

Iowa State University Greek Week 2025 Rulebook

March 30th – April 6th



A **Legacy** for Tomorrow

Greek Week Central 2025

Position	Email
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Greek Week 2025 Teams

Harry Potter: The Greek Who Lived Delta Upsilon Alpha Gamma Delta Delta Sigma Phi	The Greek Adventure Alpha Gamma Rho Delta Zeta Sigma Alpha Epsilon	The Greek Tragedy of Romeo and Juliet Phi Kappa Psi Kappa Alpha Theta Sigma Chi Pi Kappa Alpha
Top Greeks Triangle Alpha Chi Omega Sigma Nu	Survivor: Greeks Collide FarmHouse Delta Gamma Theta Xi	Greekloose Beta Theta Pi Chi Omega Adelante Delta Chi
Greeks University Delta Tau Delta Delta Delta Delta	Outer Greeks Alpha Tau Omega Alpha Delta Pi	The Big Greek Apple Theta Chi Alpha Phi Alpha Sigma Kappa
Y2Greek: The Movie Marathon Phi Gamma Delta Sigma Kappa	Alice in Greekland Theta Delta Chi Kappa Delta Beta Sigma Psi	Once Upon a Greek Kappa Sigma Gamma Phi Beta Phi Kappa Theta
Disney Dreams in Greekland Alpha Sigma Phi Alpha Omicron Pi Phi Delta Theta	Greek Story Sigma Phi Epsilon Kappa Kappa Gamma Pi Kappa Phi	Diary of a Greek Kid Tau Kappa Epsilon Pi Beta Phi

Message from the Executive Directors

Greek Week is one of the oldest and most cherished traditions within the Sorority and Fraternity Community at Iowa State University. It's a week that brings us together to celebrate the friendships, pride, and traditions that define our community. During Greek Week, we unify as chapters and councils to engage in friendly competitions, exciting events, and the opportunity to earn well-deserved recognition for our hard work and spirit.

Participation in Greek Week is voluntary and limited to those listed on each chapter's roster. All members must complete the Greek Week waiver to participate in any event. While members of the Sorority and Fraternity Community compete, we encourage others to attend and support our events.

All rules are subject to interpretation by Greek Week Central, with final decisions made by the Executive Directors and The Office of Sorority and Fraternity Engagement (SFE). The Executive Directors have the right to change the rules and deduct points for misconduct as needed, with any changes or deductions communicated in writing.

Greek Week is a student-led initiative, and we ask that you remember you represent not only your chapter but also Iowa State University and the Ames community. We look forward to seeing our values of **Academics, Friendship, Leadership, Social Justice, and Civic Engagement** in action and wish you a fun, competitive week!

Best,

Alison Wyatt & Charlie Kautz, Greek Week Executive Directors
gwced@iastate.edu

Greek Week Alcohol and Substance Policy

This policy applies to all members of the Sorority and Fraternity community at Iowa State University.

1. All chapters must comply with Iowa State University policies, local, state, and federal laws. Facility chapters follow their designated alcohol policy, while non-facility chapters adhere to their bylaws, inter/national policies, and rules of the premises they occupy.
2. Chapter's may register functions before or during Greek Week. All functions must be properly registered, regardless of alcohol involvement, to avoid accountability actions through councils or the University. Teams hosting unregistered events after Greek Week may face point deductions and forfeiture of titles or trophies.
3. All Greek Week events are alcohol and drug free, and no substances may be brought to a Greek Week event at any time. This includes anywhere within eyesight of Greek Week events, regardless of private property.
4. Regardless of age, if an individual is suspected to be intoxicated or under the influence of drugs at a Greek Week event, any member of Greek Week Central may ask that individual to leave.

Any violations to the alcohol and substance policy can result in the following consequences:

- A team's first alcohol or substance violation will result in a deduction of **400 points** from the team's final total Greek Week point accumulation. A team's second violation will result in a deduction of **500 points** from the team's final total Greek Week point accumulation. A team's third alcohol or substance violation will result in the team's **disqualification** from all Greek Week

competitions and events. In the event of a disqualification, the Greek Week team's general co-chairs will be called to an immediate conference with the Office of Sorority and Fraternity Engagement staff and Greek Week Executive Directors.

Greek Week Sportsmanship & Inclusion Policy

This policy applies to all members of the Sorority and Fraternity community at Iowa State University (ISU). Greek Week teams and their respective chapters are responsible for the conduct and actions of their members.

1. Unsportsmanlike conduct will not be tolerated before, during, or after Greek Week, including by both spectators and participants.
 - a. Examples include offensive slurs/language, taunting, assault, or any behavior deemed inappropriate by Greek Week Central or the Office of Sorority and Fraternity Engagement (SFE).
2. Teams must ensure equal inclusion of chapters in team decision-making, representation, and participation.
 - a. If a chapter chooses not to participate in an event, they must notify the Greek Week Executive Directors via email (gwc-ed@iastate.edu) before the event to prevent the team from violating the Inclusion Policy or losing points.
 - b. Members, groups, or chapters feeling excluded should report concerns to Greek Week Executive Directors or SFE staff. Approaching SFE staff or the Greek Week Executive Directors will remain confidential.
3. The Greek Week Executive Directors, SFE staff, and Greek Week Central will monitor sportsmanship and inclusivity at all Greek Week sponsored events **including social media content**.
4. Example violations of this policy would include inappropriate Lip Sync practice themes, offensive language in group chats, actions excluding a chapter from the team, etc.

Any violations of the Sportsmanship and Inclusion Policy can result in the following consequences:

- Team general co-chairs will be notified and a meeting with the Executive Directors and/or SFE staff will occur.
- At the discretion of the Executive Directors and SFE staff, 300 points may be deducted from the team's final point total.
- Any behavior in violation of ISU policy will be reported to the appropriate university departments (e.g., Title IX, Equal Opportunity, and the Office of Student Conduct).
- Additional penalties may apply for specific events. See the event rulebook pages for details.
- Three violations will result in team disqualification from Greek Week 2025. Each violation will be documented and shared with the team co-chairs, SFE staff, and/or appropriate university officials.
- If a violation is reported after Greek Week, the Executive Directors reserve the right to retroactively deduct points or revoke awards.

Please contact the Executive Directors, gwced@iastate.edu, with any questions or concerns about the **Alcohol and Substance Policy** or **Sportsmanship and Inclusion Policy**.

Greek Week 2025 Information

Waivers:

- Online waivers will be utilized for participation in Greek Week 2025.
- Lip Sync participants who fail to complete their waiver by **March 9th** (the second lip-off) will not be allowed to participate in Lip Sync.
- All participants who fail to complete their waiver by **March 29th at 11:59 PM** will not be permitted to participate in any Greek Week activities.

No waivers will be accepted after these dates.

Electronic Rosters:

- Each chapter's Odysseus roster will be used to determine participation counts and dues for all active members. Chapter presidents need to update their Odysseus by **February 16th at 11:59 PM**. After **February 16th**, Odysseus rosters will be final (i.e. no amendments will be made, no exceptions will be granted). If a new member signs a membership bid after the deadline, they may be added to the team's roster by notifying gwced@iastate.edu and gwcfiscal@iastate.edu of their addition. The chapter will be charged for the addition of new members at the original per-member dues fee.
- Note: Members need to be listed as 'active' in Odysseus. Members participating in co-ops, student teaching, study abroad, etc., are allowed to participate in all Greek Week events if they are listed as active in Odysseus.

Dues:

- Chapters will be charged dues according to the Odysseus roster as of **Monday, February 17th**. Any additions to the roster (excluding new members) will be charged a 25% late fee. Invoices will be sent to chapters on **February 18th** by gwcfiscal@iastate.edu.
- Dues shall be turned in to the Fiscal Director's mailbox in the Office of Sorority and Fraternity Engagement by **Friday, March 7th**. Dues turned in after **March 7th** are subject to a 20% late fee.
- If your chapter is unable to pay by **March 7th** for any reason, they must reach out to gwcfiscal@iastate.edu by **Monday, February 24th** requesting an extension. No extension will be granted past **Friday, March 14**, and an extension is not guaranteed.
- Checks are the **ONLY** accepted form of payment. Please make checks out to **Iowa State Greek Week**.
- For a chapter to participate in Greek Week events, a full payment of dues must be made by **Friday, March 14** (late fees will still apply, barring a granted extension).

Please contact the Fiscal Director, gwcfiscal@iastate.edu, with any questions or concerns about Dues.

Safety:

Safety is a top priority for Greek Week Central. Participants are expected to exercise caution during events, and spectators should ensure their actions are safe for themselves and others. If spectators must relocate to maintain safety, Greek Week Central will require them to move. Failure to comply may result in point deductions or other consequences. Examples of unsafe behavior include sitting on chapter facility roofs, riding on or hanging off vehicles, and leaning out of windows.

Greek Week 2025 Meeting & Deadlines Schedule

Date	Time	Description	Location
January 26	7-9 PM	First lip-sync practice	varies
January 26	11:59 PM	Script patent due	gwclipsync@iastate.edu
February 4	6:00 PM	Gen-Co meeting	Gerdin 1148
February 4	11:59 PM	Polar Bear Plunge team page due	N/A
February 9	11:59 PM	Banner patent due	gwcspirit@iastate.edu
February 9	11:59 PM	Lip Sync Script draft due	gwclipsync@iastate.edu
February 17	4:30 PM	Athlete Dinner check-in	Memorial Union, Cardinal Room
February 18	11:59 PM	Karaoke patent due	gwcspirit@iastate.edu
February 20	7-9 PM	Stunt approval	Lip Sync Practices
February 23, 25, 27	7-9 PM	First lip-offs	Iowa Farm Bureau Pavilion

March 2	11:59 PM	Lip Sync Final Script due	gwclipsync@iastate.edu
March 4	6:00 PM	Gen-Co meeting	Gerdin 1148
March 9	2-7 PM	Second lip-off	MU South and Sun Ballrooms
March 10	8:00 PM	Unified Fest roster due	gwcsuia@iastate.edu
March 17	11:59 PM	Lip Sync set design/background due	gwclipsync@iastate.edu
March 21	11:59 PM	Tournaments & Olympics rosters due	Microsoft Form
March 23	11:59 PM	Final Lip Sync recording due	gwclipsync@iastate.edu
March 23	11:59 PM	Day of Service rosters due	gwcservice@iastate.edu
March 25	6:00 PM	Gen-Co meeting	Troxel 1001
March 25	11:59	Day of Service waivers due	gwcservice@iastate.edu

Greek Week 2025 Event Schedule

Date	Time	Description	Location
March 30	11:00 AM – 1:00 PM	Greek Race	Central Campus
March 30	TBD	Day of Service	Cultivating Hope Farms (5500 240th St, Ames)
March 30	2:00 – 4:00 PM	Unified Fest	Lied Recreation Center
March 30	6:00 – 9:00 PM	Polar Plunge Pre-Registration #1	Lied Recreation Center
March 30	6:00 PM – 12:00 AM	Treds	Lied Recreation Center
March 30	5:30 PM- 8:30 PM	Community Drive Drop-Off #1	Lied Rec parking lot
March 31	11:00 AM – 1:00 PM	Food on Campus	Central Campus

