GIANT JENGA RULES

Amended January 2012

Thanks to all of you for agreeing to play NAKID. Let’s start with a common understanding – this is a SOCIAL LEAGUE. People are here to meet people and have lots of fun. All sports and games that we provide are an ancillary piece; it’s fun and sometimes competitive, but no one playing here is out to be a sports superstar. It’s not a kids’ game, but it’s also not the end-all-be-all of existence either. Having stated that, we do have to have some game play rules, they are as follows.

I. Registration

1. All players must be registered and paid in full to play NAKID.
2. Players may only play for the team(s) for which they have registered.
3. By registering players agree that they are 21 or older, have health insurance, and will not hold NAKID, our sponsor bars, the city park service or any other businesses responsible in any way for any injuries that occur during game play or at any NAKID events.
4. No refunds will be provided.
5. Any team caught using players not registered with the league will be disbanded and the players will be moved to other teams as needed.

II. Rosters

1. NAKID rosters shall consist of no more than 8 players and no less than 4 players.
2. Each team will have 1 captain and that captain will play for free once a team reaches 8 players (including the captain).
   a. Captains must notify us before the first game if they need a refund.
3. Rosters are flexible, meaning:
   a. Players can be traded to other teams as long as the captains and players agree to the trade AND the roster size is the same for both teams after the trade as it
was before the trade. Shirts will need to be traded amongst players. The trade deadline is two weeks prior to the end of the regular season.
b. Once a team trades a player or players, that team cannot acquire that player again at any point during the season or playoffs.
c. If a registered and paid player fails to show up or contact his captain for a period of three (3) consecutive games, that player may be removed from the roster and replaced at the captain's request.
   i. The new player will have to register and pay a prorated amount in order to play.
   ii. Players that eventually do show up we will be placed on a team as needed.
d. NAKID may add independent players to each team.

III. Game Gear

1. All players must wear athletic, closed-toed, flat-footed footwear to play NAKID.
2. All players must wear their issued team shirt while playing.
   a. Players may alter shirts in any way, as long as the NAKID logo and the sponsor logo(s) can be seen.
   b. A player who has not received a shirt or has misplaced or forgotten a shirt will be permitted to play (once per season) in the game on the following basis:
      i. Player must be registered and paid to play on the team.
      ii. Player must have a valid ID and the captain must vouch for the player being on the team.
      iii. If the player is found not to be on the roster after a roster check, the game will be marked as a loss and the team will have to start their next game down five (5) runs/points.
      iv. If this happens more than once, the captain is banned from the league.
3. All players must use only game equipment supplied by NAKID.
4. It is recommended that all players not wear:
   a. Rings, watches, jewelry, earrings or posts.

IV. Referees

1. Bar Sports games are self-refereed. Any questions or disputes on rules may be brought to the attention of the NAKID representative on site.
2. Captains are the only team members who may dispute calls.
3. All rulings not specifically covered in the rules are up to the discretion of the referee or NAKID representative on site.

V. Sportsmanship
1. Giant Jenga is a game, just like any other, and at times people will get heated during competition. This is expected and understood. However, abusive treatment to referees, other players, NAKID representatives or spectators will not be tolerated.
   a. Directing profanity at a referee will be considered an ejectable offense.
   b. Accusing a referee of cheating will be considered an ejectable offense.
   c. Any action regarded by the head referee as poor sportsmanship will be considered an ejectable offense.

2. If a player is deemed to have met this threshold, there are three (3) possibilities:
   a. First offense: Player is ejected from the game.
      i. This call is made by the head (field umpire) referee or NAKID representative on site.
   b. Second offense: Player is suspended for two (2) additional games.
   c. Third offense: Player is removed from the league.

3. All other disciplinary action is at the discretion of the league on an as-needed basis.

4. Conduct that is viewed as detrimental to the league or its players may lead to dismissal from the league.

VI. Game Day Rules

1. Captains will play Rock-Paper-Scissors to decide who plays first. Winner decides if they prefer to go first or second. In each game after, teams will alternate going first.

2. Every person on the team must play and you must make it through the entire team before repeating players.

3. You must have some kind of drink in your hand while playing.

4. Not playing with a drink or spilling will result in a penalty, which depends on the game.

VII. Jenga Rules

1. Games will be best of 5.

2. Games will 3 players versus 3 players.
   a. In the event that a team has less than 3 players available, the team that’s short players will alternate between players.

3. You can only play with one hand and the other must have a drink in it.

4. If you spill your drink or don’t have a drink in your hand, the other entire team gets to skip ONE turn that they can use anytime during that game. This allows the entire team to skip their turn and force the other team into going instead. In effect, the offending team would go three times in a row.

5. Jenga is played with 54 wooden blocks; each block is 3 times as long as it is wide, and slightly smaller in height than in width. The blocks are stacked in a tower formation; each story is three blocks placed adjacent to each other along their long side, and each story is placed perpendicular to the previous (so, for example, if the blocks in the first story are pointing north-south, the second story blocks will point east-west). There are therefore 18 initial stories to the Jenga tower.
6. Moving in Jenga consists of taking one and only one block from any story below 3 completed stories from the top, and placing it on the topmost story in order to complete it.
   a. You may place the brick in any of the 3 topmost positions and may move other bricks at the top (by nudging with the brick in your hand) to place yours there.
7. Switching hands is permitted during game play, but only one hand at a time may be used to remove a block.
8. Blocks may be bumped, nudged, wiggled or tapped to find a loose block that will not disturb the rest of the tower.
9. The turn ends when either:
   a. 10 seconds have elapsed after a player completed their turn.
   b. The next person touches the tower.
10. The game ends when the tower falls in any significant way -- in other words, any piece falls from the tower, other than the piece being knocked out to move to the top. The losing team is the one with the member who made the tower fall (i.e. whose turn it was when the tower fell); the winning team is the opposing team.
11. Glass and other breakable materials are strictly prohibited anywhere near the Jenga table.
   a. As the tower gets taller, please try to keep your beer hard further away from the table.
12. No sandals, flip flops or other open-toed shoes are permitted near the Jenga table.

XV. Playoffs

1. Playoffs will be held by conference until the championship game.
2. The team with the better record in each game shall be the home team.
3. Playoffs shall be single elimination.
4. All teams make the playoffs when possible.

XVI. Banning Players/Teams

1. As needed players or teams will be banned from the league if their conduct is deemed to be detrimental to the league. This is solely up to the decision makers in the league.
2. There is no need for warnings to be banned from the league.
3. Players and teams are expected to treat each other with respect.
4. Teams and players are expected to know and follow the rules.
5. Any team that accuses a referee of cheating may be removed from the league.
6. Teams are expected to contribute socially to the league.