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BOYS & GIRLS CLUBS

MEMO

To: Corps Officers, Executive Directors and Club/Community Center Staff
From: Wesley Sharpe, Divisional Boys & Girls/Community Center Director
Subject: DIVISIONAL GAMES ROOM TOURNAMENT

This year the COED Games Room Tournament will be held at The Salvation Army Boys & Girls Club of GREENSBORO, NC. Address: 1001 Freeman Mill Rd, Greensboro, NC 27406 on October 6, 2018. This will be for BOTH BOYS & GIRLS. You will need to arrive before 9:30 am for registration. The games will start promptly at 10:00 am.

For Information:

The Salvation Army Girls & Girls Club
Peggy Funderburk
(704)972-3487

Please note it is important that you e-mail the official roster to peggy.funderburk@uss.salvationarmy.org postmarked 10 days in advance of the tournament to be eligible to play.

I'm asking you to work closely with your staff in assisting with games as needed and getting the rosters in on time. I'm hoping each club and center will be sending their top games room participants to this event.

Rosters with Birth Certificates or certified eligibility cards and a \$5.00 registration fee per participant are required for entry. This fee will cover the cost of lunch. You will need to send proof of age and a copy of your roster to DHQ along with check made payable to The Salvation Army Boys and Girls Club.

Send Copy of Registration To:
The Salvation Army Boys & Girls Club
Peggy Funderburk
P.O. Box 241808
Charlotte, NC 28224-1808

Rule changes Effective June 1, 2005:

1. ALL registration will take place via the internet. All forms are available on the www.carolinaclubs.org website. Download the registration form, complete and return via e-mail to: peggy.funderburk@uss.salvationarmy.org
2. Return the eligibility card or birth certificates by the designated date of registration.
3. Participants may play up to two games. Participants may choose ONLY ONE game in each section of the game room registration. Each participant may play ONE board game and ONE table game.
4. There will be NO replacement of participants due to absenteeism!

THE SALVATION ARMY BOYS & GIRLS CLUBS/COMMUNITY CENTER
ANNUAL GIRLS GAMES ROOM TOURNAMENT

ELIGIBILITY

Any Salvation Army Boys & Girls Club/Community Center in the Carolinas' Division is eligible to compete. All contestants must be members of the club/center in good standing and members for at least 30 days prior to the tournament. Birth Certificates, Certificate Cards or Drivers License will be required to verify age. Entry must be legible, or they will be not be allowed to play.

RULES

1. Each club/center may enter one person in two events. No person shall compete in more than two events of the tournament. No changes in roster will be made the day of the tournament. (See amendments #1 on page #3)
2. A player's age bracket will be determined by their age as of September 1 of the current year. Example: Persons age 13 as of September 1 play in the 13-15 age group all year; Persons 13 as of September 2 play in the 10-12 age group all year.
3. Age groupings as follows: Intermediates (13-15), Juniors (10-12), Midgets (6-9). Player must win 2 of 3 games in all events with exceptions of chess and foosball – which will consist of one game only.
4. Each club that sends in a completed and approved roster of participants 10 days in advance of the tournament will be awarded 10 additional bonus points to the teams' score, before the beginning of the tournament. (In order to receive the additional bonus points the official roster must be postmarked 10 days in advance of the tournament).
5. A 1-bonus point will be added to the team score for each participant that is on the club/center roster prior to the beginning of the tournament. The points would only be allowed for those who show up and participate in their scheduled event. No additions to the roster will be allowed to receive the bonus points.
6. Everyone participating in the tournament must read and sign the "Code of Conduct" (copy attached) and Director must attach to roster.
7. Each referee will rule on his event to the best of his knowledge; if, however, a protest cannot be settled by referee then the protest committee should rule on protest before game continues.
8. The Hosting Director will assign referee jobs before tournament.

RULES – PAGE 2

9. If a player is called for an event and is not present on the premises, they will forfeit their match.
10. Do not bring kids or anyone else who will not participate in the tournament, as they will get in the way of others who are playing.
11. The tournament will start promptly at 10:00 a.m. If your team is not there at that time, the matches will begin without you. It is the Director's job to have the participants of their club/center at the tournament site on time.
12. Table tennis will be played in accordance with USTTA Laws. All games will be 21 points (singles and doubles).

EVENTS

MIDGETS – (6-9)

Air Hockey	Checkers
Foosball (Doubles)	Cornhole Toss
Connect Four	Bumper Pool

JUNIORS - (10-12)

Table Tennis (Singles)	Checkers
Table Tennis (Doubles)	Cornhole Toss
Air Hockey	Bumper Pool
Foosball (Doubles)	Chess
Connect Four	

INTERMEDIATES – (13-15)

Table Tennis (Singles)	Checkers
Table Tennis (Doubles)	Cornhole Toss
Air Hockey	Bumper Pool
Foosball (Doubles)	Chess
Connect Four	Pool (Eight Ball)

Amendment to the Rules

Please note the following information regarding questions raised at the last year's Quarterly Meeting as it applies to Rule No. 1:

- A. Each club/center may enter person in two events implies that each club has the opportunity to enter a person in each event, but that no child may participate in more than two events. The purpose of the gamesroom tournament is to promote a divisional event, based on each club/center sending their top gamesroom participants (usually determined by a local gamesroom tournament). This not only determines the top club/center or participant in a particular event, but also gives the members an opportunity to fellowship and relate socially with other girls or boys from other clubs/centers.

- B. No changes in the roster will be made the day of the tournament! This rule is in keeping with the recommended change that those (participating in events that require partners) not be penalized for a partner not showing-up for that day's activities. Still, no roster change would be made, but a child already on the roster (and not already scheduled to compete in 2 events) would be permitted to participate in the double event so that the other girl or boy (already signed-up to participate in the double event) would be able to participate.

Rules for Boys & Girls Club Air Hockey

The referee will toss a coin to determine which player starts play.

The starting player (offensive player) may place the puck within his court with the bare hand. At no other time may the bare hand (or any other part of the body or clothing) touch the puck or the playing surface. During play, the puck and playing surface may only be touched by the “mallet” (striker). If illegal touching of the puck or playing surface occurs, the referee will call a “foul” and will award the puck to the opposing player. If a defensive player uses his hand, body, or clothing to prevent the puck from entering his goal, a “penalty” will be called and the opposing player will be allowed to shoot a penalty shot from any spot behind the mid-court line. The penalized player may not protect his goal during the penalty shot, but must stay ready, as a missed penalty shot becomes immediately active in play.

Players may not use the mallet to trap and hold the puck. This is a foul and the puck will be awarded to the opposing player.

Players may not touch or otherwise cross the mid-court line. A foul will result.

A goal may only be scored by striking the puck with the mallet while the puck is in play on the playing surface. A player may not toss or slide the puck with the hand.

A player accidentally knocking the puck into his own goal scores a goal for his opponent.

After a goal is scored, the player scored upon may immediately put the puck back on the playing surface and resume play.

In Divisional or Regional tournaments, games will be won by the first player to score seven goals. In the final match, the championship game will be played to ten points.

BUMPER POOL RULES

Player may not win game by shooting his or her own ball into his or her own hole. If they shoots the last ball in their own hole, ball will be placed in middle of table and it will be opponent's turn to shoot.

Game is begun when players simultaneously shoot their spotted ball to opponent's goal.

Player whose ball rests closest to opponent's goal takes his turn next. Ball to be pocketed is shot directly with cue. Spotted ball must be pocketed before plain colored balls can be shot.

Players alternate shots unless goal is scored; in which case, another shot is taken. Cue ball may shoot any other ball anytime.

If player accidentally tips opponent's ball into either goals, opponent is credited with score and takes next shot. Player tipping own ball into goal he is defending gives opponent right to remove any two of his balls from table. Tipped ball is not replaced and opponent has next play. Exception - see rule above.

Game is concluded when one side has cleared all their balls from table, either by score or opponent's penalty.

CONNECT FOUR

1. Any complaints or objections will be voiced to the person in charge of the event only.
2. The object is to line up four of your checkers in a straight row – horizontally, vertically or diagonally.
3. The first player to line up four in a row wins.
4. The person having the black men must variably make the first play.
5. The single elimination rule will determine all play.

Boys & Girls Club Tournament Rules for Checkers

To Start:

A coin toss will determine the choice of colors. Players will alternate colors in each successive game. The FINAL GAME will consist of the best of three games. All other games will be one and done.

Moves

Starting with Back, the players take turns moving one of their own pieces. A 'piece' means either a 'man'--an ordinary single checker or a 'king,' which is what a man becomes if it reaches the last rank (see kings). A man may move one square diagonally, only forward. That is, toward the opponent--onto an empty square.

Jumps

Captures or 'jumps' are mandatory. If a square diagonally in front of a man is occupied by an opponent's piece, and if the square beyond that piece in the same direction is empty, the man must 'jump' over the opponent's piece and land on the empty square. The opponent's piece is captured and removed from the board.

There is no penalty for missing a jump. If a mistake is made and discovered prior to the next player's move, the mistake is corrected and the jump then taken. If a jump is missed and not discovered before the next player's move, then play resumes and the jump is still viable.

If two or more jumps are optional, the player may decide which jump he chooses to make. He may choose a single jump opportunity over a multiple jump opportunity. If only a multiple jump opportunity exists, a player must complete the multiple jump.

The referee must remind players of this rule during the course of play. The referee may say, "You must jump." The referee may not point out jump options where two or more possible jumps exist, but must ensure that at least one possible jump is taken. Where a multiple jump is begun, the referee must see that it is completed.

If in the course of a single or a multiple jump the man reaches the last rank, becoming a king, the turn shifts to the opponent. No further 'continuation' jump is possible.

Kings

When a single piece reaches the last rank (opposite side) of the board by reason of a move, or as the completion of a 'jump', it becomes a king; and that completes the move, or jump. Another piece (extra or captured) is placed upon it to designate it as a King. A King can move in any direction and 'jump' in any direction one or more pieces, as the limits of the board permit. The King can only jump diagonally over one adjacent piece at a time, in any of the four diagonal directions. Multiple jumps are possible only if there is an empty space between the opponent's pieces being jumped. **There are no "flying kings!"**

Winning

The object is to capture all of your opponent's men, or to trap them in such a way that they cannot move. If a player is trapped and cannot make a legitimate move, he loses the game.

If neither player can completely capture or trap the other, the game is considered a draw.

If at the end of the third game the players are tied (either by a score of one win each and one draw, or by a score of three draws) the match will be determined by a coin-toss.

CHESS

1. There will be a time limit of 20 minutes per game.
2. All chess games must be played in the presence of the official in charge.
3. All other rules normally associated with the playing of chess will be observed.
4. A reasonable amount of time will be allowed between moves, not to exceed one minute.
5. Once a player has moved a piece and removed their hand from the piece, it is considered moved, unless it would put the player in check.

Stalemates will be replaced only in the finals. Other stalemates will be considered losses for both players.

Starting the Game

Once the pieces have been placed in their starting positions, the player who has the white pieces makes the first move. After the white player makes their move, the black player makes a move. The two players take turns making a move until the game ends.

! Important: a player may not skip their move. They must make a move.

To make a move, a player chooses one of their pieces on the board, and moves it from its current square to another square. The square it moves to must either be empty, or contain a piece belonging to their opponent.

If the square contains an opponent's piece, then that piece is removed from the board and placed off to the side. This type of move is called 'capturing'.

In chess, there are six types of pieces. Each type of piece moves in a different way. This makes chess difficult to play at first because you have to remember how six different pieces move.



The Pawn

The pawn is special because it has two different moves. One type of move is where it moves to the empty square directly in front of it.

The other type of move is where it moves to capture a piece in front on the left, or in front on the right.

When a pawn moves up two squares, it cannot leap over a piece. So if there is a piece directly in front of the pawn, it cannot make the two square move.

The other type of move a Pawn may make is one in which it makes a capturing move to the square in front to the left, or the square in front to the right.

! Important: when the pawn moves like this, it may not move to an empty square!

Notice that the White Pawn cannot move directly forward. That's because when the pawn moves straight forward, it cannot make a capture.

The King's Move

The King moves one square in any direction. He may not move to a square where he could be captured.

The Queen moves in a straight line in any direction. She may not jump over other pieces.

The Bishop 

The Bishop moves straight, but not forwards, backwards, or sideways. He moves through the corners of the squares. He cannot jump over other pieces.

 The Knight 

The Knight (or Horse) is special because it can jump over other pieces. It moves by leaping two squares forwards, backwards, or sideways, and then turning and leaping one more square, making an 'L' shape.

The Rook 

The Rook (or Castle) moves straight forwards, backwards, or sideways. It cannot jump over other pieces.

When you Attack the King

When you make a move that puts your opponent's King in danger of being captured, you tell your opponent you're attacking their King by saying "Check."

Your opponent must then make a move that protects their King. If they can't make such a move, then you win the game.

Why?

The moving player says "Check" as a polite way of telling their opponent that they have to protect their King on their next move.

Winning!

A player wins the game when they can, on their next move, capture the opponent's King, and there's no move their opponent can make to prevent it.