March 31	6:30 – 9:00 PM	Polar Plunge Pre-Registration #2	Lied Recreation Center
March 31	6:30 PM – 12:00 AM	Volleyball	Lied Recreation Center
March 31	6:00 PM-9:00 PM	Community Drive Drop-Off #2	Lied Rec parking lot
April 1	10:00 AM – 2:00 PM	Polar Plunge Pre-Registration #3	Memorial Union, room 3580
April 1	11:00 AM – 1:00 PM	Food on Campus	Central Campus
April 1	4:00 – 9:00 PM	Lip Sync Stage run-throughs	C.Y. Stephen's Auditorium
April 1	5:00 – 6:30 PM	Keynote Speaker	C.Y. Stephen's Auditorium
April 1	7:00 – 9:00 PM	LARP & Bed Racer check in	Greek Triangle
April 2	11:00 AM – 1:00 PM	Food on Campus	Central Campus
April 2	6:00 PM – 12:00 AM	Soccer	Lied Recreation Fields
April 2	5:30 PM – 8:30 PM	Community Drive Drop-Off #3	Lied Rec parking lot
April 3	11:00 AM – 1:00 PM	Food on Campus	Central Campus
April 3	5:00 – 7:00 PM	LARP & Bed Racer check in	Greek Triangle
April 4	11:00 AM – 3:00 PM	Polar Bear Plunge	Scheman Courtyard
April 4	11:00 AM – 3:00 PM	Karaoke First Cuts	Scheman Courtyard
April 4	7:30 PM – 1:00 AM	Broomball	Ames Ice Arena
April 5	9:00 AM – 3:00 PM	Olympics	Greekland

April 5	TBD	Lip Sync Performances	C.Y. Stephen's Auditorium
April 5	TBD	Karaoke Final Performances	C.Y. Stephen's Auditorium

Point Breakdown

Special Olympics: 400 points

- Polar Bear Plunge: 300*
- Athlete Involvement: 100

Community Service: 305 points

- Day of Service: 200
- Community Drive: 105*

Lip Sync: 300 points*

Tournaments: 270 points*

Olympics: 230 points*

Sportsmanship: 200 points

- Tournaments: 40
- Olympics: 40

Spirit: 190 points

- Race: 50
- Karaoke: 50
- Team Banner: 80
- Flag: 10

Keynote Speaker: 130

Crew: 100

TOTAL: 2125

Sections marked with an asterisk (*) will be scored using weighted scoring. The best performing team in each section will receive the corresponding number of points (or another point value as specified in its section of the rulebook). Other teams' points will be taken as a percentage of the best performing team multiplied by the total points possible (or other specified point value) for the section.

Special Olympics

Special Olympics Directors

Lydia Appeldorn | Allison Pedersen

gwcsoia@iastate.edu

Polar Bear Plunge

Date: Friday, April 4th ,11:00 AM – 3:00 PM, Scheman Courtyard

Information:

Each year during Greek Week, we hold our annual Polar Bear Plunge. Members of the Sorority and Fraternity Community raise money and plunge in support of Special Olympics of Iowa. The proceeds of this event go toward various Special Olympics programs and athletes. The Ames Polar Bear Plunge is Special Olympics of Iowa's largest fundraiser, bringing in hundreds of thousands of dollars annually.

Fundraising: Teams must have their team page created by **11:59 PM on Tuesday, February 4th.**

Fundraising opens: **February 4th at 8:30 PM.**

Fundraising FOR POINTS closes: **April 4th at 10:00 PM.**

THERE WILL BE NO EXTENSIONS FOR FUNDRAISING FOR POINTS, REGARDLESS OF CIRCUMSTANCES.

Pre-Registration:

Sunday, March 30th, 6:00 PM – 9:00 PM, Lied Recreation Center during Tournaments

Monday, March 31st, 6:30 PM – 9:00 PM, Lied Recreation Center during Tournaments

Tuesday, April 1st, 10:00 AM – 2:00 PM, Memorial Union Room 3580

Requirements:

- Any member can plunge, however, to count towards a team's plunging total, the member must have raised a minimum of \$75 by the time fundraising closes.

- It is HIGHLY encouraged that all members who plunge raise a minimum of \$75 but not required.

Points:

Teams can earn up to 150 points through fundraising and 150 points through plunging. These two aspects of Polar Bear Plunge will be evaluated separately. The points earned for each section will be determined using the weighted scoring structure. Each team's fundraising and plunging performance will be evaluated based off the team size.

Plunge Times:

Below are the plunge times for each team. Teams are recommended to plunge during their assigned times but encouraged to stay and watch their team's karaoke performance and enjoy food and music.

If a team member cannot make the plunge time assigned to their team, the team MUST contact gwcsoia@iastate.edu by **April 3rd at 12:00 PM** with a list of members who will be coming to the designated plunge time from 3:30 to 4:00 PM.

Team	Time
The Greek Tragedy of Romeo and Juliet	11:00 AM - 11:15 AM
Top Greeks	11:15 AM - 11:30 AM
Greekloose	11:30 AM - 11:45 PM
Y2Greek: The Movie Marathon	11:45 PM - 12:00 PM
Disney Dreams in Greekland	12:00 PM - 12:15 PM
The Greek Adventure	12:15 PM - 12:30 PM

Diary of a Greek Kid	12:45 PM - 1:00 PM
The Big Greek Apple	1:00 PM - 1:15 PM
Harry Potter: The Greek Who Lived	1:15 PM - 1:30 PM
Outer Greeks	1:30 PM - 1:45 PM
Greeks University	1:45 PM - 2:00 PM
Survivor: Greeks Collide	2:00 PM - 2:15 PM
Once Upon a Greek	2:15 PM - 2:30 PM
Alice in Greekland	2:45 PM - 3:00 PM
Greek Story	3:15 PM - 3:30 PM
Plungers who can't make their time	3:30 PM - 4:00 PM

Costumes and Dress:

All teams are encouraged to create a theme for dress while jumping. Wearing inappropriate dress will result in the individual or team to be required to either change their costume or forfeit their right to plunge, resulting in loss of points.

The following accessories are not permitted for plunging:

- Rhinestones on clothing or face
- Paint
- Sparkles
- Stickers
- Shoes
- Loose articles of clothing that could come off while jumping (i.e. feathers)
- Offensive icons, articles of clothing, signs, etc.
- Anything else deemed excessive/unnecessary by Greek Week Central and/or SFE staff

Awards:

Golden Plunger Award - Awarded to an individual from each council in the Sorority and Fraternity Community that raises the most money.

Bedazzled Plunger Award - Awarded to the team with the most creative theme at the plunge, determined by Special Olympics staff and athletes.

Alumni Award- Awarded to the chapter with the most money donated by alumni.

Athlete Involvement

Athlete Dinner:

Date: **Monday, February 17th, at 4:30 PM**, Memorial Union (check-in)

Dinner will begin at 5:00 PM at a chapter facility (or other approved location).

Each team will have dinner with their athlete(s). Each chapter in a team is required to send TWO representatives to check-in . It is expected that teams will participate in an activity at dinner with their athlete(s) from the approved list:

- Board games
- Kahoot
- Card Making
- Poster making for tournaments
- Tie blankets

Athlete Dinner Points: At least 25% of the team is required for the dinner to earn 40 points. A group photo will need to be submitted at the end of the event to gwcsoia@iastate.edu, to ensure the 25% requirement is met.

Teams may purchase a gift card or provide a thoughtful gift. 10 points will be earned if your team provides a gift by the end of Greek Week. Points will be awarded once photo proof has been sent to gwcsoia@iastate.edu. Gift ideas include chapter t-shirts, candy, snacks, flowers, pictures, balloons, cards, etc.

Unified Fest:

Date: **Sunday, March 30th, 2:00 - 4:00 PM**, Lied Recreation Center

The purpose of Unified Fest is to create an environment where Special Olympics athletes and partners can engage in fun games with inclusion in the community and use sports to break down barriers.

This year the Greek Week Unified Fest will take place at the Lied Recreation Center on **Sunday, March 30th from 2:00 - 4:00 PM**. During the Unified Fest, there will be different stations. The stations will include different sports, such as soccer, basketball, volleyball, etc. for the athletes to participate in.

Members need to be signed up by March 10th, at 8:00 PM. No extensions or exceptions.

Unified Fest Points: To receive 50 points for Unified Fest, two members from each chapter on each team must be in attendance.

Community Service

Community Service Directors

Liv King | Carson Wilary

gwcservice@iastate.edu

Day of Service

For the Day of Service event, teams will gather at Cultivating Hope Farms, a farm which allows children with autism and special needs to interact with animals and further develop their social skills, life skills, and job skills. Teams will provide help with various projects around the farm. 15 members from each team must attend this event to earn points for the Day of Service portion of Community Service.

Points:

- All 15 volunteer slots filled = 200 points
- 14 or less volunteers show up on the actual day of service = 10 points deducted per missing volunteer
- If a team sends a substitute in place of a volunteer on the roster = 5 points deducted per substitute
- Failure to turn roster in on time = 0 points
- **If a team uses inappropriate language (slurs, derogatory language, etc.) = 0 points**

Important Dates:

- **March 4th, 6:00 PM:** Day of Service schedule released at Gen-Co meeting
- **March 23rd, 11:59 PM:** Day of Service roster due, email to gwcservice@iastate.edu
- **March 25th, 11:59 PM:** Day of Service waivers, email to gwcservice@iastate.edu
- **March 30th, TIME TBD:** Day of Service (5500 240th St, Ames, IA 50014)

Community Drive

The Community Drive consists of teams collecting and donating items to local organizations in need. There will be three days of collection, with lists for each collection day sent out to each team. Each item on the list will have a different point value based on the need of the organization, not the price of the items.

Drop-offs for these items will occur on **Sunday, March 30th, Monday, March 31st**, and **Wednesday, April 2nd** before and during the tournament event for that day. Each team will have a designated drop-off time that will be sent out with the item lists. After the last drop-off time, there will be a 30-minute window where any team can drop-off additional items from the list. Only items from the lists will be accepted.

Points:

- 105 points available
- Each drop-off day is worth a MAXIMUM of 35 points
- There will be two lists per drop-off day
- One list will be worth 20 points. As long as a team donates all the items on that list, they will receive 20 points. There will be an attainable maximum of each item on the list.
- The second list is a competition that will be determined using a weighted scoring structure (each team's points earned from the list will be evaluated as a per-team member scale).
- The teams with the three highest points per-team member will receive 15, 10, and 5 extra points for the respective day.
- If teams do not maximize the first list, the items provided will be scored using a weighted system.
- Wish lists will be distributed at the **March 4th** Gen-Co meeting.

Important Dates:

- **March 4th, 6:00 PM:** Lists released to teams at Gen-Co meeting
- **March 30th, during tournaments:** Day 1 Community Service drop-off
- **March 31st, during tournaments:** Day 2 Community Service drop-off
- **April 2nd, during tournaments:** Day 3 Community Service drop-off

Lip Sync

Lip Sync Directors

Olivia Joensen | Eli Walter

Patents

- Practice locations had to be submitted by **Sunday, December 8th at 11:59 PM**. If the patent was late, points were deducted from the team's total Greek Week score.
- Teams had to submit 3 theme patents in preference order.
- Initial Song choices had to be submitted by email to gwclipsync@iastate.edu by **Sunday, January 5th at 11:59 PM**. If the songs were late or submitted incorrectly, the team was automatically put to the bottom of the preference list, and points were deducted from the team's total Greek Week score at the discretion of the Lip Sync Directors.
- Teams could list up to 10 songs max initially. The title and artist of the song the team wanted to use had to be submitted at this time.
- Final song choices had to be submitted by email to gwclipsync@iastate.edu by **Sunday, January 12th at 11:59 PM**. Teams could ONLY use the songs from their approved song list, and it had to be within the same time limit. Late submissions resulted in points being deducted from the team's total Greek Week score at the discretion of the Lip Sync Directors.
- Each team had to use a minimum of 5 songs from the final submission form and could use a maximum of 7 songs.
- Songs had to be appropriate (avoiding racial slurs, swear words, and inappropriate references).
- If the song contained explicit material, the team needed to provide a clean version.
- No similar script patents were accepted. No song submissions were repeated. If a team submitted a patent that had previously been submitted, the team was notified. The team was not deducted points for a late submission if the second song was turned in past the due date. The choice to offer the second song option was at the discretion of the Lip Sync Directors. This rule was enforced.
- For the final song submission, teams were allowed to submit 7 songs max. The title, artist, and time of intended use of the song the team wanted to use had to be submitted at this time.
- Script patents had to be submitted by email to gwclipsync@iastate.edu by **Sunday, January 26th at 11:59 PM**. If the patent was late or submitted incorrectly, 5 points were deducted from the team's total Greek Week score.
- Script patents must be as detailed as possible and include a plot summary, character names, and descriptions. If Lip Sync Directors didn't feel there was enough detail, the respective Lip Sync Co-Chairs were notified and could revise and resubmit their team patent without any penalties or deductions.
- After the theme patent submission, all themes were final. There are no more changes to be made after that date.

Script

- Script drafts must be submitted through the gwclipsync@iastate.edu email by **Sunday, February 9th, at 11:59 PM**. If teams submit their drafts late, they will not be allowed to resume practice until the draft is submitted.
- The script must include the full text of all lines spoken during the skit, a list of participants who will be on stage at any given time, a description of all props used on stage, and the timing of each song or sound cue.
- All stunts must be approved by the Lip-Sync Directors during practice on **Thursday, February 20th**. The Lip-Sync Directors will be traveling to each practice location for the approval process.
- Final scripts must be submitted through the gwclipsync@iastate.edu email by **Sunday, March 2nd, at 11:59 PM**. Any revisions must be clearly highlighted. Light cues and timing must also be included at this time. Failure to submit the final script on time may result in point deductions, as determined by the Lip-Sync Directors.
- Set designs and backgrounds must be emailed to the Lip-Sync Directors at gwclipsync@iastate.edu by **Sunday, March 17th, at 11:59 PM**. The submission should include a detailed description of the set, along with a sketch or drawing if possible.
- The final MP3 file for the performance must be emailed to the Lip Sync Directors by **Sunday, March 23rd, at 11:59 PM**. Late submissions will result in point deductions from the team's total Greek Week score, at the discretion of the Lip-Sync Directors.
- Props must be included in the final script submission.
- A random line and a random dance move will be assigned to teams before they submit their scripts.
- The random dance can either be performed by an individual characters during lines, as a duo in a dance, or as a group/full group in a dance.

Note: It is strongly advised that co-chairs keep lighting cues at a manageable level of complexity, as no extra time will be available during CY Stephens practice or before the performance to accommodate complex lighting or technological needs. If this recommendation is not followed, the responsibility will fall solely on the chapter's Lip Sync co-chairs.

Practices

- Practices will begin on **Sunday, January 26th** at an approved location, which could be either a chapter facility or a reserved campus room. Other locations are not permitted for practice.
- Teams must not have more than one practice location and not change locations, unless Lip Sync Directors are notified and approve the change.

- Teams are allowed 2-hour practice sessions from 7:00 PM to 9:00 PM on Sundays, Tuesdays, and Thursdays. If a different time is needed, teams must coordinate with the Lip Sync Directors. Approval for any changes to practice times is at the discretion of the Lip Sync Directors.
- Practicing outside the designated times or days, including individual practices, will result in penalties.
- Penalties can range from point deductions to disqualification, depending on the situation, and is up to the discretion of Greek Week Central.
- Only the team Lip Sync Co-Chairs (as designated by each team) are allowed to work on Lip Sync-related activities outside of official practice hours.
- Recording practice sessions with video devices during regular practice times is prohibited. Doing so will lead to a penalty, the severity of which will be determined by the Lip Sync Directors.
- Video recording is only permitted during scheduled Lip-Offs and C.Y. Stephens stage run-throughs.
- Greek Week Central Directors and Crew may visit any team's Lip Sync practice at any time, without prior notice to the team's Lip Sync Co-Chairs.
- Each team will be assigned a time for their Lip-Off at the Farm Bureau Pavilion **February 23rd, 25th, 27th**. A second Lip-Off will take place at the Memorial Union South and Sun ballrooms on Sunday, **March 9th**.
- Teams are required to provide their own audio for practice, lip-offs, and performances.

Performances

- Performance time slots will be determined randomly by the Lip Sync Directors. Teams will be notified by the Lip Sync Directors as soon as the schedule is finalized.
- Props being used will need to be approved by the Lip Sync Directors prior to performance. If they're not approved in the final script they may not be used.
- Teams using props will not be allotted extra time for setup on performance days.
- Additional technology (projectors, lights, etc.) will be allowed at the discretion of the Lip Sync Directors and the Logistics Director. Any additional technology must be included in the final script submission. Teams will not be allowed any additional time for technology setup.
- All sound on stage must be included in the recording. No additional sounds on stage are permitted.
- At least one character must be lip-syncing with each line in the skit. During songs, it is expected that all participants will be lip-syncing to the lyrics.
- Music and clothing used in a skit should be appropriate and respectable. If teams fail to uphold this expectation, potential point deductions may follow at the discretion of Greek Week Central.
- When writing the script and choosing music/clothing, please be culturally aware.

- References to drugs or alcohol will not be permitted in any portion of the skit. Use of these references may result in potential point deductions.
- Teams will have a time limit of 3 minutes to set up their entire skit for performance.
- Once on CY Stephens property, including outside behind the stage, teams must be silent. Only the team's co-chairs may speak in giving instructions to teams in the dressing room.
- All set pieces must be free-standing and fit into an 8'x15' taped-off space with a height restriction of 15'. These must be dropped off during the designated time given by the Lip Sync Directors and removed from C.Y. Stevens within an hour of the end of Final Performances. Both pickup and drop off will occur **Saturday, April 5th**.
- All teams will be performing once on **Saturday, April 5th**, at C.Y. Stephens Auditorium.
- All teams will be allotted 15 minutes on stage **Tuesday, April 1st**, at C.Y. Stephens Auditorium for stage run-throughs. Teams are required to do one complete run-through of their skit with props. This is to be treated as "Dress Rehearsal."
- "Best of" awards will be awarded by Greek Week Central from a pool of recommendations provided by Lip Sync Judges. Top three nominees will be announced during Greek Week Awards. One team will receive each "Best of" award. Best of" awards do not contribute to total Lip Sync or Greek Week points.

"Best Of" Awards:

Best Plot
 Best Main Character
 Best Supporting Character
 Best Crowd Interaction
 Best Supporting Cast
 Best Choreography
 Best Set
 Best Line
 Best Soundtrack
 Athlete's Choice

Scoring

Judge 1:

- Creativity of Choreography (0-10)

- Execution of Choreography (0-10)
- Difficulty of Choreography (0-5)
- Cleanliness of Formations (0-10)

Total: 35 possible points

Judge 2:

- Script Creativity (0-10)
- Incorporation of Values (0-25)
- Utilization of 2025 GW Theme (0-5)

Total: 40 possible points

Judge 3:

- Costumes (0-10)
- Set (0-10)
- Use of Stage Space (0-10)
- Use of Props (0-5)
- **Total: 35 possible points**

Judge 4:

- Song Selection (0-10)
- Random Dance Move (0 or 5)
- Random Line (0 or 5)
- Flow of Performance (0-10)

Total: 30 possible points

Judge 5:

- Lip Syncing (0-20)
- Acting (0-10)
- Main Characters (0-15)

Total: 45 possible points

Total possible points: 185

- All 5 judges' points are added together to make the final team score. The maximum amount of points a team can score from the scorecard is 185 total points.
- In case of a tie, the team with the higher score in “incorporation of values” places higher.
- If there is still a tie, all 5 judges vote on the final place.

Place	Points Rewarded
1st Place	50

2nd Place	30
3rd Place	20
4th Place	10
5th Place	5

Team points will be weighted based on the 185 possible points from the judges. This will be based on the number of points the first ranking team earns. This will then be turned into a ratio with each subsequent teams' points being in the numerator. The top score will be 250 points, and the remaining teams will be a percentage of that total. Above are the additional points for ranking in the top five, added to the weighted overall points (e.g., the winning team receives 300 points). Teams wishing to see a breakdown of their score along with judging sheets will receive one only by request from **April 7th** through **April 11th**.

Deductions:

- If a team receives a point deduction, they will be notified by email from the Lip Sync Co-Directors.
- Any submissions received after the deadline will incur a point deduction. This point deduction will be 5 points per late submission.
- If a team uses stereotypical, derogatory, or offensive language or actions toward minority identities or cultures, they must revise that part of their performance. The changes must be approved by the Office of Sorority and Fraternity Engagement. A re-submission will be required, and late submissions will result in point deductions. If the team fails to make the required changes, they may face disqualification, depending on the severity of the issue. This decision will be made by the Lip Sync Directors, Executive Greek Week Directors, and SFE Staff.
- If a team's skit, music, or choreography is found to be copied or simulated from an outside source, they may face point deductions, depending on the severity. The appropriate penalty will be determined by the Lip Sync Directors, Greek Week Executive Directors, and SFE Staff.
- Any team found consuming alcohol or using substances during practice or the performance will have consequences corresponding with the Alcohol and Substance Policy.
- The use of unapproved stunts will result in a 5-point deduction from the team's total Lip Sync score.
- Practicing beyond the scheduled practice hours or outside of official practice times may lead to point deductions or disqualification, at the discretion of the Lip Sync Directors.
- If a skit runs longer or shorter than the allotted time (6-8 minutes), 1 point will be deducted for every 2 seconds under/over the allotted time.
- If the set does not meet the required standards, points will be deducted at the discretion of the Lip Sync Directors, Executive Greek Week Directors, and SFE Staff.

Tournaments

Tournaments Directors

Kaitlynn Flick | Lucas Rizzo

gwctournaments@iastate.edu

Date & Time	Tournament	Location
Sunday, March 30th, 6:00 PM	Treds	Lied Recreation Facility
Monday, March 31st, 6:30 PM	Volleyball	Lied Recreation Facility
Wednesday, April 2nd, 6:00 PM	Soccer	Lied Recreation Outdoor Fields
Friday, April 4th, 7:30 PM	Broomball	Ames/ISU Ice Arena

General Rules

Participation:

- Participation is limited to members of Greek Week teams.
- A maximum of one team per Greek Week Team may enter each tournament.
- Greek Week abides by ISU intramural rules, along with specific additions defined in the following pages.
- Brackets are drawn randomly by each team's tournament chair or general co-chair(s) at the last general co-chair meeting on **March 25th** and will be posted on social media 12 hours prior to the start of the tournament.
- Rosters of players will be finalized on **March 21st** prior to the start of Greek Week. Any roster changes occurring after **11:59 PM on March 21st** will result in a 5-point deduction per change.
 - There will be two alternates for each sport on top of the original roster spots.
 - Only players listed on the final rosters are allowed to participate in tournaments.
- Alternates will only play if something occurs to prevent player participation on the active roster. That active player would no longer be allowed to participate in the tournament.
- Any game requiring overtime or tiebreaker will have the starting possession determined by a single game of Rock-Paper-Scissors.
- Each chapter in the team must be represented. If a chapter does not wish to participate, please email the Tournament Directors to let them know and participation points will not be deducted.
- When you submit rosters, have all Gen-Cos and/or tournament co-chairs cc'd on all emails.

Check-In:

- Each player of each team needs to check-in 15 minutes before their first scheduled event.
- Any team that does not have a full starting lineup at the start of tournament play will be disqualified from the tournament. (Example: only 5 members are checked in and present for the start of the volleyball tournament when 6 players are expected)
- If a team has a member checking in late (less than 15 minutes prior to designated game time), there will be a 5-point deduction per late check-in.
 - A member who checks in late must wait until the next game to play.
 - Alternates are included in this policy.
- Each player must bring their ISU Student ID to each tournament to verify their waiver completion.

Sportsmanship:

- Unsportsmanlike conduct from players or spectators may result in ejections from the tournament. Unsportsmanlike conduct from players includes, but is not limited to:
 - Swearing at opponents or referees
 - Arguing play calls with opponents or referees
 - Getting physically aggressive with opponents or referees
 - Taunting
 - Throwing any tournament equipment in an inappropriate manner (example: slamming volleyball on the ground after a call against your team)
 - Any behavior deemed unsportsmanlike by Greek Week or SFE staff
- If a player is ejected from a tournament, they will not be allowed to participate in any following tournaments.
- If a roster is impacted by an ejection, the team will face a 5-point deduction for every roster change, as stated above.
 - An alternate may fill the place of an ejected player.
- Teams must play without filling the spot of the ejected player until the next game.
- Players may receive warnings regarding their behavior before ejection.
- If a team amasses two ejections in a single tournament for unsportsmanlike conduct, the respective team will be disqualified from the tournament event in which the conduct occurred in and the team will receive a 300-point deduction, as defined in the Sportsmanship & Inclusion Policy.
- Sportsmanship points will be accounted for under Spirit and the overall Sportsmanship section.
- Players and spectators that are ejected must exit the facility immediately.

Safety:

- Jewelry needs to be removed or covered if it cannot be removed for all tournaments.
- Any player who is bleeding during the game must leave the game until the wound is cleaned and covered.

Alcohol and Substance Policy:

- Intoxication and alcohol consumption is not permitted before or during any Greek Week tournament event.
- Being under the influence is not permitted, including but not limited to alcohol, tobacco, nicotine, or other illegal substances.
- The entirety of the Greek Week 2025 Alcohol and Substance policy rules apply.

Destruction of Property:

- Any participating team in Greek Week will be held responsible for any destruction of equipment during all tournaments.
- Destruction of any bleacher during Greek Week tournaments will result in a \$2,500 fine for the team responsible.
- Any damage or destruction at Ames Ice Arena will be assessed by the property and result in a fine.
- Point deductions will be distributed to teams responsible for any destruction at the discretion of the Greek Week Central and/or SFE staff.

Individual Tournament Points:

- Points will be given to teams placing in first through fourth place for each tournament event.
- 5 points will be awarded to winning a first-round game but not advancing to the semifinals.
- Individual tournament points totals determine overall tournament points.

Place	Points Rewarded for that Tournament
1st Place	45
2nd Place	35
3rd Place	25
4th Place	15

Overall Tournament Points:

- 270 points will be awarded to the team placing 1st in tournaments.
- Teams placing 2nd – 15th will receive points weighted to the amount that first place earns.
- All teams will receive points to their overall Greek Week points, but only the Top 3 in overall tournaments will be announced at the award ceremony.

Treds

Date: Sunday, March 30th, 6:00 PM, Lied Recreation Facility

General Rules:

- Teams consist of a maximum of 5 players on the field at any point during play. A minimum of 2 sorority members and 2 fraternity members must play at any one time.
- Teams are allowed a maximum of 10 active players on the rosters. There will be 2 alternates in addition.
- Games will be two 12-minute halves with a two-minute halftime.
 - The clock will run continuously throughout the game regardless of scoring.
- No timeouts are permitted, with the exception of injured players. The referees may adjust time for injuries that substantially delay the game at the end of the half.
- Possession at the start of the game will be determined by a single game of rock-paper-scissors.
- The team beginning the game with the ball starts with a player throwing the football from their goal line. All players must be behind their respective starting goal line prior to 'kickoff'.
 - If the ball hits the ceiling on the throw, the 'kickoff' will not be redone, and play will resume from where ball lands.
- Substitutions are allowed only after points are scored.
- Players substituting in must enter at midfield. Players substituting out may exit the field anywhere.
- Treds is a non-contact sport. Physical contact should be avoided. Players may be removed from the game for roughness. Refs may stop game play and call a penalty for roughness at their discretion.
 - This includes but is not limited to stiff arming, shoving, tripping, & jersey pulling.
- Playing area will be 20 yards wide, 40 yards long with 10-yard end-zones on either end
- The inside of the hash marks is out of bounds.

Ties:

If the game is tied after regulation playing time, a 3-minute overtime period will be played with possession being determined by Rock-Paper-Scissors. This process will continue, alternating possessions from the initial Rock-Paper-Scissors, with no breaks between overtimes except to restart the ball at a goal line, until the tie is broken.

Scoring:

If a sorority member catches the ball in the endzone, it will be worth 2 points to the scoring team. If a fraternity member catches the ball in the endzone, it will be worth 1 point to the scoring team.

Offensive Rules:

- Any movement of the ball can only be made by throwing complete passes to another player. Handing off is not allowed.
- Passes may be thrown in any direction using an underhand or overhand motion.
- A player may not advance forward but may run laterally or backward when they have the ball.
 - If a player advances forward without their momentum, possession will be overturned to the other team.
- Offensive players in control of the football have 10 seconds to throw the ball. A referee begins a silent count until they reach 5 seconds. “Stalling” will be spoken by the ref, who will then continue to count the last 5 seconds out loud. Taking more than 10 seconds to throw the ball results in a turnover.
- The thrower cannot hit a defender, but they can measure space between them and the defender using their non-throwing arm. Any roughness may result in a penalty and turnover.
- A legal reception is one that is cleanly caught before the ball hits the ground.
- A catch in the endzone made near the sidelines or endline is considered a legal touchdown as long as the first step is made after the catch inbounds.
- If a player’s momentum carries them out-of-bounds after a legal reception (not in the endzone), this will result in a turnover. Possession will change to the other team and the ball will return to the spot it went out of bounds.
- If a player’s momentum carries them into the endzone, they will go back to where the reception was made, and the offensive drive will continue.

- An offensive pass interference call will result in a turnover to the other team.
- A sorority member and fraternity member must have control of the ball at least once on each offensive drive. This will be signaled from the officials by raising their arm and a verbal notification of the touch.

Defensive Rules:

- A turnover occurs when the offense fails to complete a legal pass between teammates.
- Upon a turnover, the defending team takes possession at the spot where the ball hits the ground or at the nearest spot where the ball went out of bounds. Turnovers in the end zone start at the goal line.
- A defensive pass interference call results in the offense retaining possession at the spot of the foul.
 - This includes but is not limited to shoving, tripping, & jersey pulling.
- A defensive pass interference call occurring in the endzone results in 1 point for the offense, with the defense taking over possession at their own goal line.
- A defender defending the thrower must be at least an arm's length away from the thrower.

Volleyball

Date: Monday, March 31st, 6:30 PM, Lied Recreation Center

General Rules:

- All National Federation High School rules apply unless noted otherwise below.
- Teams consist of 6 players on the court at any one time.
- Teams must have 3 sorority and 3 fraternity members on the court at all times.
- **Teams are allowed a maximum of 10 active players on the roster.** There will be 2 alternates in addition.
- Games will be on a 45-minute continuous clock.
 - If the game is not over at the end of the 45 minutes, the team winning the set will move on to the next round.
- Referees are allowed to call for 'delay of game', causing the other team to receive a point and have possession.
- No timeouts are permitted, with the exception of injured players. This will cause the timer to be paused.
- Substitution is allowed at the back, right or front left positions of the court immediately after any point is scored.

Scoring:

- Sets are scored by rally scoring and are played to 21-points.
- If a third set must be played, it will be played to 15-points.
- Teams must win by 2, with a 25-point cap on all matches.
- Brackets for volleyball will be single elimination.

Game Rules:

- Serves may be made anywhere along and behind the back line.
- Players must rotate positions around the court after earning a side-out.
- Each member of a team must serve in turn. Serving out of turn will cause a side-out.
- No player may step completely across the centerline. A player may step partially across the centerline as long as it does not interfere with the play of an opponent.
- If a player crosses onto another court to make a hit, the ball is ruled dead, and a point is awarded to the other team.
- If the ball encounters an obstruction (basketball hoops), the point will be awarded to the team not at fault.
- Team members must stay in correct rotation throughout a play.
- Rotations must not have two fraternity members side by side. If a rotation becomes out of order, the team will automatically lose one point, and the ball will be awarded to the other team.
- The ball does not have to touch a sorority and fraternity member in each possession.
- Contacting the net or any part of it, including the net supports, while the ball is in play is prohibited, except by a player's hair, or unless the force of the ball by an opponent pushes the net or its support into a player, results in a net foul and the point automatically goes to the opposing team.

Soccer (Outdoor)

Date: **Wednesday, April 2nd, 6:00 PM**, Lied Recreation Outdoor Fields

General Rules:

- All ISU Intramural 8v8 soccer rules apply unless noted below or if rules contradict another Greek Week policy. All teams are expected to know the ISU Intramural soccer rules prior to participating.

- Teams consist of 8 players on the field at one time. A team must have 4 sorority members and 4 fraternity members on the field at all times.
- Teams are allowed 14 active players on the roster. There will be 2 alternates in addition.
- There will be no time allocated for warming-up, but balls will be provided for teams to warm up on their own.
- Games will be two 12-minute halves with a 2-minute halftime.
 - The clock will run continuously throughout the game regardless of scoring.
- No timeouts are permitted, with an exception for injured players. The referees may adjust time for injuries that substantially delay the game at the end of the half.
- Time added to the end of the half will be announced after significant stoppage occurs.
- First possession will be determined with a game of rock-paper-scissors. Possession will switch at the start of the second half.
- Substitutions are allowed when the ball goes out of bounds, after a score, and/or during an injury. Substitutions are not allowed during penalty kicks. Substitutions are not limited to whatever team has possession.
- Substituting players must enter at midfield. Players exiting may leave the field anywhere.
- Field dimensions will be 60x40 yards with a penalty line being placed 15 yards from the endline on either end of the field.
- All cleats will be checked prior to the start of the tournament. Cleats must be plastic, not metal.
- Offsides rules are not in effect.
- Shin guards are recommended but not required.
- Unintentional handballs are playable.

Penalties:

- Soccer is a non-contact sport. Penalties are left up to the discretion of referees while following ISU intramural rules. Arguing from players, benches, or spectators may result in a yellow card and/or points deducted.
- 12 feet (4 paces) must be given on all free kicks by the opposing team.
- Slide tackles are prohibited. One warning will be given, upon a second offense, players will be eliminated from any further tournament play and a yellow card will be given to the team.
- Penalty kicks are awarded when a penalty occurs within the penalty line. The ball will be placed 30 feet from the goal.
- Yellow cards can be given to a team's bench or spectators.

- Two total yellow cards given to any team will result in team disqualification from the tournament.
- Red card/ejection will be left up to the discretion of the head referee and/or tournaments directors. Any player ejected is not allowed to participate in the remainder of Greek Week Tournaments.

Overtime:

- Games resulting in a tie will go into a penalty shoot-out.
- The team who will kick first will be determined by a single game of rock-paper-scissors.
- During a shootout, 5 players from each team will be selected with at least 2 sorority and 2 fraternity members alternating between sorority and fraternity members.
- If a shootout must continue past 5 players, it then becomes sudden death. The order must alternate between sorority and fraternity member until no longer possible. Players may not shoot twice until the full roster has shot.
- Shootouts will occur on the same goal. Players will wait on the corresponding benches. No other players should be on the field besides the two involved in the shootout.

Rules are subject to change if the tournament occurs indoors due to weather.

Soccer (Indoor)

Date: **Wednesday, April 10th, 6:00 PM**, Lied Recreation Indoor Fields

General Rules:

- All ISU Intramural 6 v 6 soccer rules apply unless noted below or if rules contradict another Greek Week policy. All teams are expected to know the ISU Intramural soccer rules prior to participating.
- **Teams are allowed 14 players on the roster. There will be 2 alternates in addition.**
- A team must have 3 sorority members and 3 fraternity members on the field at the same time.
- Games will be two 12-minute halves with a 2-minute halftime.
 - The clock will run continuously throughout the game regardless of scoring.
- No timeouts are permitted, with the exception for injured players. The referees may adjust time for injuries that substantially delay the game at the end of the half.

- Time added to the end of the half will be announced if a significant stoppage occurs.
- First possession will be determined by a single game of rock-paper-scissors. Possession will switch at half.
- Substitutions are allowed when the ball goes out of bounds, after a score, and/or during an injury. No substitutions during penalty kicks. Substitutions are not limited to whatever team has possession.
- Players entering and exiting the game may enter from their team's corner but must have their hand/jersey raised.
- Out of bounds will only be assessed if the ball exits the walls. If the ball bounces off the wall, play will continue. The wall may not be used to pass it to yourself (bounce it off the wall). This will result in a penalty kick to the other team. Out of bounds follow the same rules as penalties.
- Each team must always have a goalie.
- No cleats are permitted.
- Offsides rules are not in effect.
- Shin guards are recommended but not required.
- Unintentional handballs are playable.

Penalties:

- Soccer is a non-contact sport. Penalties are left up to the discretion of referees while following ISU intramural rules. Arguing from any players, benches, or spectators may result in a yellow card and/or points deducted.
- All penalties/out of bounds result in a kick-in from the closest sideline. NO THROW-INS WILL OCCUR.
- All penalty kicks from the sideline must be indirect (cannot be shots on goal). If the ball is shot at the goal/goes in the goal, possession will go to the other team where the kick took place, and no points will be awarded.
- Slide tackles are prohibited. One warning will be given, upon a second offense the player will be eliminated from any further tournament play and a yellow card will be given to the team (ejection rules apply).
- Penalty kicks are awarded when a penalty/hand ball occurs within the penalty line. The ball will then be placed 20 ft (6 paces) from the goal.
- 12 feet (4 paces) must be given on all free kicks by the opposing team.
- Yellow cards can be given to a team's bench or spectators.

- Two total yellow cards given to any team will result in team disqualification from the tournament.
- Red cards/ejection will be left up to the discretion of head referee and/or tournaments directors. Any player ejected is not allowed to participate in the remainder of Greek Week Tournaments.

Game Rules:

- Goalies cannot pass/kick/throw the ball past the half line. This will result in a possession going to the other team via a sideline kick.
- Goalies can only hold the ball for 5 seconds.
- Goal kicks must be indirect and cannot be shot on goal. Shots on/in goal will result in change in possession.

Overtime rules remain the same as outdoor soccer.

All other intramural indoor soccer rules are assessed unless otherwise listed above.

Broomball

Date: Friday, April 4th, 7:30 PM, Ames ISU Ice Arena

General Rules:

- Teams consist of 5 players on the ice at any one time. A minimum of 2 sorority and 2 fraternity members must play at any one time.
- **Teams are allowed 10 active players on the roster. There will be 2 alternates in addition.**
- Games will be two 10-minute halves with a two-minute halftime. Teams will switch ends of the rink at the start of the second half.
- The clock will run continuously throughout the game regardless of scoring.
- No timeouts are permitted, with an exception for injured players. The referees may adjust time for injuries that substantially delay the game.
- One round of rock-paper-scissors will determine the first possession of the game. After that, the team that is scored on will retain possession.

- Broomball is a non-contact sport. Physical contact should be avoided. Players may be removed from the game for roughness. Refs may stop play and call a penalty for roughness at their discretion.

Game Rules:

- There will be no high-sticking (stick raised above waist level), this will result in a turnover.
- Goalie will be allowed a stick but must decide to use it or not before entering the game.
- Players must pass the ball using their stick but may stop the ball with their hand.
- Players may not throw the ball. It must be dropped where it is caught.
- If a player besides the goalie enters the goalie box, the team will face a turnover.
- Feet can be used, but you may not intentionally kick the ball into the goal to score.
- Touching the Rink Divider will send that player to the penalty box for 2 minutes.
- Goalies may only throw the ball backwards after picking the ball up from the ice (must remain in the goalie box).
- If a defending player is in the goalie box while a shot is taken, it will result in a penalty shot for the opposing team. If an offensive player is in the opposing goalie box when a goal is scored, it will not count and results in a turnover.

Ties:

- In the case of a tie, there will be a shootout consisting of 3 players on each team with a requirement of at least 1 fraternity and sorority member. If the teams are tied after the shootout, sudden death occurs.
- In the event of sudden death, each team chooses 1 sorority and 1 fraternity member and will go back and forth with one penalty shot. Sudden death rounds will persist until one team has more points than the other.

Scoring:

- Goals may only be scored using your stick or deflection of the ball.
- Each goal is worth one point.

Olympics

Olympics Directors

Ava Abrahamson | Chris Baer

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Olympics

Information:

Teams will compete in a variety of events in Greekland. Rosters of players are due on **March 21st**.

Sportsmanship:

The Sportsmanship Policy will be utilized during the entirety of Greek Week events, including Olympics. Any behavior not conveying a positive experience for ALL attendees will result in a warning to the team. A 2nd incident will result in the team's loss of 5 points to the team's total point value. A 3rd incident will result in the team's disqualification from Greek Week Olympics.

Safety:

All spectators are required to view events from ground level or behind closed windows inside chapter facilities. There will be zero tolerance for spectators viewing from chapter roofs, hanging out of windows, etc. Chapters are more than welcome to have spectators' view from inside their

own facilities, but they must abide by the guidelines listed above. Greek Week Central enforces this for the safety of the spectators and the liability of each chapter. Chapters unwilling to abide by these guidelines will receive a 10-point deduction from their respective team's overall Greek Olympics total points for each incident.

Schedule

Date & Time	Event	Location
April 1st 7:00-9:00 PM	ΛΑΠΠ and Bed Racer Checks	Greek Triangle
April 3rd 5:00-7:00 PM	ΛΑΠΠ and Bed Racer Checks	Greek Triangle
9:00 AM	ΛΑΠΠ	Phi Kappa Psi
10:00 AM	Dizzy Dizzy Duck	Delta Sigma Phi
11:00AM	Tug-O-War	Phi Kappa Psi
11:15AM-12:00PM	Lunch Break	Ash Avenue
12:00PM	Delivery Derby	Delta Sigma Phi
12:45PM	Egg Joust	Theta Chi
1:30PM	The Greek Gauntlet	FarmHouse
2:30 PM	Bed Race	Sorority Circle

Scoring

Scoring will be decided based on the place each team makes on individual events. The individual event points will be used to determine overall Olympic points.

Individual Event Points:

1st Place: 65 points

2nd Place: 50 points

3rd Place: 40 points

4th Place: 30 points

***5th Place: 20 points**

***6th Place: 15 points**

***7th Place: 7 points**

***8th Place: 3 points**

*Teams that place 5th-8th will not be awarded points for LARP, Tug-O-War, or Egg Joust.

Ties in events will have points awarded for both teams in that place, and then the following team demoted 1 point bracket (ex: 1st, 1st, 3rd).

LARP (LARP)

Location: **Phi Kappa Psi @ 9:00 AM**

Description:

- Teams shall consist of 3 fraternity members and 3 sorority members.
- Teams will compete head-to-head, tournament style (2 teams at a time), with the top 4 teams being awarded points
- Each round will last 5 minutes or until the team is out of players. At the end of the round, the team with the most players remaining will be deemed the winner. In the event of a tie, a 1 on 1 sudden death battle will occur.
- The best 2 out of 3 rounds will determine the advancing team.
- The boundaries will be 30 x 30 ft. square.
- Points will be given to the top 4 teams, as well as 5 bonus points being awarded to the team with the most creative costumes.
- All equipment must be inspected and approved on **Tuesday, April 1st** or **Thursday, April 3rd** from 5:00 PM - 7:00 PM at Greek Triangle. Equipment must be approved by **7:00 PM on April 3rd** or it may not be used. There will be NO equipment check-ins the day of the event.

Weapons and Shields:

- Weapons will be limited to one- and two-handed swung weapons; no projectile weapons will be permitted (i.e., a bow and arrow); along with no flails
- One-handed weapons may be no longer than 48 inches (4 feet).
- Two-handed weapons must be longer than 48 inches (4 feet) and less than 84 inches (7 feet).
- Shields must be between 1 and 3 feet in diameter and must have a padded face and edges.

Refereeing and Combat:

- The referee shall be responsible for the conduct of battles and can stop a battle at any time if a safety concern arises by yelling “HOLD!” or by the blow of a whistle.
- The referee has the authority to remove any player from the battlefield.
- Grappling (grabbing an opponent and/or their equipment) is not allowed and shields are not to be used as weapons.
- A strike shall constitute an effective hit to a target area, with target areas consisting of legs, arms, and chest.
- An effective strike will be determined by the referee and the target of an attack, with the referee having the final decision. Effective strikes must be delivered with sufficient force to be considered effective.
- An effective strike to a leg or arm will disable that limb for the rest of the round. An effective strike to the chest will result in fatality and disqualification of the struck individual for the rest of the round.
- In the event of a fatality, the individual must lay down and not move until the round is over (agonizing deaths are encouraged).
- If an arm is disabled, the weapon or shield in that hand must be dropped. The weapon or shield can be picked up and used by the non-disabled arm.
- Disabled limbs cannot be used to block attacks and strikes to the disabled limb will be treated as if it were not there.
- A deliberate blow to the head and/or repeated blows to the head will result in **disqualification** of the striking individual for the remainder of the round. Repeat offenders will result in **disqualification** of the striking individual for the remainder of the event with no replacement.
- Simultaneous fatal blows will result in the fatality of both individuals. If these 2 individuals were the last 2 individuals on the battlefield, there will be a sudden death round between these 2 individuals.
- The referee shall settle all disputes and make rule interpretations as needed.

LARP Weapon Item Checklist:

Weapon

- ____ Striking surface has at least 1.75 inches (from the center of core) of padding
- ____ Striking surface is at least 1.5 inches wide
- ____ Striking surface is covered with cloth so that the padding is not showing
- ____ All non--striking surfaces are covered with padding or rope
- ____ Non--striking surface on weapon blade must be at least .75 inches from the core
- ____ The pommel must be at least 2 inches in diameter
- ____ Amount of tape on striking surface is minimal
- ____ One handed weapon is under 48 inches in length

OR

- ____ Two handed weapon is over 4 feet (48in) and under 7 feet (84in) in length
- ____ Handle length is less than 1/3 total weapon length

Shield

- ____ Shield is padded on its edges and face
- ____ Face of shield has at least .75 inches of padding
- ____ Shield is between 1 and 3 feet in diameter

Dizzy Dizzy Duck

Location: **Delta Sigma Phi @ 10:00 AM**

Description:

- Teams of 6 compete by shuttling pitchers of water back and forth until their bucket is overflowing.
- At one end of the playing field the team stands with an empty bucket, 2 pitchers and a bat that is firmly placed on the ground. On the other end is a trough filled with water.
- Participants start by spinning around the bat 10 times with their forehead on the knob of the bat without lifting the bat off the ground. They then will grab their 2 pitchers and run to the other end of their designated lane.
- The participant must fill their pitchers with water, return to the bucket and dump the water into the bucket.
- Two teams will compete simultaneously, with each team's time stopping once their bucket overflows with water.

- Points will be awarded to the fastest 8 teams.

Rules:

- Each team will consist of 3 fraternity members and 3 sorority members.
- Teams must line up at the starting line of the lane in an alternating fashion between fraternity and sorority member (or vice versa).
- Participants must run one at a time from the starting point to the end of the lane, spin 10 times with the handle of the bat on their forehead with the other end placed firmly on the ground. Participants must fill the pitchers and return to the starting line to empty their pitchers into the bucket. Participants will then hand both pitchers to the next participant for a successful exchange. This process will continue until the bucket is overflowing with water (Greek Week Central will determine the point at which the team has reached an “overflowing” bucket).
- While rotating, the participant’s forehead must remain on the handle of the bat and the bat must remain firmly on the ground, otherwise the spin will not be counted towards the total number of rotations. Greek Week Central will count rotations.
- **Disqualification** from Dizzy Dizzy Duck occurs if a team accidentally or purposely interferes with another team’s race (knocking over opponent’s bucket, etc.).
- If a participant spills water from the pitchers on the return to the team’s bucket, they may NOT return to the water container to refill the spilled pitchers.
- Closed-toed shoes are required to be worn by all participants.
- Team spectators may not stand in the sand pit or cross the roped-off area.

Tug-O-War

Location: **Phi Kappa Psi @ 11:00 PM**

Description:

- Teams of 8 compete to pull the opposing team’s marked area of rope over a designated line.
- The top 4 teams will be awarded points.

Rules:

- Teams consist of 4 sorority members and 4 fraternity members.
- The teams will be set up in a single elimination bracket.

- No metal cleats are allowed, however plastic cleats are acceptable. Closed toed shoes are required for participation. For your protection, we recommend that participants wear protective gloves. If any member is wearing metal cleats during the competition, the team will be disqualified before the round starts.
- The first person in line must have both hands behind the taped area of the rope.
- The rope must be pulled taut with no team holding an advantage before the contest starts.
- The maximum match time will be 4 minutes. If no team has succeeded in pulling the other past the centerline, the team that has pulled the furthest will be declared the winner. This rule will not be in effect during the 1st/2nd and 3rd/4th place matches.
- Before the match the 2 teams competing will do one round of rock-paper-scissors between team captains. This will determine which side the team will be pulling from. Captains will say simultaneously "rock, paper, scissors, shoot" and will fire their sign on "shoot".
- The match will begin when the middle referee blows their whistle.
- The match will end when the whistle is blown again and the referee points to the winning team.

Delivery Derby

Location: Delta Sigma Phi @ 12:00 PM

Description:

- Teams will compete in a 3-part relay to deliver 5 pizza boxes without dropping the boxes.
- This is a timed event with 6 team members participating.
- The 6 team members will further split into 3 groups of 2.
- Each group of 2 will consist of 1 sorority member and 1 fraternity member from their team.
- The top 8 teams will receive event points.

Rules:

- 1 box will be removed from the stack each time any number of boxes are dropped, and a time penalty of 3 seconds will occur.
- The relay will be across the lawn and back, where an exchange will occur between groups of the same team.
- The first relay will be a three-legged race.
- All legs must remain on the ground and move together. Team members cannot be carried.
- Each member will be allowed to use one hand and their body to keep the pizza boxes from falling.

- If the offhand is used, there will be a time penalty of 3 seconds added to their overall relay time.
- The second relay will be a wheelbarrow race.
- The pizza boxes will be balanced on the participant who has their hands on the ground.
- The participant who is on the ground must wear protective gloves that the participant must provide themselves.
- The participant holding their group member must hold both legs and cannot hold any pizza boxes or use their hands to stabilize the boxes.
- One additional team member should follow this group and replace boxes in the event they fall to the ground. Members must remove one box from the stack when the stack falls. If this is not done correctly additional time penalties will occur.
- The third relay will be a piggyback race.
- Either member is allowed to hold the pizza boxes in this portion of the relay.
- If the boxes are dropped, the participants must stop all forward movement and pick up the boxes.
- Each team will start with 5 boxes.
- Dropped boxes carry over between groups during the relay.
- If all five boxes are lost the team is disqualified.
- If during the race only one box falls, the participants may continue racing without needing to stop.
- Team spectators may not stand in the sand pit or cross the roped-off area.

Egg Joust

Location: **Theta Chi @ 12:45 PM**

Description:

- In the Egg Joust, each team will have two pairs participate, four members total.
- Each pair will consist of 1 sorority member and 1 fraternity member.
- Each team will work to eliminate the other teams by breaking their opponent's egg.
- 6 heats of 5 teams will compete, the last team per heat standing will advance to the final round. The final round will be a 6-team round.
- Points will be awarded to the top 6 teams of the final round. Point totals will be determined based on placement in the final round.
- No jewelry can be worn during this event.

Rules:

- The pairs will consist of 1 fraternity member and 1 sorority member. One participant will sit on the other participant's shoulders. If the top participant falls off the shoulders or touches the ground with any body part during the game, the team will be disqualified. If

the bottom participant's knee touches the ground at any point, the team will be disqualified.

- The bottom participant will have an egg in pantyhose secured to their forehead which must be tied by a member of Greek Week Central.
- Eggs can only be broken by the rolled-up newspaper that is issued by Greek Week Central. Use of other bodily parts will result in disqualification.
- The top participant has one hand with a rolled-up newspaper. The top participant's free hand must remain on their partner's head the entire time and cannot be used to protect the team's egg.
 - Protection of your own or your partner's egg with your hand or any other mechanism of defense will be given one warning, with an additional offense resulting in disqualification.
- The egg must be visibly leaking in order to be eliminated.
- If at any point the newspaper is dropped the team must pick it up for themselves. Disqualification will occur if any spectators hand the team the dropped newspaper.
- If the top member picks up the newspaper, incidental contact with the ground does not count for disqualification. If the member attempts to pick up the newspaper and misses and the hand touches the ground, there will be a disqualification.
- All teams must stay within the given boundaries, or they will be disqualified. The boundaries are subject to change during a round.
- Participants must wear protective safety goggles, which cover the entire eye area and have strap around the head, provided by Greek Week Central.
- If an egg breaks under any circumstances, the team loses and must leave the designated boundary area.
- If you knock a participant off the shoulders, then you will be eliminated and the team that got knocked off will move on to the next round.
- No talking will be allowed in the arena. The forming of "alliances" between teams will not be permitted and will result in both teams' disqualifications.
- The championship round winner is the last team with an unbroken egg.

Olympics: Greek Gauntlet

Location: In between FarmHouse and Phi Gamma Delta @ 1:30 PM

Description:

- 4 members from each team will compete, 2 fraternity members and 2 sorority members.
- Each person will complete 2 obstacles, in the order below.
- Once the team member completes both obstacles, they must tag the next person for them to begin their portion of the obstacle.
- The first team to complete all 8 obstacles wins.
- Each team gets 1 attempt and is timed.
- The top 8 teams will receive points.

Rules:

Event	Description
First person	
Agility Ladder	<ul style="list-style-type: none"> • 2 pool noodles in rows of 2 zip tied. • The participant must put 1 foot in each pool noodle to correctly complete the event. • If the participant doesn't step into each pool noodle, they must return to the beginning of the event and start over until completed correctly.
Army Crawl	<ul style="list-style-type: none"> • Each participant must crawl under a net for 10 yards. • The net is 18 inches in height and 4 ft in width. • The participant's body may touch the net, but if the structure is broken, 3 seconds will be added to the final time.
Second person	
Hay Bale Toss	<ul style="list-style-type: none"> • Each participant must throw a hay bale underhand into a 5 ft circle that is 10 feet away. • The entirety of the hay bale must be in the circle, if it is not fully in the circle you must retrieve your bale and try again. • If the participant's foot crosses the start line while throwing, the hay bale must be rethrown.
Tire Flip	<ul style="list-style-type: none"> • The participant must flip a tire 3 times, end over end. • Tire size: <ul style="list-style-type: none"> - Weight: 250-300 Lbs. - Height: 38-50 inches

	- Width: 12-18 inches:
Third person	
Balance Beam	<ul style="list-style-type: none"> The participant must walk the length of the pole without stepping on the ground. If the participant steps on the ground, they must start the event over again.
Ring Toss	<ul style="list-style-type: none"> Each participant will have 6 rings. To complete the event, you need to make 4 out of the 5 rings onto the ring pegs that are 6 feet away from the starting line. You cannot cross the starting line while throwing. If you do not complete the event with your first 6 rings you will be able to retrieve your rings and try again until you complete 4 rings on the tower
Fourth person	
Farmers Carry	<ul style="list-style-type: none"> 2 50-pound buckets of sand will be carried by a participant a length of 20 ft. One bucket must be in each hand.
Climbing Rope	<ul style="list-style-type: none"> The participants must climb a 15 ft rope without grabbing the frame. If the frame is touched this will result in 3 seconds added to their time. The participants will ring the bell once they reach the top of the rope, stopping the timer for that team.

Olympics: Bed Racer

Location: **Sorority Circle @ 2:30 PM**

Description:

- 2 participants ride on a custom-made bed frame that is pushed by 4 other members of the team.
- The race is designated by the Bed Racer Map.
- At the midpoint of the lap, a transition must occur between all 6 participants in the first leg to the next 6 participants that will push the bed for the remainder of the race.
- One leg must consist of 2 fraternity members and 2 sorority members pushing and 1 Sorority members and 1 fraternity riding. The other leg must consist of 3 new sorority and 3 new fraternity members.
- The 8 fastest times will receive event points.

Specifications:

Bed inspections of completed beds will occur **Tuesday, April 1st** and **Thursday, April 3rd** from 5:00 PM - 7:00 PM at Greek Triangle. Any bed not meeting specifications by 7:00 PM on April 3rd will not be allowed to race.

_____ The riding platform must be no closer than 1 ft. from the ground and no higher than 2ft., which will be inspected during the week.

_____ The riding platform must be able to hold the weight of the two riders.

_____ Total length must not exceed 8 ft. and the width must not exceed 3 '6"

_____ Rubber tires must be used, no wheels (such as shopping cart wheels) are allowed. The tires must not exceed 26 in. in diameter. This will be measured from the outer edge of the tire. The tires must be permanently attached to the bed.

_____ The steering mechanism must be separated from the riders by some sort of protective barrier.

_____ The bed itself must steer, whether that be a steering wheel or at least 2 turning wheels

_____ No object can protrude more than 1 ft. from the frame. This includes handles, decorations etc.

_____ A regular Twin- sized mattress must lay flat on the platform. There also has to be a sheet and pillow on the bed. Air mattresses are not allowed.

_____ Each team is required to display their chapter letters or organization name of all chapters somewhere on their bed.

_____ Both bed riders must wear a helmet, wrist, knee and elbow pads for safety. Equipment **MUST** be present at check-in for the Olympic event. If the equipment is not present the team will be disqualified from the event.

Rules:

- All beds must be complete before the inspection. If any bed fails to pass the first inspection, the team will have the opportunity to adjust their bed and have it inspected again on **Thursday, April 3rd**. After a team passes inspection, they will not be allowed to change any aspect of their bed racer, doing so will result in disqualification. If the bed does not meet the requirements the day of the race their team will be disqualified.
- Team members are encouraged to dress up as their team's theme.
- The 2 bed riders must remain on the bed at all times while the bed racer is in motion.
- The 4 participants pushing the bed must be in contact with the bed at all times while the bed is in motion. Teams who have members who fall, losing contact with the bed, will be disqualified from the event. Teams who have a member fall but remain in contact with the bed are urged to stop the bed until the member regains their footing, to ensure safety. Failure to comply may result in deduction or disqualification.
- The bed riders **MUST** wear helmets, wrist, elbow and knee pads.
- All beds will be rechecked and inspected during the check-in time prior to the race. If they fail to meet the requirements this will result in disqualification.
- All Greek Week participants must take every precaution to ensure the safety of all other participants and bystanders. Any drastically unsafe behavior may result in point deduction based on the discretion of Greek Week Central and in extreme cases disqualification from the event. This includes, but is not limited to, hanging on and being dragged by the bed racer and crossing the street while the beds are being raced.



Spirit

Spirit Directors

Sportsmanship Points

Teams have the opportunity to receive 200 points in the category of Sportsmanship throughout Greek Week. Each team will start at 0 points and will be able to earn a maximum of 200 points. To receive points, teams will express positive attitudes at all events, respect all teams and Central/Crew members, and will not use discriminatory and offensive language to any individuals. If a team expresses behavior that is like what is listed previously, the team will earn Sportsmanship points. If a team acts poorly and does not express good sportsmanship, the team will either lose points or gain no points at the end of the event. All final decisions are made by Greek Week Central. The quantity of the point gain and/or deduction is at the discretion of Greek Week Central Executive Directors and Spirit Directors.

- Teams can earn a maximum of 40 points total for each event during Tournaments, which will be applied to the Sportsmanship category.
- Teams can earn a maximum of 40 points total for all Olympic events combined, which will be applied to the Sportsmanship category.

Spirit Stick

The coveted Spirit Stick will be presented to the team that most embodies the spirit of Greek Week and the Five Values of the Sorority and Fraternity Community throughout the entire week. The Spirit Stick judging will take into consideration: Team Banner quality, team participation and enthusiasm, sportsmanship, team camaraderie, apparel creativity and design, the use and frequency of the Team Flag during Greek Week, and any other spirited activities throughout Greek Week.

Show us your spirit! Fill out the Google Form <https://forms.gle/i9FACE1WYnXuT3cn9> to submit any proof of spirited activities from your team!

Karaoke

Greek Week teams will select one group to perform a karaoke performance. Teams are encouraged to wear costumes and create a dance to enhance their performance. All teams will perform at First Cuts, and six teams will be chosen to continue and perform at Final Cuts. Teams

will be required to submit three songs and know all the songs' lyrics for the competition because no karaoke machine will be provided. The MP3 files required to be submitted with each team's patent cannot have lyrics in them. Performers will be notified on **February 19th** of the song they will perform at First Cuts. All subsequent performances will be communicated the night of the event. Songs and performances **MUST NOT** depict alcohol and/or drug use, illegal acts, or slanderous statements, and must be sensitive to all ethnic, racial, religious, and gender groups. **Radio edits of the songs are up to the discretion of GW Spirit Directors.**

Performance Dates and Times:

- First Cuts: **Friday, April 4th, 11:30 AM – 3:00 PM**, Polar Bear Plunge
- Final Cuts: **Saturday, April 5th**, C.Y. Stephens Auditorium

Requirements:

- Each team will only be allowed one group, with a maximum of six participants, to perform. The six participants cannot all be from the same chapter, but not all chapters from the team are required to participate.
- Each team's selected group must email one patent that includes three different individual songs (NO MASHUPS) to gwcspirit@iastate.edu by **February 16th at 11:59 PM**, as well as an MP3 version of each song with no lyrics. NO OTHER FORMS OF MEDIA WILL BE ACCEPTED. Patents will be accepted on a first-come, first-serve basis. If there is a duplicate submission, the respective team co-chairs will be notified by the Spirit Coordinators and required to use their second song.
- From the three song choices by every team, Greek Week Central will select one and notify team co-chairs and groups by **February 17th by 11:59 PM**. The top six teams from First Cuts will advance to perform at Final Cuts. If a team advances to Final Cuts, all performers must participate unless there are extenuating circumstances approved by the Spirit Directors or Executive Directors.
- First and Final Cuts performances must be five minutes or less.
- If two teams submitted the same song in their patent, the team that submitted theirs first will have the opportunity to utilize it.

First & Final Cuts:

- First Cut performances will have an audience. Teams are encouraged to come and watch to further demonstrate their Greek Week team spirit. Creativity in Karaoke performances is important due to this factor.
- Final Cuts for Karaoke will occur during Lip Sync Finals at CY Stephens Auditorium on **Saturday, April 5th**.
- Teams must arrive 15 minutes before their scheduled performance to check-in.
- The top six teams that will be performing at Finals Cuts will be notified on **Friday, April 4th**, before 11:59 PM.

Penalties:

Penalties will be assessed after the judging of each performance and points will be deducted from the overall score. Penalties will be assessed at the discretion of Greek Week Central Spirit Directors, and all decisions will be final and nonnegotiable.

Karaoke Times:

Below are the performance times for each team. Performance times are coordinated with Polar Plunge times. Teams are encouraged to watch their team's karaoke performance and welcome to stay and watch other first-round performances. If a team cannot make the time assigned to their team, the team must contact gwcspirit@iastate.edu to schedule an alternative performance time by **March 29th, 11:59 PM**.

Team Name	Karaoke Time
The Greek Tragedy of Romeo and Juliet	11:15 - 11:30 AM
Top Greeks	11:30 - 11:45 AM
Greekloose	11:45 AM - 12:00 PM
Y2Greek: The Movie Marathon	12:00 - 12:15 PM
Disney Dreams in Greekland	12:15 - 12:30 PM
The Greek Adventure	12:45 - 1:00 PM
Diary of a Greek Kid	1:00 - 1:15 PM
The Big Greek Apple	1:15 - 1:30 PM
Harry Potter: The Greek Who Lived	1:30 - 1:45 PM
Outer Greeks	1:45 - 2:00 PM
Greeks University	2:00 - 2:15 PM
Survivor: Greeks Collide	2:15 - 2:30 PM
Once Upon a Greek	2:45 - 3:00 PM
Alice in Greekland	3:15 - 3:30 PM
Greek Story	3:30 - 3:45 PM

Karaoke 2025 Patent Form

Submit via email to gwcspirit@iastate.edu by **February 16th at 11:59 PM**

Team Name:

Participants Names	Email Address	Chapter Affiliation
1.		
2.		
3.		
4.		
5.		
6.		

Individual Songs (No Mashups), 1 being your top song choice and 3 being your least.

- 1.
- 2.
- 3.

Costume Descriptions for each individual song:

- 1.
- 2.
- 3.

