General Rules
1. All Participants must present their Northern Kentucky University All Card to participate, No Exceptions!
2. Participants must play on only 1 team

Game Information
1. Rock Paper Scissors (sometimes abbreviated as RPS) is a classic two-player game.
2. Games will be best 2 out of 3 matches.
3. Winner of two matches will advance on to the next opponent in tournament play.
4. Losers are eliminated from the tournament.

The Game
1. The goal of Rock Paper Scissors is to choose the item (rock, paper or scissors) which defeats your opponent’s chosen item.
2. Players face each other and create a fist using the hand they will use to play.
3. The players will simultaneously countdown from three. (i.e., rock, paper, scissor, SHOOT! or 3, 2, 1, GO!).
4. Each player uses a hand to create the shape of their chosen item, as follows:
   a. Rock is represented by a closed fist and defeats Scissors
   b. Scissors are represented by a closed fist with two fingers and defeats Paper
   c. Paper is represented by an open hand and defeats Rock
5. If both players choose the same item, the game is a tie and they play again

Sportsmanship Policy and Ratings
1. A sportsmanship rating system will be used to control player, captain and bench personnel unsportsmanlike conduct and improper behavior.
2. A player, captain or other bench personnel receiving an ejection from the game shall not be allowed to compete in the next regularly scheduled contest.
3. Campus Recreation may also enforce additional penalties against such persons based on the ejected players.
4. Team captains are responsible for the conduct of their players, sidelines, and spectators.
5. If a player is ejected and refuses to tell his/her name, the captain may also be ejected if he/she will not reveal the name.
   a. 5—Excellent Conduct and Sportsmanship - Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates. Teams that win by forfeit will receive a “5.”
   b. 4—Good Conduct and Sportsmanship – Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer), unsportsmanlike flag (flag football), technical foul (basketball). Teams that receive 1 yellow card, unsportsmanlike flag or technical foul will receive no higher than a “4” rating.
   c. 3—Average Conduct and Sportsmanship – Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card, unsportsmanlike flag or technical foul. Captain exhibits minor control over his/her teammates, but is in control with himself/herself. Teams receiving multiple yellow cards, unsportsmanlike flags or technical fouls will receive no higher than a “3” rating.
   d. 2—Below Average Conduct and Sportsmanship – Teams constantly comment to the officials and/or the opposing team from the field and/or the sidelines. The team captain exhibits little or no control over teammates and/or himself/herself. A team which receives one red card or ejection can receive no higher that a “2” rating.
   e. 1—Poor Conduct and Sportsmanship – Team is completely uncooperative. Captain has no control of teammates, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections shall receive a “1” rating.
   f. A team that receives a “1” rating must have their captain meet with the Intramural Professional Staff the following day to be eligible to play their next contest.