Special Pawn Rule

You may wonder what happens when a pawn reaches the last row of the board. Does it just sit there unable to move? Does it disappear?

The answer is no! When you move a pawn to the last row, you remove the pawn from the board and replace it with another piece!! You can replace it with a Queen, or a Rook, or a Bishop or a Knight.

So three things happen on the turn where you move a pawn to the last row:

1. You move the pawn to the last row.
2. You remove the pawn from its square on the last row.
3. You put your replacement piece on that same square in the last row.

The new piece can now move on the next turn!

Super Confusing Rule 1:

Castling

This rule is called 'castling'. Don't worry if you don't understand it right away because it is a confusing rule!

The rule is this: If there are no pieces between your King and Rook, and your King is not under attack, and neither your King or your Rook has moved yet, then you can move them both at the same time!

You can only do this once per game, and you don't get to choose which squares they move to. The King must move two squares towards the Rook, and the Rook must move to the square next to the king (on the other side).

Castling

Confused yet? Well, don't worry, there's only one more part to this rule. You can't castle if either of the two squares your King has to move through is attacked by your opponent.

You can see here, that White cannot Castle because the Black Knight is attacking the first square that the King has to move through.

Why?

What is the purpose of Castling? The reason you castle is to help get your King to a safer place on the board, and also to help get your Rook to a place where it can get out from behind the pawns.

Chinese Checker Instructions:

Each player uses a different colored set of marbles and places them into a point of the star. The idea of the game is to manipulate your marbles across the board to occupy the star point directly opposite. Never remove a marble after a jump is made. All marbles stay on playing board. The player getting all marbles across first wins.

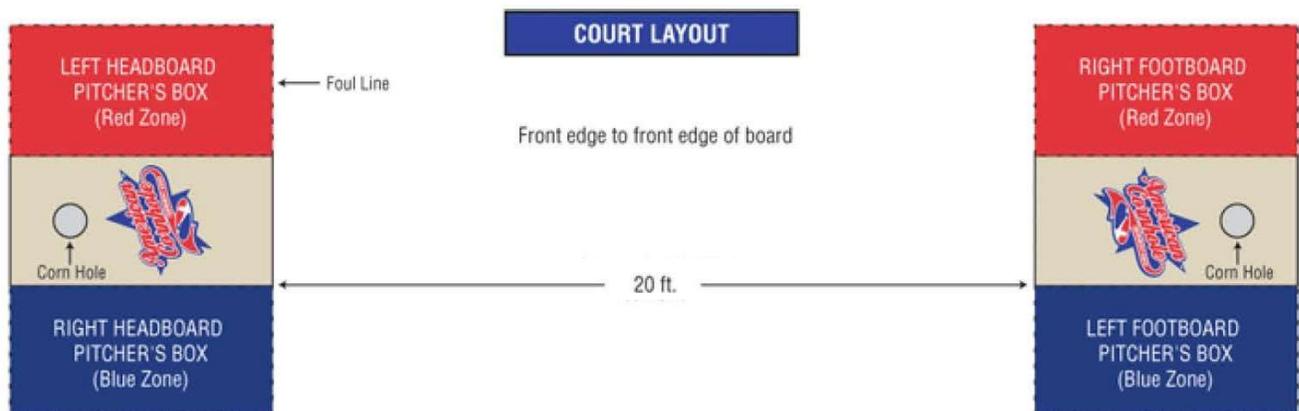
The game is started by anyone and the play continues to the left of the starter. One can move or Jump in any direction as long as one follows the lines. As in checkers, move only one hole or jump only one marble; although successive jumps are permissible wherever they can be made in any direction.

Partners may be chosen and in the event of one partner finishing first, he or she is permitted to help the unfinished partner move the latter's marbles. As the playing of the game draws to a conclusion it must be distinctly understood that a player cannot stubbornly remain in his or her original starting point in order to prevent an opponent from finishing the game.

CORNHOLE TOSS

1. The ACA rules require corns to be pitched one at a time. Each alternating turn, a cornholer gets four corns to score as many points as possible. The cornholer that has control of play will pitch just one corn. Then the cornholer from the other player will pitch just one corn, and play will alternate until all four bags from each player are pitched. Play continues in this fashion from the cornholers until one of the players scores 15 points and wins the match.
2. **Points:** A corn in the hole scores 3 points, while a corn on the board scores 1 point. **Bags must not touch the ground prior to landing on the board.** Any bag that does hit the ground and lands or rolls onto the board is considered null and doesn't count as points, and should be removed from the board before any other bags are pitched.
3. **Order of Play:** The player that pitches first is the last player to score. If no scoring takes place in the last inning, then the lead cornholer changes to the other player.
4. **Winning:** The first player to get to 15 at the completion of an inning wins the game. If one player gets to 7 before the other player has scored, then the game is a skunk, and a new game should be started. A skunk is a score of 7 to 0. A player is not penalized for pitching more than 15 points on, and there doesn't need to be a 2 point difference. The final score can be 15 to 14 at the end of an inning. The game is never over until all cornholers have pitched all their corn bags and the inning is completed.

BOARDS WILL BE 10 FEET APART INSTEAD OF 20 FEET.



EIGHT BALL POOL

THE GAME: The game is played with a cue ball and fifteen object balls; numbered from 1 to 15. Balls are racked at the foot spot, with 8 - ball in center of triangle.

One player or side must pocket balls numbered from 1 to 7 or from 9 to 15. Opponent pockets group of balls not selected by player with original choice. For example, if the player with the first choice chooses to score balls from 1 to 7, the opponent must pocket balls from 9 to 15.

Player or side pocketing numerical group first and then legally pocketing 8-ball wins the game.

BREAK: Order of play can be determined by lagging or lot. Starting player is not compelled to make a choice on opening shot, nor must they call their shot on the break. If opening player pockets one or more balls on the break, that player has the choice of the high-or low group. If the breaker fails to pocket a ball on the break, the incoming player accepts balls in position and has their choice of the high or low balls.

SCORING: The striker is entitled to all balls legally pocketed unless striker pockets a ball belonging to strikers opponent, in which case, the opponent is credited with that ball. If player pockets only an opponent's ball and none of player's own group, it is a miss.

Combination shots are allowed at all times, except in an attempt to pocket the 8-ball. Player may play combination off opponent's ball.

The rules of Eight Ball specify that the player pocketing the high numerical group of balls must pocket the 15-ball in the left side pocket, that is, in the side pocket to player's left as player stands at the head of the table.

The player scoring the low numbered balls must pocket the 1-ball in the right side pocket. If the 1 and 15-balls are not placed in these pockets as required by the rules, they are spotted and respotted until the player is successful in accomplishing this purpose.

RULES OF EIGHT BALL POOL CONTINUES

After a player has pocketed all the balls in player's numerical group, player shoots to pocket the 8-ball, calling the shot. If shooting directly at the 8-ball (not banking), the player must pocket that ball or cause the 8-ball or the cue ball to contact a cushion.

TOSS OF GAME:

If the player, shooting directly at the 8-ball fails to cause the cue ball to go to a cushion after hitting 8-ball, or the 8-ball to contact a cushion, player loses the game. If the 8-ball is pocketed on the break, it is a loss of game for the breaker. If banking 8-ball, players must hit the 8-ball. If a player accidentally pockets the 8-ball before pocketing all the balls of their numerical group, player loses the game.

When playing for the 8-ball, player must hit that ball first. If player pockets the 8-ball on a combination, player loses the game. If player fails to hit 8-ball on bank, player loses game.

Since a player is required to call his/her shot when playing for the 8-ball, he/she loses the game if the 8-ball drops into a pocket not designated on the call.

When player is shooting to make the 8-ball, he/she loses the game if cue ball scratches in pocket

WITHIN THE STRING:

When the player has cue ball in hand and object balls rest within the head string, the object ball nearest to the string is spotted on the foot spot. The same is done when the 8-ball is the object ball and lies within the head string and the player has the cue ball in hand

FOOSBALL RULES

Game is started by inserting ball into either one of the entry cups, which are located on each side of the foosball table. The nearest defense men on either side of cup must be in vertical position as ball is dropped into play.

If during game, none of the contenders are in a position to touch ball, it is brought back into play by inserting it in either the right hand or left-hand entry cups.

If a player brings ball into motion by blowing on it, shaking or lifting the table or by spinning a bar, a penalty shot will be allowed the opposing team. The penalty shot will be made from the white dot. Both defense men are to be in a horizontal position during the time of the penalty shot so that the goalie alone will defend the goal. No penalty shot will be allowed if foosball leaves table except for above mentioned.

Two person teams will play this game. The first team to score ten (10) points, will be the winner.

Definitions and Rules – TABLE TENNIS

- 1 A rally is the period during which the ball is in play.
- 2 The ball is in play from the last moment at which it is stationary on the palm of the free hand before being intentionally projected in service until it touches anything other than the playing surface, the net assembly, the racquet held in the racquet hand or the racquet hand below the wrist, or until the rally is otherwise decided a let or a point.
- 3 A let is a rally of which the result is not scored.
- 4 A point is a rally of which the result is scored.
- 5 The racquet hand is the hand carrying the racquet.
- 6 The free hand is the hand not carrying the racquet.
- 7 A player strikes the ball if he touches it in play with his racquet, held in the racquet hand, or with his racquet hand below the wrist.
- 8 A player obstructs the ball if he or anything he wears or carries, touches it in play when it is traveling toward the playing surface and has not passed beyond the end line, not having touched his court since last being struck by his opponent.
- 9 The server is the player due to strike the ball first in a rally.
- 10 The receiver is the player due to strike the ball second in a rally.
- 11 The umpire is the person appointed to decide the results of each rally.
- 12 The assistant umpire is the person appointed to assist the umpire. The stroke counter is the person appointed to count strokes under the expedite system.

Service

- 1 Service shall start with the ball resting freely on the open palm of the server's stationary free hand.
- 2 The server shall then project the ball near vertically upwards, without imparting spin, so that it rises as least 16 cm after leaving the palm of the free hand and then falls without touching anything before being struck.
- 3 As the ball is falling, the server shall strike it so that it touches first his court and then, passing directly over or around the net assembly touches the receiver's court. In doubles the ball shall touch successively the right half court of the server and receiver.

4 From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by any part of the body or clothing of the server or his doubles partner.

5 It is the responsibility of the player to serve so that the umpire or the assistant umpire can see that he complies with the requirements for a good service.

1 If there is no Assistant Umpire, and the umpire is doubtful of the legality of a service he may, on the first occasion in a match, warn the server without awarding a point.

2 If subsequently in the match a service by that player or his doubles partner is of dubious legality, for same reason or for any other reason, the receiver shall score a point.

3 Whenever there is a clear failure to comply with the requirements for a good service, no warning shall be given and the receiver shall score a point.

If, in attempting to serve, a player fails to strike the ball while it is in play, his opponent will be awarded a point.

6. A Good Return

1 The ball, having been served or returned in play, shall be struck so that it passes directly over or around the net assembly and touches the opponent's court, either directly or after touching the net assembly. If the ball, having been served or returned in play, returns with its own impetus over the net, it may be struck so that it touches directly the opponent's court.

7. The Order Of Play

1 In singles, the server shall first make a good service, the receiver shall then make a good return, and thereafter, server and receiver alternately shall each make a good return.

2 In doubles, the server shall first make a good service, the receiver shall then make a good return, the partner of the server shall then make a good return, the partner of the receiver shall then make a good return, and thereafter, each player alternately in that sequence shall make a good return.

8. A Let - A rally is a let

1 If in service the ball, in passing over or around the net assembly, touches it, provided the serve is otherwise good or is obstructed by the receiver or his partner.

2 If the service is delivered when the receiving player or pair is not ready, provided that neither the receiver nor his partner attempts to strike the ball.

3 If, the failure to make a good service or a good return or otherwise to comply with the Laws is due to a disturbance outside the control of the player.

4 If play is interrupted by the umpire or assistant umpire.

To correct an error in the order of serving or receiving or ends. To introduce the expedite system. To warn

penalize a player. Because the conditions of play are disturbed in a way which could affect the outcome of the rally.

9. A Point - Unless the rally is a let, a player shall score a point:

1 If his opponent fails to make a good service.

2 If his opponent fails to make a good return.

3 If, after he has made a good service or a good return, the ball touches anything other than the net assembly before being struck by his opponent.

4 If the ball passes beyond his end line without touching his court, after being struck by his opponent.

5 If his opponent obstructs the ball, except as provided in Rule 9.1.

6 If his opponent strikes the ball twice successively.

7 If his opponent strikes the ball with a side of the racquet blade having an illegal surface.

8 If his opponent, or anything he wears or carries, moves the playing surface.

9 If his opponent, or anything he wears or carries, touches the net assembly.

10 If his opponent's free hand touches the playing surface.

11 If, in doubles, his opponent strikes the ball out of sequence established by the first server and first receiver.

12 As provided under the expedite system.

13 If the umpire assesses a penalty point against his opponent.

10. A Game

A game shall be won by the player or pair first scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points.