Karaoke 2025 Judging Form

Team: _____

Round: _____

Knowledge of Song Lyrics _____/10

Execution

Choreography cleanliness: _____/10

Diction and enunciation of words: _____/10

Enthusiasm of performers: _____/5

Choreography

Creativity/uniqueness: _____/10

Use of stage: _____/10

Appropriate for song choice: _____/5

Singing Ability

Pitch/tone: _____/10

Quality of vocal expression: _____/10

Costumes _____/10

Overall Performance _____/10

Total: _____/100

Judge's Initials: _____

Team Banner

Information:

Every team will paint one banner to be displayed at a location that will be approved by the Spirit Directors. Banners MUST NOT depict alcohol and/or drug use, illegal acts, or slanderous statements, and must be sensitive to all ethnic, racial, religious, and gender groups. No banner shall contain political or controversial themes.

Requirements:

- Each banner shall showcase the individual team theme, and the names of all chapters in that team.
- All banner patent forms are due **Sunday, February 9th, at 11:59 PM** and should be submitted via email to gwcspirit@iastate.edu.
- Patents can be sent to gwcspirit@iastate.edu starting on **January 26th** but patents will not be approved until **Sunday, February 16th** at the latest. Patents will be reviewed in the order they are received.
- Team banner patent revisions are due **Sunday, February 23rd, at 11:59 PM** and should be submitted via email to gwcspirit@iastate.edu.
- Each banner must be painted on material no larger than one king size bed sheet (108" by 102"). The banner cannot exceed 48" in depth. The 4ft in depth includes your base for the banner. The banners do not have to be rectangular and may be completed on any type of surface. With permission from the Spirit Directors, banners can exceed the boundaries of 108" by 102" in smaller pieces, such as additional decoration. Teams are encouraged to utilize these boundary extensions but must email us at gwcspirit@iastate.edu to get approval.
- Team banners must be displayed at a chapter facility for judgement. The final location must be submitted via patent form to gwcspirit@iastate.edu by **Sunday February 9th, at 11:59 PM**.
- All banners must be hanging or standing outside of the designated chapter facility by **Sunday, March 30th, at 8:00 AM** (beginning of Greek Week) to receive full points.
- Vandalism or theft of any team's banner will result in automatic disqualification from banner points, decisions are final.

Patent Order:

Patent orders will be determined on a first-come, first-serve basis. If any two or more teams have the same desired theme, the theme will be granted to the team who submitted their patent first. A picture is required to be properly approved.

Team Banner 2025 Patent Form

Submit via email to gwcspirit@iastate.edu by **Sunday February 9th at 11:59 PM**

Team Name:

Title/Theme:

Team Banner Description:

Display Location (Chapter Facility):

Sketch or picture:

Team Banner 2025 Judging Form

Team: _____

Overall Appearance

Team banner is pleasing to look at, tasteful, and well-proportioned; _____/25
Appropriate colors are used to display the overall team theme;
The entire banner shows appropriate “Greek Week Spirit”

Design

Creativity _____/20
Creativity is shown in the design of team banner

Originality

Design of team banner is unique _____/20

Representation

Public Appeal

Team banner appeals to visitors and the general public _____/10

Workmanship

The entire team banner is carefully crafted; _____/25
Neatness and accuracy are apparent

Total: _____/100

Judge’s Initials: _____

Greek Race

Date: Sunday, March 30th, 11:00 AM, Central Campus and surrounding area

Check-In Location: Central Campus

Information:

Each team must select one representative from each chapter on their team to participate. At each stop in the Greek Race, teams will be asked a trivia question or will participate in a carnival challenge. Each team needs to wear matching shirts worn by all race participants during the competition. For example, teams can decide to wear a t-shirt of the same color or a chapter jersey.

The names of the chosen team representatives (one person from each chapter) and their chapters must be emailed to gwcspirit@iastate.edu by **March 23rd at 11:59 PM**.

Regulations:

- Participants will be given one trivia question at two of the six stops.
 - Trivia responses will have a correct and incorrect answer.
 - There will be four hints built into each trivia question. Each time a hint is given, one point will be deducted.
 - If a team cannot get the correct answer after the last hint, they will be given the correct answer, and zero points will be awarded.
- Participants will complete 6 challenges
- Teams will not be allowed to move to the next location until they have the answer or finish the challenge.
- Each team should bring their flag to the competition and will run to each location with it. Flags will be judged during the Greek Race, so if a flag is not present, no points will be awarded in the team flag category.
- Each team must stick together. No team can receive a question or start a challenge if every participant is not present.
- The teams will be released in heats, three teams at a time.

- Shortcuts are not allowed. If we discover a team taking a shortcut time will be added to your final time.
- Do not destroy any property in pursuit of a question or challenge, please be respectful.
- Participants may run on sidewalks and campus lawns but must only cross streets at intersections monitored by Central and Crew.
- Interference with another team will result in disqualification. Discretion will be up to the Greek Week Spirit Directors, Executive Directors, and Sorority and Fraternity Office Staff.
- Sharing of race stops, questions, or shortcuts with other teams that have not yet completed The Greek Race will lead to a point deduction.
- All representatives must check in at the event 15 minutes before their assigned start time.
- Each member of the team must do at least one of the game stations.

Greek Race Stations

1. Trivia Question at Station 1
 - a. The team must answer the question correctly before continuing the race
2. Duck Bowling at Station 2
 - a. One member from each team will need to knock down all pins. All race members cannot continue on to the race until all the pins are knocked down.
3. Ring Toss at Station 3
 - a. One member from each team will need to toss 3 rings onto cones. Teams cannot move on until all rings have been successfully thrown on the cones. Each cone does not need to have a ring on it.
4. Bags at Station 4
 - a. One member from each team will have to throw 3 bean bags either onto the board or into the hole. All race members cannot continue until all bags are on the board or in the hole.
5. Hopper Balls at Station 5
 - a. One member from each team will use a hopper ball to hop from a marked starting line to a marked ending line. If a member falls at any point while on the hopper ball, they must go back to the start line at this station. All members of the team cannot continue on to the race until the member on the hopper ball has reached the finish line at the station.
6. Trivia Question at Station 6
 - a. The team must answer the question correctly before continuing the race

Weather Advisory and Indoor Rules:

If the weather is not permittable, the Greek Race will take place at the Lied Recreation Athletic Center. The race will begin at 8:30 AM and will end at 10:30 AM. The first start time will begin at 8:30 AM, with the first check-in time beginning 15 minutes prior to the first start time. The updated race schedule will be

sent out to the team's General Co-Chairs, with information on their team's start time, the Saturday before Greek Week begins.

Rules:

- There will be three groups of 4 teams and one group of 3 teams racing at the same time
- To prevent congestion at the game stations, two of the four teams will begin the race together, followed by the other two teams starting the race together two minutes later. Central and/or Crew members will be keeping track of the time for each team during the race.
- There will be 4 game stations, instead of 6. The game stations for the indoor race are as follows: ring toss, bags, hopper balls, and one trivia question.

Greek Race Points:

First Place: 50 points
 Second Place: 40 points
 Third Place: 30 points
 Fourth Place: 20 points

Inappropriate conduct as determined by the Office of Sorority and Fraternity Engagement staff, Greek Week Executive Directors, or Spirit Directors will result in a **disqualification of the team for this event**

Greek Race Release Schedule

Times	Teams
11:00 AM	The Greek Adventure
11:00 AM	The Greek Tragedy of Romeo and Juliet
11:00 AM	Once Upon a Greek
11:20 AM	Greekloose
11:20 AM	Greek Story
11:20 AM	Outer Greeks
11:40 AM	Survivor: Greeks Collide
11:40 AM	Top Greeks
11:40 AM	Diary of a Greek Kid
12:00 PM	Greeks University

12:00 PM	Alice in Greekland
12:00 PM	Y2Greek: The Movie Marathon
12:20 PM	Disney Dreams in Greekland
12:20 PM	The Big Greek Apple
12:20 PM	Harry Potter: The Greek Who Lived

Reminder: Release Schedule times are final and **cannot** be adjusted upon request.

Keynote Speaker

Programming & Design Directors

Sidney Hansen | Morgan Witte

gwcpcd@iastate.edu

Date: Tuesday, April 1st, 5:30 - 6:30 PM, C.Y. Stephens Auditorium

Information: Greek Week Central has invited TJ Sullivan, a keynote speaker with ForCollegeForLife, who holds insight about motivation and campus leadership during college years. TJ will present his speech "Motivating the Middle".

Regulations:

- Members of the Sorority and Fraternity community will be required to check in for this event for their attendance to be counted towards their team's points.
- There will be designated check-in stations for members to check in with their teams.
Members are required to check with their student IDs. If members choose not to check in to the event, they forfeit their attendance points that go towards their team.
- Doors will be open at 5:00 PM. Teams will be assigned seats within C.Y. Stephens Auditorium.
- Teams can earn up to 130 points through their members attendance at the Keynote event. Points will be awarded based on the number of attendees relative to the team size. Maximum points will be earned if 50 percent of the team members are in attendance. If less than 50 percent of a team is in attendance, points will be calculated by taking the

number in attendance divided by half of the total team. This percentage will be multiplied by the 130 points possible, and that number will be awarded to the team.

- If a member is on their phone during the keynote, the respective team will receive a point deduction. If it is an emergency, please step out of the auditorium in respect for the speaker.

Crew

Crew Directors

Gavin Frank | Emily Neveau

gwccrew@iastate.edu

Information:

Any member of the Sorority and Fraternity Community is eligible to apply for Greek Week Crew, except for Greek Week Chapter Co-Chairs. There are 100 points available per team for involvement with Greek Week Crew. If an individual has submitted their application their team will be awarded 5 points with the team able to receive points for up to 6 applications. If they are selected for an interview, another 10 points will be awarded per interview with up to 4 interviews receiving points per team. From here, if the individual is offered and accepts a position on Greek Week Crew their team will be awarded 15 points per member with a maximum of 2 members able to receive points per team. There is a 20-point deduction if an individual does not show up for their scheduled interview time and they fail to reschedule their interview. Finally, teams will be deducted 50 points if an individual does not show up for the designated Crew meetings after being selected and accepting the Crew position.

Requirements:

The requirements each member of Greek Week Crew must meet or complete to be awarded the full number of points for their team are as follows:

- Attend the Crew Retreat on **Tuesday, February 4th** from 6:00-7:00pm in Gerdin 1464.
- Attend mandatory weekly meetings on Tuesday nights at 6:00 pm in Gerdin 1464.
- Attend the minimum number of Greek Week events set by the directors.
- Be present all day during Olympics and Lip Sync on **April 5th**
- Pay \$20 in dues.
- Complete SafeFood 101 by **March 3rd**.
- Attend all events that they are scheduled for at the correct time and place.
- Crew members must remain disaffiliated from their chapter until the end of the Greek Awards Ceremony. Disaffiliation means that Crew Members are to temporarily step away from their chapter and team affiliations to remain impartial and unbiased during Greek Week activities.
- Have a minimum 2.5 cumulative GPA.