

The Pawnee Nation Proudly Presents....

2015 Inter-Tribal Fun Day

Welcome All!!

The Pawnee Nation's Inter-Tribal Fun Day Planning Committee would like to welcome all designated coordinators for the 2015 Inter-Tribal Fun Day Coordinators Meeting. The Pawnee Nation was selected to host this year's event and hopes to maintain the high standards from previous hosting tribal Nation's we wanted to meet with all the coordinators to provide a "game plan" of events for the day.

This year's Inter-Tribal Fun Day event will be held on Friday, October 23, 2015 with registration beginning promptly at 8:00 a.m. There will be a total of nine (9) team events and two (2) events for the tribal Elders with an Elder Bazaar being held in the afternoon. This year the Pawnee Nation has decided to add in two more "Special Team Events", which should add to the entertainment value of the day.

The committee is super excited to get this day underway and share in friendly competition and fellowship with our neighboring tribes.

Sincerely

The 2015 Inter-Tribal Fun Day Planning Committee

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Updated 10/01/2015

Registration

Tribal Affiliation:

- Iowa Tribe
- Kaw Nation
- Otoe-Missouria Tribe
- Pawnee Nation
- Ponca Nation
- Tonkawa Tribe

Contact Name: _____

Phone Number: _____

I understand and accept the following terms and conditions. (Please check each box)

- Pre-Registration is required for the 1 mile run. Each participant will be issued a chip for time and will need to be added to the system before running the race. There is a maximum of 4 per team. Please fill out attached registration form for each participant. All forms must be returned no later than October 9th by 3 pm. For questions please contact Dana Beard at dbeard@pawneenation.org or 918-762-3621 x202.
- Registration begins the day of the event, October 23rd at 8 am in the Little Dee Drive. All forms and waivers must be turned in to participate. This can also be done prior to registration. Each event will have sign-up sheets. You may turn those in to Amber Burger at aburger@pawneenation.org.

Team Representative Signature: _____ Date: _____

Pawnee Nation Liability Waiver

This agreement releases **Pawnee Nation of Oklahoma** from all liability relating to injuries and property damage that may occur **during Intertribal Fun Day**. By signing this agreement, I agree to hold **Pawnee Nation of Oklahoma** entirely free from any liability, including financial responsibility for injuries incurred and property damaged regardless of whether injuries or damage are caused by negligence.

I also acknowledge the risks involved in **Intertribal Fun Day**. These include but are not limited to **injury, overheating, and death**. I swear that I am participating voluntarily, and that all risks have been made clear to me. Additionally, I do not have any conditions that will increase my likelihood of experiencing injuries while engaging in this activity.

By signing below I forfeit all right to bring a suit against **Pawnee Nation of Oklahoma** for any reason. In return, I will receive. I will also make every effort to obey safety precautions as listed in writing and as explained to me verbally. I will ask for clarification when needed.

Furthermore The undersigned further grants full permission to sponsors or agents authorized by them to use any photographs, videotapes, motion pictures, recordings or any other record of this event for any purpose

I, (Print name) _____, fully understand and agree to the above terms.

Signature of Participant: _____ Date: _____

1 Mile Run Registration Form

Name: _____ **Date of Birth:** _____ **Age:** _____

Address: _____

City: _____ **State:** _____ **Zip:** _____

Gender: M or F **Phone:** _____ **Email:** _____

Bib Number: _____

Emergency Contact: _____ **Phone:** _____

Waiver

I know that running a road race is a potentially hazardous activity. I should not enter and run unless I am medically able and properly trained. I also know that although police protection will be provided, there will be a possibility of traffic on the course. I assume the risk of but not limited to falls, contact with other participants, the effects of the weather, including high heat and humidity, and the conditions of the roads, all such risks being known and appreciated by me. Furthermore, I agree to yield to all emergency vehicles. I also am fully aware that pushing, pulling, dragging, wearing, carrying or leading anything or anyone is strictly prohibited. This includes strollers, joggers, pushed wheelchairs, roller blades, skateboards, wheels of any kind of (except competitive wheelchairs, animals, flags and headphones. I agree not to have them on the course. I am fully aware that it is a fraudulent act to buy, sell, switch, or in any way wear someone else's number or allow anyone to wear my number. Furthermore, I agree not to go back onto the course after finishing the race or relay leg and I agree not to cross the finish in a relay unless I am running the final leg. Furthermore I agree not to hold hands, embrace or touch other participants or connect two or more runners (i.e. centipedes). I am also aware that this waiver applies to sanctioned races. Knowing these facts, and in consideration of your accepting my entry, I hereby for myself, my heirs, executors, administrator or anyone else who might claim on my behalf, covenant not to sue and waive and release and discharge any and all race sponsors, race officials, volunteers, local and state police officers, employees, agents or any of the foregoing, including any and all claims or liability for death, personal injury or property damage of any kind or nature whatsoever arising out of, or in the course of, my participating in this event whether same because by negligence or fault. This release and waiver extends to all claims of every kind or nature whatsoever, foreseen or unforeseen, known or unknown. The undersigned further grants full permission to sponsors or agents authorized by them to use any photographs, videotapes, motion pictures, recordings or any other record of this event for any purpose. Minors accepted only with a parent or guardian's signature. No refunds will be provided in the event is unable to take place.

