The game must show a valid Kent State University ID or government-issued ID no less than 5 minutes before the start of every game. Anyone without an ID will not be allowed to participate. No exceptions.

**The Game**
- Giant Pong is played 2v2, 12 buckets and 2 balls
- Matches will be Best 3-out-of-5
- Each team will take turns throwing a ball at the other teams' buckets. Once a ball lands in an opponent's bucket that bucket will be removed from the game. The first team to remove all the buckets wins.
- Players should stand behind their last bucket while throwing the ball
- Each team sets up a triangle of 6 buckets opposite of one another
- Distance between sets of buckets should be a minimum of 23 feet
- If the ball goes in then bounces out, it does not count
- Each match will start with an eye-to-eye to see who shoots first
- A team must shoot both balls before the other team shoots and each player must take a turn
- When a team's final bucket has been made, each player on the opposing team will get a chance to shoot until they miss
  - Rebuttal
    - If they succeed in making it in all the opponent's remaining buckets, the game will go into a 1 bucket overtime round
- If the other team cannot force the game into overtime, that team wins

**House Rules**
- **Fire/NBA Jam**
  - Make three shots in a row
    - 1st – "Getting Warm"
    - 2nd – "Heating Up"
    - 3rd – "On Fire"
      - Shoot till they miss!
- Bouncing the ball into the opponent's bucket is **not** allowed
- If a bucket is knocked over by a shot, the bucket is stood up, put back in its original position and is not taken away
- Team will receive one re-rack per game

**Layout**

![Diagram of Giant Pong setup]
Giant Pong

SEMIFINAL & CHAMPIONSHIP ROUND RULES
- 20 buckets
- Each team sets up a triangle of 10 buckets opposite of one another
- Matches will be Best 2-out-of 3 Games

ADDED HOUSE RULES
  - If a team makes both of their shots, they get both balls back for another turn

LAYOUT

THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY