

# Cook-off Team Rules

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## Cook-Off

- **Friday September 17<sup>th</sup>: Jackpot BBQ Cook-Off: Chicken Wings or Fajitas \$50 per team** *\*Must participate in Saturday cook-off to enter\**
- **Saturday September 18<sup>th</sup>: Chicken, Ribs, Brisket \$100 per team**
- **Cook's Meeting: Wednesday, September 15<sup>th</sup> 2021 @ 6:00 pm @ El Cubano Cigars (520 6<sup>th</sup> St. N, Texas City, TX 77590)**

***For Cook-off Questions Contact Chris Delesandri 409-739-0505 or [chrisd@uwgcm.org](mailto:chrisd@uwgcm.org)***

## GENERAL INFO.:

- The cook-off area will be 5th Street N and 4th Avenue N and some grass area by Sanderson Center the spaces will be 20' deep and 30' long. Only 50 spaces are available.
- Each cooking team will consist of one chief cook and no more than five assistants regardless of how many spaces purchased, and will provide all pit/ pits, tents, meats, utensils and any other items necessary for competition to be in the confines of their assigned cooking area. Sharing pits with other teams is not allowed.
- All pits, fencing, trailers, tents (including poles and cables), motor homes and generators must fit in the confines of your assigned space(s).
- All fires must be of wood, charcoal or wood pellets and must be contained within a confined pit/ grill. Gas flames are not permitted for competition, nor are holes or dug pits. A small gas torch is allowed to initially start a wood fire in a cooker, however, after the wood/ charcoal is sufficiently ignited the torch must be put away and not used for the duration of the contest. You must have fireproof sheets under your cooker(s) to prevent grease from dripping on the pavement below. Metal trashcans designated for grease drippings will be provided by the cook off committee for your use.
- Water and electricity will not be provided, but small, quiet, portable generators are allowed.
- The distribution of food, drinks or alcoholic beverages to the public by a team member or any of its guests is prohibited.
- Excessive noise generated from speakers or public address systems is prohibited. (11pm-7am)
- Fireman's Games committee and/or any of its sponsors will not be responsible for any loss or accidents.

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## **REGISTRATION AND COOK'S MEETING:**

- At the cook's meeting please have ONE member of your team present to collect the judging containers.
- If the registration fees were not sent prior to cook's meeting, then it is mandatory to present fees at this meeting. If a team does not present fees at time of cook's meeting, then an additional \$50.00 will be assigned per space.
- Each cook off team will be allowed only ONE category entry per cook off space (1 team = 1 Chicken Entry, 1 Rib Entry **and** 1 Brisket Entry).
- The Friday Night Jackpot Categories (Chicken Wing and Fajitas) are optional and cost \$50 each to enter. Jackpot is split as follows for each category: 1st Place \$50% of entry fees collected, 2nd Place 30% of entry fees collected, 3rd Place \$20% of entry fees collected.

## **SAFETY AND SANITATION:**

- All meats, prior to cooking, must be held at a minimum of 40 degrees Fahrenheit under refrigeration or ice and held at a temperature of 140 degrees Fahrenheit, after cooking, until turn- in as required by the Health Department.
- It is the responsibility of each team to see that their assigned cooking area is kept clean and policed for the duration of the contest. All fires must be extinguished prior to leaving the competition. It is imperative to constantly make sure that all trash is in an appropriate receptacle. Excessive trash in a team's site can lead to disqualification and barring from future events.
- Each team is responsible for their own first aid and it is recommended that a first aid kit be available at all times for its team and guests.
- A fire extinguisher is required (Minimum 10lb. ABC). It must be current, fully charged, its location known by each team member and be within close proximity of a fire burning cooking device. Teams without an extinguisher will be disqualified during meat inspection. Teams must also adhere to all local and state fire codes.
- To insure the safety and wellbeing of all participants and spectators, security personnel will be check area from 10:00 PM Friday through 8:00AM Sunday. No motorized vehicles (golf carts, mopeds, etc.) are allowed to be used during the contest except by event coordinators.
- Must follow current CDC guidelines pertaining to Covid-19 procedures.

## **TEAM SET-UP**

- Teams may start setting up their cooking area at 9:00 AM Friday. Please move large items first and remove unnecessary vehicles as soon as possible as a courtesy to all the teams. If a tent/party supply company is involved with set up, a representative from your team must be on site

with location directions and to sign for delivery. Event coordinator will not allow tent/ party supply companies to set up without representation from your team. All vehicles must be off of the designated cook off site by 8:00 PM Friday or must remain on site for the duration of the contest. If you need assistance with the boundaries of your cooking space please ask an event coordinator- they are there to help.

### MEAT INSPECTION:

- All meat must start out raw and uncooked. All seasoning (rubs, marinades, injections) of any entry for any category are not allowed to be used before official meat inspection by a representative of the event committee. Pre-packaged meat items may be in brine solution but items marked Teriyaki, lemon, Italian seasoning, etc. are not permissible. Meat inspection will take place Friday at your cooking area between the hours of 5:00- 7:00 PM. A member of your cooking team must be present and be able to identify all products for inspection. If a member of your team is not present or is unable to identify meat, your team may be disqualified. Once a meat item has been inspected it must not leave the contest site. Meat can also be inspected at any time by a cook off coordinator. No cooking of any kind can begin before meat has been inspected.

### CATEGORY RULES AND DEFINITIONS:

- **CHICKEN:** Any part of bird including white or dark meat cooked on a smoker or grilled using any combination of spices. For the safety of the judges, do not turn in under-cooked chicken, it will be discarded by judging committee. Cornish game hens, quail or any other type of game bird cannot be accepted in this category. Chicken entries also cannot have any type of stuffing or bacon present at turn-in. You may cook with sauce or glaze but it cannot pool on the bottom of a turn-in container. No garnish.
- **PORK SPARE RIBS:** Pork Spare Ribs are a long cut from the lower portion of the pig. Country style ribs or baby back ribs are not allowed. Spare Ribs can be smoked or grilled using any combination of spices. You may cook with sauce or glaze but it cannot pool on the bottom of a turn-in container. No garnish.
- **BRISKET:** Minimum 10lb. beef (packer) with point and flat intact for inspection. Must be smoked or grilled using any combination of spices with sauce or glaze, but it cannot pool on the bottom of a turn-in container. Brisket slices only and may be separated (point from flat) for turn- in. No garnish.
- **CHICKEN WINGS:** Chicken Wings can be cooked using any method (i.e., fried, grilled, barbecued). Sauces are permitted. Do not turn in under cooked-chicken, it will be discarded by judging committee.
- **FAJITAS:** Fajitas can be cooked using any method. Chicken or Beef may be used. Do not turn in under cooked-chicken, it will be discarded by judging committee.

## JUDGING PROCEDURE AND TURN IN TIMES:

- An air horn will be blown 15 minutes before each turn in time. ***For example, if a turn in time is 10:00 a.m., the air horn will be blown at 9:45 a.m.*** Each team will have 15 minutes to turn in. You are advised to synchronize your watch to official time.
- **Turn in Times:**
  - **Chicken Wings - 7:00 pm Friday** (Jackpot Entry, \$50 each, must enter Saturday Cook-off to participate in Jackpot)
  - **Fajitas - 8:00 pm Friday** (Jackpot Entry, \$50 each, must enter Saturday Cook-off to participate in Jackpot)
  - **Chicken - 10:00 am Saturday**
  - **Ribs – 12:00 pm Saturday**
  - **Brisket - 2:00 pm Saturday**
- This contest allows blind judging only. Once your entry is received in the judging area it will be reassigned a number and randomly placed on a table. The judges will refer only to your assigned number without knowing your ticket number fastened to the bottom of your container.
- All entries must be submitted in your furnished and approved Styrofoam container. Absolutely no markings are to be on any container. If your container has a mark it will be disqualified. Marking is perceived, but not limited to, painting, sculpting or decorating. No aluminum foil, tooth picks, skewers, sauce containers, or writing or foreign material is allowed in any container for any category. If a container you have picked up is damaged, dented, or you damage a container, please come to the judge's area for a new one 30 minutes prior to turn in time. Please read category rules and definitions for each entry for sauce and garnishing limitations.
- The decisions of interpretation of these rules and regulations are at the discretion of the cook off coordinators and their decision is final.
- Any teams leaving trash behind, neglecting their responsibility of cleanliness, is subject to disqualification from future events sponsored by the Firefighter Games Committee.
- Please be safe and make this year's contest a great success!!