Participant Signature: _____ **Date:** _____

Parent Signature (for minors Under18): _____ **Date:** _____

Schedule of Events & Points System

Intertribal Fun Day - October 23, 2015

Time:	Event:	Department:	Location:	Participants:
8:00 AM	Registration	PNC	Little Dee	All Tribes
9:00 AM	FUN WALK	DHCS	Pawnee Reservation	All tribes- 40 Max
9:00 AM	1mi Run	DHCS	Pawnee Reservation	4 (2 males/2 females)
10:00 AM	Co-ed One Pitch Softball	Education	Mose Yellowhorse Field	8 Min./10 Max.
10:00 AM	Horseshoes		Campgrounds	1 Team (2 participants)
10:00 AM	Handgame- ELDERS ONLY	HR	Pawnee Nation Roundhouse	All Elder Participation
11:00 AM	Hay Bucking	Property Dept	Campgrounds	2 (1 male/1 female)
11:00 AM	Closest to the Pin	Property Dept	Campgrounds	2 (1 male/1 female)
11:30 AM	Lunch will be ongoing thru 1:00 PM	-	Roam Chief Event Center	--
11:30 AM	Elders Bazaar	HR	Multi-Purpose Building	All welcome to participate
12:00 PM	T-shirt Design Contest Judging Begi	Committee	Roam Chief Event Center	One design per Tribe
12:00 PM	Council Challenge	Committee	Roam Chief Event Center	"Winner take all"
1:30 PM	Co-ed 5 on 5 1/2 Court Basketball	Education	PN Gymnasium	Min. 4/Max. 10 per team
1:30 PM	Co-ed Volleyball	Executive Office	Fitness Center	5 Min./8 Max.
1:30 PM	Bocche Ball- ELDERS ONLY	HR	Fitness Center	
3:00 PM	Obstacle Course	DNRS	Fitness Center	8 (4 males/ 4 females)
3:00 PM	Tug of War		Fitness Center	All team participation
4:00 PM	Awards	Pawnee Nation	Gym	PBC Participation

Points will be awarded for each event to the top placing 6 individuals or team, the only event that will allow participation points will be the 1 mile run/walk.

1st Place 18pts

2nd Place 15 pts

3rd Place 12 pts

4th Place 9pts

5th Place 6pts

6th Place 3pts

Map of Event Area



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Map of 1 Mile Run/Walk Route

Updated route 10/01/2015



Rules

In order to main organization and avoid any kind of conflict, each event will have a set of rules as guidelines in case of a dispute.

There are a few rules that will apply to all events.

- ✎ There will be a no tolerance policy for physical or verbal assault. Any person found to violating this rule will be asked to leave.
- ✎ All scores are final and there will be no appeals process. Any issue at event time will need to be addressed at the time.
- ✎ Each team of every event will need to assign a team captain. This will be the only person allowed to approach an official to address any issue.
- ✎ All participants must wear designated Team Shirt. Any participant not wearing shirt will not be scored and may cause team disqualification on any one event.

*** Elder Events ***

Handgame Rules

These rules are specific to the Handgame that will be held for the elders who attend the 2015 Intertribal Fun Day:

- ✂ Two teams.
- ✂ Teams selected by random selection method day of.
- ✂ Teams will play using standard Handgame rules for sticks used.
- ✂ Teams will play up to 5 games.
- ✂ Best of 5 wins.
- ✂ All are welcome to participate, but Handgame is for elders who chose to participate in the day's activities.
- ✂ Winners will receive a trophy and champion ribbons.
- ✂ Other activities/games will be played in between Handgame rounds.

Update 10/01/2015 Contingency Plan: In case the Handgame cannot take place due to death in the tribe, Bingo will be played.

Bocce Ball Rules

Bocce is played with eight large balls and one smaller target or object ball called a pallina. There are four balls per team and they are made of a different color or pattern to distinguish the balls of one team from those of the other team.

