



8 - Legged Race Rules and Scoring

1. Each team will use four members for this game.
2. Each member will stand one in front of the other.
3. All five team members will be joined by a velcro strap on the same leg.
4. Each team will make their way around the course for the fastest time.
5. Each member must be connected at all times. If a member becomes unstuck the entire team must stop and wait for them to reconnect.

Scoring

1. The races will go in three heats. 2 teams will go up against each other.
2. However they will be racing against the clock and not so much each other.
3. The team with the fastest time between all three heats will be given 60 points. 50 points for the second best time. 40 points for the 3rd fastest and so on and so on.
4. Failure to finish the race will result in a score of 0.
5. There will be a + 00:10 second addition to the team's time for every time someone's velcro straps come undone. So if 1 person on Team A came undone 2 times and another player for Team A came undone once. They would accrue an addition of +00:30 Seconds to their time. So if Team A finished the race at 2:10 their final time will be 2:40.
6. Any pushing or shoving that results in another team to being injured or prevented from finishing said team will be disqualified.

7. All physical interactions will be over seen by the race judges and they will always have the final say on what constitutes a foul or not.
8. Each team is only allowed a max of 2 fouls. The third foul will result in a forfeit from the game and a score of 0 for the team.