# Fire Department Rules

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## Pumper Races: Saturday, September 18 @ 10:00 am / \$30 per team



This contest checks crew integrity, skill of the equipment operator, skill of the nozzle crew, and operation of the equipment. If you want to see a demonstration video, please search fire games pumper races videos on the web. The Crew (maximum 4 team members) simulates handling the alarm upon arrival at the scene.

The firefighters start out in full turnout gear minus SCBA (Helmet, Coat, Gloves, and Boots). The engine crew simultaneously deploys wheel chocks front and rear of rear duals [one side of truck], stretches 150 feet of 1 1/2 or 1 3/4 inch hose toward a target area as other crew members make a 2 1/2 or 3 inch connection between the apparatus intake and the hydrant **without** turning the hydrant on. The pump operator must then draft water from the onboard tank and discharge it through the 1 1/2 or 1 3/4 inch hose to knock down the target.

**EVENT LIMIT:** Event limited to 40 teams, entry for Fire Departments only.

**STAGING LOCATION:** Apparatus will be staged, in line, and parked on 7<sup>th</sup> Ave. N. between 7<sup>th</sup> St. and 6<sup>th</sup> St. and South on 6<sup>th</sup> Street to 6<sup>th</sup> Ave. N.

**PLAYING FIELD:** When directed, apparatus will move to a predesignated stopped position 6th Street at 6th Ave. N. All personnel will don full protective turnout gear and will indicate to the Judges when they are ready to begin.

### **PLAYING RULES/SINGLE ELIMINATION:**

- Single timed event challenge: The crew with the best time wins. In the event of a tie between two or more teams, each team will compete a second time, and so forth, until a winner is declared.
- Staging assignment will determine order of event participation.
- Two teams will compete at the same time. However, since this is a timed event and not an elimination event each team must dislodge the target to obtain time score. Do not stop attempting to dislodge target because the other team finished first!

Questions or Clarification? Call TCFD @ (409) 643-5700 or address to [dzacherl@texas-city-tx.org](mailto:dzacherl@texas-city-tx.org) or [jrubio@texas-city-tx.org](mailto:jrubio@texas-city-tx.org)

**METHOD OF TIMING:** There shall be one starter and four timekeepers, all of who are classed as judges with all judges' decisions final. Time starts when the first firefighter exits the apparatus [boots on the ground] and ends when the target is dislodged from the stand.

## **LAYOUT:**

- Deploy wheel chocks to one rear wheel, front and back, required.
- 100 Ft. of 2 ½ or 3-inch hose connected from the hydrant to the engine's auxiliary or main intake.
- 150 Ft. of 1 ½ or 1 ¾ with 1 ½ nozzle pre-connected and advanced from the apparatus to the designated target area.
- Note: Use of front bumper pre-connect lines are disallowed for this event. Pre-connect attack line must be deployed from side or rear of apparatus.

**PROTECTIVE GEAR:** Full NFPA Approved Turnout Gear minus SCBA (Helmet, Coat, Gloves, and Boots).

## **EQUIPMENT NEEDED:**

- Fire engine with full water tank
- 100 feet of 2 ½ fire hose
- 150 feet of 1 ½ fire hose pre-connected to pump
- 1 ½ inch fog nozzle
- 4 complete sets of NFPA Approved bunker gear
- Wheel chocks
- 1 double male
- 1 double female

## **PENALTIES:**

- Failure to wear full protective gear – 20 second penalty per item. Example: No Left hand glove +20 seconds. No Left hand and no Right hand glove + 40 seconds.
- Use of front bumper pre-connect – 20 second penalty
- Failure to deploy wheel chocks – 20 second penalty
- Operating nozzle/discharging water outside the designated area – 20 second penalty
- Operating nozzle/discharging water before hydrant line connected – 20 second penalty
- Loss of protective gear/striking the ground – 10 second penalty per each item loss.
- Any equipment failure to operate – disqualification
- Exhaustion of tank water without dislodging target - disqualification

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- No substitution will be permitted with the exception of an injury to a player. No loss of time penalty – reset and start over.
- Intentional directing of any hose stream at opponents/bystanders shall disqualify the entire team from the remainder of the contest, at the judges' discretion.
- No entries allowed in contest after deadline time and date posted for said contest.
- No substitutions allowed after deadline time and date posted for said contest except for injury.
- Only the team captain, riding the officer's seat, shall contact a judge during any dispute.
- Each participant is required to sign a release before play is started, releasing any party from liability due to the fact that these contests are conducted only for entertainment.

### **Waterball Competition: Saturday, September 18 @ 11:00 am / \$30 per team**



The intent of the Waterball Competition is to provide team participants with the opportunity to practice using nozzles and hose lines in order to increase their firefighting proficiency. If you want to see a demonstration video, please search fire games waterball competition videos on the web.

**EVENT LIMIT:** Event limited to 30 teams, entry for Fire Departments only.

**PLAYING FIELD:** 6<sup>th</sup> Street between 5<sup>th</sup> Ave. N. and 6<sup>th</sup> Ave. N.

- Court shall be erected on a street level playing surface for secure footing when wet. The “A” frames shall be 110 feet apart. The court shall be 30 feet wide and 110 feet in length. The team, their captain and officials shall be the only persons in this area during competition (see penalty section for “interference” penalty).
- The playing court shall be marked as follows: The center point of the cable shall be marked an equal distance from each end of the playing field and shall be marked 5” in width. This area is called “START POINT”.
- Cable clamps shall be secured to the cable 45 feet each way from center to act as a “stop”.

### **PLAYING RULES/SINGLE ELIMINATION:**

- Bracket assignment determined by order of entry receipt
- Event begins at conclusion of the Pumper Race.
- A ball team shall consist of a maximum four members (1. nozzle operator, 2. backup, 3 & 4 hose drag).

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- The nozzle team will start the competition at their “stop” point. After the contest is started, they are free to maneuver.
- The nozzle team may change position during any heat. Between heats, any of the four team members may change places.
- 1.50” solid stream nozzle with both nozzles open and equal at the start shall be used for this event.
- The two nozzle teams must direct water stream at the starters mark before the signal to start the contest will be given.
- Starter will sound whistle to begin contest.
- First two out of three goals wins the contest and advances.
- Sudden death rules apply after a three minute time period expires with no goals scored.
- The teams in the final playoff shall have a minimum ten minute rest period before the game starts.
- Top two remaining teams compete for First and Second Place, Top 3 & 4 remaining teams compete for Third Place.

### **EQUIPMENT:**

Standard 15-inch ball attached to pulley. Cable to be 3/8 inch, 6 strand, hemp center, regular lay, 12,000 lb. breaking strength or better. No greasing of cable. Cable 15 feet above court. Cable to be made as tight as possible.

**EQUIPMENT NEEDED PER WATER BALL COURT:** Pumper, hose, and appliances supplied by TCFD

### **REQUIRED PROTECTIVE GEAR:**

Each team is required to supply the following PPE:

1. Current NFPA Approved Fire Helmet
2. Current NFPA Approved Bunker Coat.
3. Choice of footwear (Shoes a must).

**HOSE LAYOUT:** Each nozzle team shall have 150 feet of 1 1/2-inch hose. Both hoses for each nozzle team shall be supplied through a wye off the same 2 1/2-inch line. 1 1/2”, Solid Stream nozzle with shut off at 75 psi nozzle pressure.

**METHOD OF SCORING:** There shall be one starter and two scorers, all of who are classed as judges with all judges' decisions final. If the contest is stopped because of trouble with equipment or lack of water, the ball shall be started from where it was when the failure took place. One point will be credited to the team scoring a goal. A goal is scored by driving the ball into the opponent's territory and against the cable stop, 45 feet from the center. Upon completion of a goal, the ball will be returned to center, the teams will switch sides and play will resume. First two out of three goals wins the contest and advances. Sudden death rules apply after a three-minute time period expires with no goals scored.



**PENALTIES:**

1. For intentionally throwing or dropping the nozzle on the playing field, a team will be disqualified from the remainder of the contest.
2. Intentional directing of any hose stream at opponents shall disqualify the entire team from the remainder of the contest.
3. Interference of team friendly spectators shall disqualify the entire team, at the judges' discretion.
4. Loss of control of the hose line during the completion shall disqualify the entire team, at the judges' discretion.
5. Only the team captain shall contact a judge during any dispute.
6. Substitution for physical discomfort shall be allowed in the No. 4 hose drag position only. Other members shall move up at least one position. Person leaving the position shall be disqualified from the remainder of the contest.
7. No other substitution will be permitted with the exception of an injury to a player.
8. No entries allowed in contest after deadline time and date posted for said contest.
9. No substitutions allowed after deadline time and date posted for said contest except for injury.
10. Each participant is required to sign a release before play is started, releasing any party from liability due to the fact that these contests are conducted only for entertainment.

# Public Event Rules

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## Horseshoe Tournament: Friday, September 17 @ 6:00 pm / \$30 per team



Horseshoes is a classic lawn game where teams toss steel horseshoes towards a metal stake in an attempt to get closest to the stake. You toss horseshoes for fun to try and get a ringer, but a little competition always adds more to the game!

**EVENT LIMIT:** Event limited to 40 teams, Entry open to the general public.

**PLAYING FIELD:** 4<sup>th</sup> Ave N. between 5<sup>th</sup> Street and 6<sup>th</sup> Street

### **PLAYING RULES/SINGLE ELIMINATION:**

- Bracket assignment determined by order of entry receipt.
- Play begins at 6:00 p.m. for first 16 teams.
- A team shall consist of two players.
- No entries allowed in contest after deadline time and date posted for said contest.
- No substitutions allowed after deadline time and date posted for said contest except for injury.
- Each participant is required to sign a release before play is started, releasing any party from liability due to the fact that these contests are conducted only for entertainment.

**SCORING:** *Judges' decision on scoring is final.*

**Single Points:** The horseshoe that lies closest to the stake, including touching, is awarded a single point. Each player throws two horseshoes, so there is a possible two points per round for single points. The closest horseshoe must be within a horseshoe's length from the stake to count as a point.

- For example, Player 1 throws two horseshoes within six inches of the stake. Player 2 throws two horseshoes but only one gets close to the stake. The one horseshoe from Player 2 would cancel out one from Player 1 and Player 1 would get one point for the round. If Player 1 had both of his horseshoes closest to the stake, he would get two points.

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- If opposing horseshoes are equal distance to the stake, they cancel each other out and no points are awarded.

**Leaning Horseshoes:** Horseshoes that lean the stake count as two points. If two horseshoes are leaning, they cancel each other out, but a leaning horseshoe counts as closer than a horseshoe that is just touching.

**Ringers:** A ringer is worth three points. Ringers are counted with the surrounding horseshoes. For example, if Player 1 scores a ringer, but Player 2 has a horseshoe touching a stake, the horseshoe that touches is cancelled out by the ringer and Player 1 is awarded three points.

- Two ringers are worth six points. Players can cancel out ringers by topping them. For example, if Player 1 scores a ringer and Player 2 gets a ringer over that, then all the points are cancelled. If Player 1 scores two ringers and Player 2 only gets one, then Player 1 only receives points for the single ringer.

### **WINNING THE EVENT:**

- First team to reach a score of 21 wins
- Top 2 remaining teams compete for First and second place, top 3 & 4 remaining teams compete for 3<sup>rd</sup> place.

## **Cornhole Tournament: Friday, September 17 @ 6:00 pm / \$30 per team**



Cornhole is a classic lawn game where teams toss bean bags towards wooden boards in an attempt to get a higher score than their opponents.

**EVENT LIMIT:** Event limited to 40 teams, Entry open to the general public.

**PLAYING FIELD:** 6<sup>th</sup> Street

### **PLAYING RULES/SINGLE ELIMINATION:**

- Bracket assignment determined by order of entry receipt.
- Play begins at 6:30 p.m. for first 16 teams.
- A team shall consist of four players.

