

HWS INTRAMURALS RULES: WAR (CARD GAME)

Eligibility

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
 - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
 - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
 - c. For questions on this please email Deven Siesel – siesel@hws.edu For this sport there are no restrictions.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

Sportsmanship Rating System:

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case, they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY ISTAFF
5 (Excellent)	Very respectful of IM staff, opposing players, and teammates. Games start on time; language was inclusive & non-offensive.	Respectfully communicates with IM staff to understand the rules and officiating decisions. Has strong relationship with team members and is able to anticipate/resolve conflict efficiently & effectively	No trash left behind	No actions were taken
4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning
2 (Poor)	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
1 (Unacceptable)	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
0 (Fighting)	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (All players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

Based upon team sportsmanship ratings HWS Recreation Administrative staff can conduct a meeting with team captains or individual players if it is believed to be necessary

Max Rosters/Participants on Field: Max Rosters = 1 Max on court = 1 Minimum to start and continue play = 1

Forfeits: Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

Start of Game: All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Coin toss or rock, paper scissors to determine who deals.

Dealer gives 1 card at a time face down alternating between themselves and the opponent until each player has 26 cards.

General Play

1. Rosters are locked after a team's final regular season game.
2. No time limits
3. No timeouts
4. Winner is first to collect all the cards

Mercy

Soft mercy = Up by 5 at any point time will continue to run even during timeouts.

Hard Mercy = Up by 9 or more at any point that match is over.

Overtime

None

Field/Court

Tennis court

Rules

Players lay cards down at the same time with the highest card winning. Winner takes both cards.

If players lay down the same type/value then it's war. Players lay down their next three cards facedown and flip the top card at the same time. Highest card wins, if its another tie players move to the second card etc.

Highest to lowest card ranking = ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2

Playoff Determining Factors

Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential