:30pm – Men’s Soccer</li> <li>• 7:45pm – Men’s Hockey</li> </ul>
<b>Tuesday, October 8</b> <b>Skate Night (8:30pm – Skate City)</b> Team Participation Photo .....	<b>Friday, October 11</b> <b>Silent Disco Party (9:00pm – IM Gym)</b> Team Participation Photo ..... 50
<b>Wednesday, October 9 – Faculty/Staff Chili Cook-Off (Lair)</b> Team Attendance Photo ..... Team Attendance Photo w/ Cook-Off Winner .....	
<b>DATES, EVENTS, RULES, AND TIMES ARE SUBJECT TO CHANGE.</b>	

# *Bearcat Award Games Event Rules*

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## **Chalk The Walk**

**(Must be completed by 5pm on Monday, October 7)**

These events consist of decorating a sidewalk area on campus, incorporating the 2024 Theme, “The Purple Era”

**Judging Points:** Creativity, Neatness, Theme Included, Overall Appearance

Each participating group will get one bucket of chalk. Teams may purchase additional items to use for decorating. Chalk the Walk will be held on Monday, October 7 and must be completed by 5pm. In the event of rain, Chalk the Walk will take place on the next clear day.

## **General Rules:**

1. Chalk Our Walk is a part of the Bearcat Award competition, but anyone can participate. Non competitors may use any left over chalk, but are encouraged to bring their own.
2. For Chalk the Walk groups must include 3 items in their design: the Homecoming Theme: “**The Purple Era**” name of the RSO or Residence Hall, and the words, “**McKendree University**” should also be incorporated in the design.
3. All artwork shall not depict profanity, alcohol/drug use, illegal acts, slanderous statements, and shall be sensitive to all ethnic groups, racial, sex, and other groups.
4. Entries should not contain political, commercial, or controversial themes.
5. Teams are limited to chalking within assigned squares.
6. In the event of bad weather, the event may be moved to an alternate date.
7. Photos will be taken of your assigned sidewalk area and posted on the Campus Activities Board’s social media pages.

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## **Where’s Bogey? – Group Photo at The Statue**

**(Must be completed by 3pm on Thursday, October 10)**

Bring your team and have a good time taking a photo with the Bearcat Statue! Be creative with your props and poses! Choose a theme – The Purple Era, Bearcats vs ??? (choose one of our Homecoming Week opponents), or Our McKendree.

You’ll take a photo and submit it to [campusactivities@mckendree.edu](mailto:campusactivities@mckendree.edu)

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## **Team Attendance Photos**

**Tuesday, Oct. 8 – Friday, Oct. 11 (Various Locations)**

1. A great way to pick up some extra points during the Bearcat Awards!
  2. Attend a number of events through the week with your team and snap a photo... How easy is that?
  3. **Note** – there may be some Team Attendance Photo events that offer a challenge and will also be worth more points than others, or there may be a twist.... Could you maybe lose points?? They are random, so you never know what may occur!
  4. Potential Attendance Photo Events Include:
    - a. 10/8 – Skate Night at Skate City
    - b. 10/9 – Chili Cook-Off at The Lair
    - c. 10/9 – Musician John Rush and ‘smares at The Lair
    - d. 10/11 – Bearcat Athletics Events (various)
    - e. 10/11 – Silent Disco Party at IM Gym
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## **Nerdology Trivia Night**

### **Monday, Oct. 7 at 8:30pm (Ames Dining Hall)**

5. Prizes will be awarded to the winners of this event.
  6. Teams will consist of no more than 6 people.
  7. All teams and team members participating must be present and signed in when the event begins.
  8. The contest will consist of at least 5 rounds.
  9. Each question must be answered on the provided answer sheet corresponding to that particular round.
    - a. Answer sheets must be submitted to the event officials' table within the allotted time-period.
  10. No reference materials will be allowed. No phone calls or other electronic devices (cell phones, laptops, etc) will be permitted during the contest. **Any team found using a device during the contest will be disqualified.**
  11. All teams will compete at the same time. Teams shouting out answers or receiving help from anyone outside of their team may be disqualified.
  12. Team standings will be announced between rounds.
  13. All answers must be as specific as possible.
  14. All rules are subject to interpretation by the event officials. All scoring questions are to be brought to the scoring table. All decisions made by the judges are final.
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## Cornhole Tournament

Tuesday, Oct. 8 at 4pm (Quad Area)

### Playing Surface

- All games will be played in the Quad area, unless otherwise noted.
- Only players participating and a coach are permitted within the playing area, all spectators must remain outside of the designated playing area.
- Cornhole boards will be placed at a distance of 27 feet from the front edges of each board.

### Match Format & Scoring

- All matches will consist of a best 2 out of 3 games. The first team scoring 21 will be declared the winner. If a 3rd match is necessary, the first team scoring 21 points will be declared the winner.
- The winner of a coin toss at the beginning of the match will either choose which team pitches first or a side of the board from which to play. The loser of the toss shall have the remaining option. The team not pitching first in the first game shall pitch to start the second game. In the event of a third game of the match, a second coin toss will determine the choice of first pitch or side.
- Game time is forfeit time, if a team does not have the minimum number of players necessary to start a match, the game is declared a forfeit.
  - Grace Period: A team may be offered a 10-minute grace period from the original start time to obtain the minimum number of players required to participate.
- Each match will have a time limit of 30 minutes. If the match is not complete when time expires, the winner will be determined as follows:
  - The team that is ahead when the match time expires will be the winner of any game in progress.
  - The team that is ahead in games won will be the winner of the match. If teams are tied in the number of games won (1-1), then a third game will be played to 21 points (first to 21).
- The winner of a coin toss at the beginning of the match will either choose which team pitches first or a side of the board from which to play. The loser of the toss shall have the remaining option. The team not pitching first in the first game shall pitch to start the second game. In the event of a third game of the match, a second coin toss will determine the choice of first pitch or side.
- Each game is divided into frames of play. A frame consists of one player from each team pitching four bags.
- Scoring: Traditional 21 scoring will be used for each game. This is cancellation scoring in which opposing players' frame points cancel one another out. Only points that do not cancel out count toward the frame score.
  - The winning team does not need to win by 2 or more points.
  - A game may not end in the middle of a frame. If a team pitches first or exceeds 21 points, the game cannot end until the second team pitches all of its bags and the frame is completed.
- A substitute player may enter at the beginning of any game. A substitute may not enter during any game in progress.
- **Position of Players:** Each player's partner is positioned directly across from him/her in the opposite box at the other board. Each team has one player throwing from the left pitcher's box and one player throwing from the right pitcher's box. Each player is assigned a pitcher's box and will be required to pitch from that box the entire game.
  - The pitcher may not step outside the designated pitcher's box while pitching.
  - The opposing player is to stand just behind his/her own pitcher's box while an opponent is tossing.
- **Delivery of Bags:** Opposing players (one from each team) alternate pitching until all 8 bags have been tossed and the frame is completed. Teammates should then call out the score before removing the bags. The remaining two opposing players will then pitch in the same manner to complete the next frame.
- **Pitching:** Each player must deliver the bag within 15 seconds of stepping into the pitcher's box with the intention of pitching. A bag that leaves a player's hand once the final forward swing of the toss has started shall count as a pitched bag. A bag that is accidentally dropped by a player before the final forward swing has started shall not be counted and may be picked up and pitched.
  - The team which scored in the preceding frame shall pitch first in the next frame.
  - If neither team scores in a frame, the team which pitched first in the preceding frame shall pitch first in the next frame.
- Scoring Designations
  - **Cornholes (3 points)** – A bag-in-the-hole is a bag thrown through the hole in the board. A bag can

be pushed in by other bags from either player.

- **Woody or Boarder (1 point)** – A woody is a bag that is not in-the-hole but lands with any portion resting on the board. It may not touch the ground before landing on the board.
  - A “dirty” bag which touches the ground before landing on the board has no point value and must be removed from the board before play continues.
  - A “dirty” bag hanging on the board surface but touching the ground has no point value and must be removed from the board before play continues.
- **Foul Bag or Stanker (0 points)** – A foul bag is a bag which is not a cornhole or woody or a bag which was delivered in non-compliance with one of the rules of the game. If it lands on the board, it is to be removed from the board surface before any more bags are pitched. Bags knocked into foul territory by a foul bag should be returned as closely as possible to their original position. This also applies to bags that are knocked into the hole by a foul bag.
- **The following rule violations result in a foul bag:**
  - A bag pitched when the player has made contact with or crossed over the foul line before the bag is released.
  - A bag pitched when the player has started or stepped completely outside the pitcher’s box before releasing the bag.
  - A bag not delivered within the 15-second time limit.
  - A bag pitched from a different pitcher’s box than the first bag.
  - A bag that contacted the court or the ground before coming to rest on the board surface.
  - A bag that strikes an obstruction such as an indoor court ceiling, etc.
- If a team desires to make a protest, a player must immediately make the protest to the Intramural Supervisor at the time the call or ruling in question occurs. The supervisor shall make the final ruling on all protests.



**Late Night Dodgeball Tournament**  
**Wednesday, Oct. 9 at 10pm (IM Gym)**  
**Thursday, Oct. 10 at 10pm (IM Gym – if needed)**

**THE GRENADE**

For the first-round teams will choose one player from their team as a “Grenade.” You may change your “Grenade” at the end of each game. As soon as the “Grenade” is hit that team loses and the game is over. The top two finishing teams (how far they got in the bracket) will receive points.

**THE TEAM**

Teams will be made up of 6 players. Six (6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only between games or in the case of injury after the supervisor stops the game. This is an open tournament so any combination of gender may be used. You must have four (4) people present to start the game.

**THE EQUIPMENT**

Game balls will be provided by the Office of Campus Recreation. Athletic type shoes must be worn.

**THE GAME**

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders (a player hit in the head will be allowed to continue and if the supervisor deems the act intentional, the thrower may be "OUT" and possibly ejected).
2. Catching a LIVE ball thrown by your opponent before it touches the ground. Catching a LIVE ball also brings in the teammate who has been "OUT" the longest.
3. A ball becomes immediately DEAD once it is blocked by another ball.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, supervisor or other item outside of the playing field (wall, ceiling, etc)

**TIMING AND WINNING A GAME**

The match will be the best two (2) games out of three (3). The first team to legally eliminate all opposing players will be declared the winner of the game. An 8-minute time limit has been established for each contest. After 4 elapsed minutes, players may approach the opponents "volleyball spike line". After 6 elapsed minutes, players may approach the opponents "free throw line". If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a sudden-death overtime period will be played. The first team to eliminate an opposing player shall win the game.

**THE OPENING RUSH**

Game begins by placing the dodgeballs along the center line - three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a whistle by the supervisor, teams may approach the centerline to retrieve the balls.

**STALLING**

When all six (6) balls are controlled in one side, that team must play at least a ball within ten (10) seconds to avoid a delay call. A delay will result in an "OUT" for one member of the team in control of the balls.

**RULE ENFORCEMENT**

During pool play, rules will be enforced primarily by the "honor system"\*. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a supervisor\*. The court supervisor's responsibility will be to rule on any situation in which teams cannot agree. **THE COURT SUPERVISOR'S DECISION IS FINAL - NO EXCEPTIONS.**

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## **Mechanical Bull Challenge**

**Friday, Oct. 11 at 3:30pm (Quad Area)**

Ride 'em Bearcats! The mechanical bull is back and he's looking for some revenge! Think you can stay on longer than your opponents? If so, it could win you some awesome Bearcat Award Points! You'll get a trial run before the real competition starts! Make sure your participant is present and ready to go at 3:30pm. There will be a number draw to see who goes first and who follows!

Bring your cameras! The bull is always a crowd favorite!