



UTM INTRAMURALS – UTM AMAZING RACE

RULES AND REGULATIONS

All UTM Amazing Race rules are set out by the UTM Intramurals Administration staff which are as follows:

NUMBER OF PLAYERS

- Each team will consist two players in the race at one times, of any gender
 - All team will have a maximum roster size of 2 players

DEFAULTS

- The race will start at the scheduled time
- A default is considered if the minimum number of players is not ready to compete no more than **5 minutes** after the scheduled time.
 - If a league, defaults will receive a -1 towards their total points
- Should a team arrive after the scheduled time but within the **5 minutes**, they will be allowed to start the race later then their opponents.
- Should a team default twice in the season, they will be withdrawn from the race

LENGTH OF THE GAME AND SCORING SYSTEM

- The race will take place on the UTM Campus and start at the scheduled time.
- Starting Point will be determined prior to the start of the race with all participants via email
- Each leg of the race will be 50 minutes in length with continuous running time.
- Challenges will be identified on clues and teams will have to compete the challenges as quickly as possible and check in at the final pit stop
- Points will be award to teams based on the rank they finished
 - For example, the team that finishes 1st with all their required documents, will receive the maximum number of points, followed by the 2nd place team will be awarded one less point, and so on
- Defaulted or disqualified teams will be awarded -1 point

OFFICIALS & INFRACTIONS

- Each challenge location will have a Game Manager to determine if the challenge is successfully completed
- **The Game Manager's decision is final** and disrespect or arguing with the Game Manager will result in a disqualification from the race
- Should disagreement or disputes occur with the team may result in a disqualifications from the leg and possibly the entire race
- Should a team be disqualified from a leg, the UTM Intramurals Administration Staff will follow up with the specific team via email

EQUIPMENT AND UNIFORMS

- Comfortable athletic attire (i.e. sweatpants, t-shirt, etc.) and running shoes are recommended to be worn during the race
- Participants do not need to bring any equipment with them but will use a variety of equipment during the race provided by UTM Intramurals. A mobile device will be required by one member of the team to complete specific challenges
- Water bottles & extra masks are encouraged for participants to bring with them to every race

RACE DETAILS

- Races will begin at the designated starting point
- Each race can have up to 4 challenges to complete.
- There will be a series of challenges that are either labeled Route Info, Team Challenges or Roadblocks
 - **Route Info** – this will provide the location where the participants will need to go by on foot to get the next clue
 - These can possibly have a team challenge, detour or roadblock attached
 - **Team Challenges** – this is where the team must complete the task at hand
 - **Roadblock** – only 1 member of the team must complete the task and no switching is allowed. You must confirm with the Game Manager who will be completing it to get more information on the task
- Participants will check in with the Manager at each challenge station
- Challenges may have a maximum number of stations
- If more teams arrive at the same challenge, teams will rotate attempts until the challenge is completed and the team can receive their next clue
 - For Example, if there are only 4 stations available and Teams 1,2,3,4 are competing, and team 5 arrives, team 5 will rotate into the next available attempt space, with that team rotating out and then back in to the next available space, etc.
- Challenge locations will have a Game Manager to determine if the challenge is successfully completed
- Once the team has completed the challenge successfully to the Game Managers satisfaction, they will receive their next clue
- Should a team decide they cannot finish a challenge, they may take a 15 minute penalty and then receive the clue from the game manager
 - The time of the penalty will begin when they indicate it to the Game Manager
 - If a team decided to take the penalty, they must stay off to the side and not interfere with the other teams completing the challenge
 - Once this decision is made, teams cannot revert and try to re-attempt at the challenge.
- Teams must hang on to all clues and present them at the Final Check-In point at the end of the race

COVID-19 SPECIFIC RULES

- *All Amazing Race legs will follow strict COVID-19 Procedures in order to comply with the provincial and local health regulations*
- All participants must check in the designated area before the start of the race
- Participants must check in with a valid UCheck and their t-card at the beginning of the race.
- Participants must be registered on IMLeagues
- Once participants check in, players will line up accordingly to the Game Manager

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- Equipment will be sanitized before and after a team has used the equipment
- All Challenge Stations are located outside and players are encouraged to sanitize their hands when they arrive at each station
- During the race, players may only touch their own station's equipment and clues
- Participants are to have mask on-hand to use if physical distancing cannot be maintained