The game is played with two teams, with each team having one, two, or four players. For four player teams, each player throws one ball. For two player teams, each player throws two balls. For one player teams, each player throws four balls. When there are multiple players on a team, a playing rotation is determined at the start of a game and is maintained throughout the entire game.

A game begins with the toss of a coin. The team that wins the coin toss can choose to either have first toss of the pallina or the color of the balls they will use. To start a game, the pallina is rolled or tossed by a member of the team having won the coin toss. A player can toss the pallina any distance as long as it passes the center line of the court and does not hit the backboard. If the player fails to toss the ball properly into play, a member of the opposing team will toss the ball into play. If the opposing team fails to properly toss the pallina into play, the toss reverts to a member of the original team.

The player tossing the pallina must deliver the first ball. If the ball hits the backboard, that

team must roll again until the first ball is put into play. Otherwise, that player steps aside and the opposing team will then deliver their balls until one of its Bocce balls is closer to the pallina or has thrown all its balls. The "nearest ball" rule governs the sequence of thrown balls. The side whose ball is closest to the pallina is called the "in" ball and the opposing side the "out" ball. Whenever a team gets "in", it steps aside and allows the "out" team to deliver. The other team throws until it gets its ball closer (not ties) to the pallina. This continues until both teams have thrown all their Bocce balls. After both teams have exhausted all their balls, a frame is over and points are awarded. The game resumes by teams throwing from the opposite end of the court. The team that was awarded points in the previous frame begins the next frame by tossing the pallina into play.

All balls must be thrown underhanded. A team has the option of rolling, tossing, bouncing, banking, etc. its ball down the court provided it does not go out of bounds or the player does not violate the foul line. The foul line is used to deliver all balls down the court with the intent of getting a ball closer to the pallina, knocking the opponent's ball away from the pallina, or hitting the pallina so that it ends up closer to your team's ball.

A player should not step on or over the foul line before releasing any ball. If a player steps over the foul line, the player will receive one warning. For a player that commits a second foul line infraction, the team fouled against will be awarded points as they were immediately proceeding

The foul and the frame will end. The team committing the foul will be awarded no points for the frame. Or, the fouled against team may have the option of declining the penalty and completing the frame.

Any ball that makes contact with the backboard is considered a dead ball on impact and is removed immediately from play until the end of a frame. If a ball after hitting the backboard strikes a stationary ball, that stationary ball is replaced to its original position.

At the end of each frame, points will be awarded. Only one team scores in a frame. One point is awarded for each ball that is closer to the pallina than the closest ball of the opposing team. In the event that the closest ball of each team is the same distance from the pallina, no points will be awarded and the pallina returns to the team that delivered it. Only balls which are distinguishably closer to the pallina than any of the opponent's balls are awarded points. All measurements should be made from the center of the pallina to the edge of a Bocce ball. Games are played to 16 points with the first team reaching 16 points being the winner of a game.

*** Team Events ***

1 Mile Run/Walk

1 Mile Fun Walk Rules

- 🏹 Max 40 participants per team
- 🏹 1 point per participants – 40 points max
- 🏹 Walking only
- 🏹 Must complete full course in order to get team points
- 🏹 Must stay on the assigned course – no shortcuts

1 Mile Run Rules

- 🏹 Each tribe **MUST** have 4 participants
- 🏹 Each participant must pre-register with Pawnee Pride at 918-762-3873 ext. 5 or db Beard@pawneenation.org
- 🏹 Each participant will be required to wear a timing chip
- 🏹 All participants **MUST** turn in timing chips in order to receive team points
- 🏹 Must stay on the assigned course – no shortcuts
- 🏹 Must cross finish line in order to get points
- 🏹 1st place – 30 points
- 🏹 2nd place – 20 points
- 🏹 3rd place – 10 points
- 🏹 The 4 participant's finish times will be averaged for each tribe. The tribe with the lowest average will win.
- 🏹 Poor sportsmanship will not be tolerated

Updated 10/01/2015

Co-Ed One Pitch Softball

Roster

- 🏹 Minimum 8 players
- 🏹 Maximum 12 batters
- 🏹 *Must have equal ratio unless there is an odd # of players*
- 🏹 Must start game with minimum of players; 4 add-ons allowed up until the end of the game but not after; 4 subs allowed
- 🏹 IF a team does not have enough to play they may pick up players before their 1st game but not after regardless

EACH TEAM MUST HAVE A CAPTAIN

Equipment

- 🏹 Bat & balls will be provided by the host Pawnee Nation (ASA Compliant)
- 🏹 All other equipment is on participating teams