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- No entries allowed in contest after deadline time and date posted for said contest.
- No substitutions allowed after deadline time and date posted for said contest except for injury.
- Each participant is required to sign a release before play is started, releasing any party from liability due to the fact that these contests are conducted only for entertainment.

**SCORING:** *Judges' decision on scoring is final.*

### **The Game:**

1. A game is made up of frames wherein each team rotates tossing their team's 4 bags until all bags (8) have been tossed towards the opposite board.
2. At the conclusion of each frame, the score is calculated and added to the team's net total. A winner is determined when a team reaches or surpasses 21 at the conclusion of a frame.
3. Number of frames played varies per match.

### **Set Up:**

1. Each court consists of two boards spaced 27 feet apart from front edge to front edge and two sets of 4 bags.
2. Boards will be measured and set up by the league prior to the first scheduled game time. All boards and bags are provided by Texas City Parks & Recreation Department.
3. Teams must play with the bags provided by the league.

### **Game Length:**

1. Each match consists of a minimum of 2 and maximum of 3 games.
2. Match winners are determined by the first team to win 2 games in the match.
3. Match length is 60 minutes from scheduled start time. All 3 games (if necessary) must be completed in this time frame.

### **Scoring:**

1. The object is to be the first team to reach or surpass 21 points.

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2. Points are scored by landing a tossed bag on the board (1 point) and by having a tossed bag drop into the hole (3 points).
3. Once all eight bags have been tossed, players calculate the points scored per team. The team with the higher number of points is awarded the point difference.
4. If a team is winning 13-0, it is considered a skunk and the leading team wins the game.  
Example: "Team A" scores 8 points in frame 1, and "Team B" scores 2 points in frame 1.  
1. Team B's 2 points are subtracted from Team A's 8 points awarding 6 points to Team A's net total.

### **Beginning a Match:**

1. The captains begin the match with a coin flip or playing rock, paper, and scissors.
2. The winner determines the end of the board from which play will begin and gets the first throw.
3. In the playoffs, the higher seeded team has those privileges.

### **Tossing:**

1. After the first frame (See Beginning a Match), the team that scores the most points per frame tosses first in the next frame.
2. If no points are scored, the last team to score points in a frame tosses first.

### **Knocking Opponents Bags Off Boards:**

It is legal to knock opponent's bags off of the board with your throw.

### **Violations Resulting in Bag Being Removed from Board:**

Bags may be removed from board if:

- a. The player crosses the foul line before releasing the bag
- b. The bag hits the ground and bounces onto the board
- c. The bag strikes an object such as a tree limb, indoor ceiling, person, etc.

### **Winning:**

The first team to reach a minimum of 21 points at the end of a frame wins the game.

## **Skunk:**

If a team is winning 13-0, it is considered a skunk and the leading team wins the game.

## **Playing Court:**

1. Players may stand anywhere to the left or right of the board but must stay on that side for the entire match.
2. Court area is anywhere behind the front of the board.
3. Teammates stand at opposite boards but must play on the same side.

## **Foul Line:**

1. The foul line is located at the front of the board.
2. All players must toss from behind the foul line.
3. If a player crosses the foul line on his or her toss, that toss does not count and they cannot toss that bag again.

## **Player Requirements and Substitutions:**

1. A minimum of 2 players per team must be present to play.
  - a. Teams of 3-4 players is recommended to ensure enough players each week.
2. You may substitute players after first full game (2 to 3 frames)
3. If a player arrives late, they cannot substitute in the middle of a frame.
4. All players must be 18 or older to participate

## **Forfeits:**

1. Each match is allotted 60 minutes to play.
2. A team will forfeit their match if at least two players do not show up within 5 minutes of their scheduled match start time.
3. If a team shows up within the allotted 5 minutes, that team will not receive extra time to play, and must complete the match in the remaining allocated time.

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4. If a 3rd game is required to determine the match winner and the game is not able to be completed because of a late arriving team, the team that arrived on time will be deemed the winner of that game.

**Team Rankings:**

1. Rankings are calculated based on the total overall match wins.
2. A win receives 1 point and a loss receives 0 points.
3. The winner of the match will always receive 2 points while the loser will receive either 0 or 1 point.