

Key Log Rolling Rules

Any rule and situation not specifically covered are subject to the judgement and discretion of the intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff as long as they have a valid membership to the fitness center.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams have to register on the FusionIM portal (recreation.tntech.edu).

Rule 2: League Format & Team Composition

League Format

- ✓ An open roll time shall precede the postseason tournament. This time will allow you to come and learn how to log roll before the tournament.
- ✓ This consist of a practice time in the pool with the log and instructors. After your practice times a random bracket will used to decide a winner.
- ✓ **Leagues (Subject to Change Due to Number of Registered Teams)**
 - Men's
 - Women's

Rule 3: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ A default is an unplayed game without penalty (e.g. dropped from the league or assessed a forfeit fee).
- ✓ To receive a default, the participant must notify the Intramural Sports Office by 2:00 PM on the day of the contest.
- ✓ Sportsmanship Rating will be as followed:
 - Winning Team = 8
 - Defaulting Team = 5
- ✓ In order to verify that the request is legitimate, the participant must notify the Intramural Sports Office via e-mail or in person. Phone calls are not accepted.

Forfeits

- ✓ A forfeit is defined as one of the following:
 - Failing to field a team for an intramural contest without contacting the Intramural Sports Office.
 - The final score shall be 3-0.
 - Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.
 - If the forfeiting team is ahead, the final score shall be 3-0 in favor of the opposing team.

- If the non-forfeiting team has the higher score, the game shall end with the existing score.
 - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Sportsmanship Rating will be as followed:
 - Winning Team = 8
 - Forfeiting Team = 2
- ✓ A second (2nd) forfeiture may result in removal from the league.

Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
 - ✓ During the contest, teams may protest (a) the misinterpretation or the misapplication of a rule or (b) a scoring error. The protest must be submitted immediately, and, if the protest is denied, a timeout will be charged to the protesting team.
 - ✓ Protests regarding the judgement of the game officials will not be recognized.
 - ✓ When protesting player eligibility:
 - *Regular season*: The eligibility of any player may be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
 - *Postseason Tournament*: Player eligibility must be protested before the start of the contest.
- Protests made after the start or end of the game will be not recognized.**

Rule 4: Playing Area & Equipment

Playing Area

- ✓ Scheduled games take place at the Pool located in the Marc L Burnett Student Recreation and Fitness Center.

Log

- ✓ The Intramural Sports Office will provide the Key Log for the competition.

Clothing & Equipment

- ✓ **Proper athletic attire is required.**
- ✓ All attire and equipment are subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal must be removed prior to competition.
- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ Footwear
 - Players may wear swim or water shoes only.
 - Footwear including but not limited to tennis shoes, boots, cleats, open-toed shoes, crocks, and sandals is strictly **PROHIBITED.**
- ✓ Jewelry
 - Religious or medical items are not considered jewelry and must be taped against the body.
 - Jewelry (e.g. rings, earrings, necklaces, bracelets etc.) is prohibited and must be removed.
- ✓ Pads/Braces
 - Leg & knee braces covered with soft, pliable material and free of any sharp edges are allowed.
 - Compression sleeves and wrist sweatbands are permitted above the waist.

Blood

- Participants that are bleeding, have an open wound, and/or have an excessive amount of blood on the uniform will be directed to leave the game. The bleeding must be stopped, the open wound must be covered, and/or the bloody uniform must be changed/cleaned before the player can return to the game.

Rule 5: Timing & Scoring

Timing

- ✓ TnTech Key Log Rolling matches shall have a fifteen-minute (15:00) time limit.

Scoring

- ✓ Each match shall be best three-out-of-five falls (rounds).
- ✓ The last participant with their foot remaining on the log will be declared the winner for that fall.

Mercy Rule

- ✓ There is no mercy rule for TnTech Key Log Rolling matches.

Rule 6: Playing Rules

IM Professional Staff or Graduate Assistants may ask uncooperative participants to leave.

Any participant removed due to unsportsmanlike actions shall forfeit the contest.

Setting up play

- ✓ A toss of a coin or odds/evens will determine which team shall have the first (1st) choice. The team that wins the toss shall have the following options:
 - To select the side of the log on which to roll
- ✓ After the winner of the coin toss has chosen, the losing team will take the opposite side of the log.
- ✓ Players can either face the same way on the log (running match) or opposite directions on the log (bucking match). The way a player faces is determined by the player's dominant foot being located towards the outside of the log.

Equipment

- ✓ At the beginning of a new game, Key Logs will be prepared with three (3) training fins.

Match Procedure

- ✓ Competitors will get up onto the log.
- ✓ When both competitors are standing and steady, the head official calls "ready, steady, letting go", and both officials will let go of the log.
- ✓ If the log is neutral and both competitors are steady, the head official calls "time in".
- ✓ There is a sixty second (0:60) time limit. If a fall does not occur within 60 seconds, one training fin is removed.
 - If falls are occurring within the 60 second time limit, the players will remain using the same number of training fins.
 - Any time that the 60 second time limit is reached. The match will stop, a trainer will be removed, and the fall will be restarted. The score will remain the same.
- ✓ When a fall occurs, the last person to have their foot on the log will be declared the winner of that fall.
- ✓ The competitor who has the best three-out-of-five falls will be declared the winner for that match. ‘
- ✓ A draw will be called if officials cannot see specific and noticeable differences in who made the last foot contact with the log. The fall will be replayed.

Fall Zone

- ✓ There should be ten (10) feet of area cleared in the pool for participants to fall forward or backward off the log.
- ✓ During a match, the head official should blow the whistle and stop time if there is an obstruction within ten (10) feet of the competitors' "Fall Zone", or if the end of the log comes within three (3) feet of any pool edge. Upon hearing the whistle, rollers should carefully get off the log and get into the starting position to restart the fall.

Rules of Play

- ✓ Players must remain on their side of the log.
- ✓ Players may not step on or cross the center line.
 - If a player steps on or crosses the center line, it will result in the loss of a fall for the offending competitor.
- ✓ Players may not intentionally make physical contact with each other.
 - If intentional contact is made, it will result in the loss of a fall for the offending competitor.
 - Deliberate contact results in the initiator being disqualified from the match. The head official has the right to make the final call on whether or not contact is deliberate.
- ✓ Competitors are allowed thirty seconds (0:30) of rest in between falls.