- ⚾ No metal cleats

The Game

- ⚾ Batting order must be man then woman (or vice versa); unless odd number of players and the remaining odd must bat last
- ⚾ Games are 7 innings in length with a 30 minute time limit
- ⚾ Teams must be ready 15 minutes before (roster/line up to scorekeeper) or will be automatic forfeit
- ⚾ Home team will be determined by a coin toss at the beginning of each game
- ⚾ Full count when batter steps to plate; all foul balls & no swings are automatic outs; if the ball bounces it may be hit
- ⚾ *You pitch to your own team; each team must supply their own pitcher and catcher both of which must be in the team's batting order*
- ⚾ At the change of innings teams have 1 minute to switch:
- ⚾ Defense must have equal gender ratio infield/outfield (unless odd #); pitcher/catcher must be male/woman combo

Tiebreaker

- ⚾ If the score is tied at the end of 7 innings and the time has run out this will be considered a tie the winner will be decided by a shootout.
- ⚾ Each captain selects 3 batters on roster who will get you one pitch each.
- ⚾ For each base reached safe, the batter is credited with 1pt for each base, a batter who is thrown out will receive 0pts.
- ⚾ Each batter will exit the field after each attempt is complete.
- ⚾ IF the score is still tied after 3 batters, each team alternates sending up one batter at a time until the tie is broken. Visiting team goes first.

Substitutions

- ⚾ May occur all throughout play but all subs must be on submitted roster at the beginning of 1st game

Courtesy runners

- ⚾ The runner must be the last out (if new inning, the last out from the previous inning)

Slaughter rule

- ⚾ 12 runs after 4 innings;

ASA RULES where applicable; ump has the right to determine

Money Run

- ⚾ Once rosters are submitted all names will be placed into a drawing; the name selected will be the designated by an orange bandana as the *money run* worth 3 runs if they cross home plate.

Horseshoes

This is a 2 person team event. There will be pool play for seeding purposes and then go into a 6 team single elimination bracket. Each team will be limited to a drop-dead 10 minute time limit or the team to reach 21 points.

- 🏹 Coin Toss to decide what team will go first.
- 🏹 Ringer = 5pts
- 🏹 Leaner = 3pts
- 🏹 Horseshoe w/in 1 length of horseshoe = 1 pt
- 🏹 As soon as timer goes off, the game ends with the team in the lead winning the game

Updated 10/01/2015

Hay Bucking

10 bales of hay must be stacked onto a trailer, in a correct formation, so to fit in the designated area and no fall off. There will an example provided as to how the stack must look before time will stop.

- 🏹 Consists of a team of 2 people, one male, one female
- 🏹 2 teams per tribe
- 🏹 Event is timed; team with the least time is the winner.

Golf: Closest to the Pin

Contestants must drive a golf ball as close as possible to the “Pin”, within the boundary lines .

- 🏹 Participants must write their name/tribe on the ball.
- 🏹 No mulligans.
- 🏹 Balls and clubs will be provided. Left-handed drivers and balls will be available.
- 🏹 All must drive from the same location.
- 🏹 Area will be marked with a box. No driving from outside the box.
- 🏹 Closest to the Pin within boundary wins
- 🏹 Only one ball per each participant
- 🏹 Ball will not be measured if it falls outside the boundary area.
- 🏹 Max of 2 participants from each tribe.
- 🏹 The closest distance between the team participants, will be used in the final decision of final team rankings.

Co-Ed 5 on 5 Basketball

Roster

- 🏀 8 Person Roster
- 🏀 2 women must be on the court playing during game.
- 🏀 (Team roster can consist of 6 men/2 women but the rule remains the same)
- 🏀 Minimum 4 persons on court
- 🏀 Rosters due to the referee/scorekeepers at 1st game
- 🏀 Coin toss decides first possession
- 🏀 Each team must have a captain.

Game Time

- 🏀 15 minute games (*highest score total may decide tie breakers for pool play).
- 🏀 No time outs/sub by ref only (ref will ensure gender ratio at the time of sub.
- 🏀 Men's regulation size ball will be used for all games.

Scoring

	Inside Points	3pt Range Points	Money Shot Points
Men	2pts	3pts	4pts
Women	3pts	4pts	5pts

***MONEY Shot** will be marked clearly and will be available the last 2 minutes of regulation game (whistle will sound).

Fouls

- 🏀 Defense call own fouls; ref has the right to call “excessive fouls” and determine ball possession.

Blocking

- 🏀 No blocking women inside lane (otherwise known as “stuffing”); swatting is acceptable

Refs

- 🏀 Has the right to call the money and points if needed
- 🏀 One Ref per game.

Jerseys

- 🏀 Team must be wearing own tribe's official Inter-Tribal Fun Day t-shirt to compete.

Co-Ed Volley Ball

- 🏀 A team must consist of 4 players to be eligible to play. The minimum number of either males or females required to play is 1. The maximum number of either males or females allowed to play is 3. Therefore a team may have 1 female but no more than 3 male on

the floor. A team may also consist of 1 male but no more than 3 female. Women must alternate positions with men.

- 🏸 First team to score 15 or 15 minute time limit.
- 🏸 Beginning rotational order must be kept throughout the game.
- 🏸 THE SERVE.
 - First serve decided by rock, paper, scissors between captains of both teams.
 - One foot must be in contact with the ground when the serve is made therefore jump serves are NOT legal. Overhead, underhand and windmill serves are legal.
 - The server must wait for the referee's whistle to begin. Server must have both feet behind the end line until ball leaves hand.
 - No blocking the serve.
- 🏸 The court line markings are part of the court of play, therefore if any part of the ball touches the line, the ball is in.
- 🏸 If an individual touches the net while in the act of playing the ball, it is a net violation. If on a spike, the ball contacts the ground before the individual hits the net then it is not a violation.
- 🏸 If an individual crosses the center line under the net without impeding the play, this is legal and play should continue.
- 🏸 Four hits are illegal. A block does not count as a hit.
- 🏸 A player may not cross the plane of the net until the opposition has played the ball three times.
- 🏸 A back court player may not contact the ball above the height of the net in front of the attack line. A back court player may leave his/her feet from behind the attack line and contact the ball in front of the attack line.
- 🏸 Directing, palming and holding the ball is judgment calls of referee.

Obstacle Course

- 🏸 This is a timed event.
- 🏸 Must follow the hose at all times.
- 🏸 Must wear mask at all times till bucket is knocked over.
- 🏸 If you contact with the hose you must refilled the hose to continue.
- 🏸 You will need the pole to find bucket and knock it over with water stream from nozzle.
- 🏸 After bucket has been knocked over with water time will end.
- 🏸 Each person's times counted separately.

Tug-of-War

- 🏸 A maximum of 8 participants for each team with an equal male to female ratio
- 🏸 Once ref whistles, teams may begin tugging.
- 🏸 Marker must clearly pass marked area to indicate winner.
- 🏸 This will be a round robin event and will winner will be determined by Wins. In case of a tie, another match will take place with winner taking all.

*** Bonus Events ***

Council Challenge

The Council Challenge is a “Bonus Point” category. Bonus points will awarded to greatest percentage % of participation from each council. Bonus points will be awarded to each Council’s tribal team for their overall team score. If there is no participation from any particular Council, no bonus points will be awarded.

Bonus Points give will be as listed:

1 st	60 bonus points
2 nd	50 bonus points
3 rd	40 bonus points
4 th	30 bonus points
5 th	20 bonus points
6 th	10 bonus points

There will also be a new traveling “Council Challenge” Championship Plaque circulating with the Inter-Tribal Fun Day activities. The winner of the Council Challenge will be determined by audience applause.

Council Challenge: Lip Sync Battle

- 🚫 Each Council group will be given 4 minutes to perform any song (we would ask that if you know the music to be performed please notify the PN INTFD Committee).
- 🚫 No vulgarity please.
- 🚫 All participants on stage must have active part in the performance.
- 🚫 Audience Applause is final and cannot be appealed.
- 🚫 Props are encouraged.

T-Shirt Design Contest

The T-Shirt Design Contest is a “Bonus Point” category. Bonus points will be awarded to best designed team shirt for Inter-Tribal Fun Day. This is a winner take all contest.

Bonus Points give will be as listed:

1st 50 bonus points

T-Shirt Design Contest Rules

- 🦄 Design must be created/designed by a registered tribal member(s) of the participating tribal team.
- 🦄 Design must be a new/current design; no re-use of previous designs will be used.
- 🦄 Design cannot contain vulgar or violent graphics/words.
- 🦄 A color will be picked for each tribal team at random draw on August 14, 2015 at the Inter-Tribal Fun Day Committee meeting.

Colors were chosen for each Tribe/Team at the previous Coordinator's meeting on 08/14/2015 and there are as follows:

Iowa – Orange

Kaw – Pink

Otoe – Purple

Pawnee – Blue

Ponca – Grey

Tonkawa – Green

All color assignments are final; any team not using color assignment will be disqualified from the contest.

- 🦄 This is a winner take all contest, which will be judged by a panel of judges inclusive of one designee from each tribe.
- 🦄 Please provide one shirt, on day of contest, for display only.

Updated 10/01/2015