

301. Billiards**301.1. SPECIFICS.**

- 301.1.1. See General Rules, Section 1.
- 301.2. Billiards Congress of America rules for Eight Ball will be applicable.
- 301.3. Each Divisional winner is automatically eligible for the jurisdiction competition.
- 301.4. Each player will see that he has a billiard cue.
- 301.5. The games will be under the supervision and control of one judge provided by the host Division.
- 301.6. Player is allowed one (1) minute to make his shot.
- 301.7. **ORDER OF PLAY.**
 - 301.7.1. Each player will draw for one of the following positions: 1, 2, 3, 4.
 - 301.7.2. All rounds will be 2 out of 3 games.

302. Chess**302.1. SPECIFICS.**

- 302.1.1. See General Rules, Section 1.
- 302.2. Regulation chess rules will be followed.
- 302.3. Two Divisional winners, not necessarily from the same chapter, are automatically eligible for the jurisdiction competitions. It is assumed that each Division will conduct its own runoff.
- 302.4. The Competition Advisor will provide all necessary equipment to play four games at a time.
- 302.5. There will be a one (1) minute time limit on each move, after which the player will forfeit his move.
- 302.6. **ORDER OF PLAY:**
 - 302.6.1. Each player will draw for one of the following positions: 1, 2, 3, 4, 5, 6, 7, or 8.
 - 302.6.2. Set-up of games:
 - 302.6.3. The first round will consist of 1 game. All subsequent rounds will consist of 2 out of 3 games.

303. Soccer**303.1. SPECIFICS.**

- 303.1.1. See General Rules, Section 1.
- 303.2. Regulation Hall Soccer rules will be applicable.
- 303.3. Each Divisional winner is automatically eligible for the jurisdiction competition. It is assumed that each Division will conduct its own runoff.
- 303.4. Six men will constitute a full team. A team cannot play with fewer members.
- 303.5. Uniforms are not required, but in keeping with the DeMolay ideal of cleanliness, uniforms or similar dress is encouraged.
- 303.6. Sport shoes are required.
- 303.7. There will be four 20 minute halves with a 10 minute half time. This will constitute a complete game. If at the end of a complete game there is a tie, play will continue into overtime until the tie is broken. (Each overtime will be 5 minutes in duration).
- 303.8. There will be a continuous clock.
- 303.9. The games will be under the supervision and control of two referees provided by the host Division with approval by the Competition Advisor.
 - 303.9.1. One scorekeeper - timekeeper will be provided by the Competition Advisor. Each competing team will be permitted to have one representative at the scorer's table to check the accuracy of the scorekeeper - timekeeper.

304. Basketball**304.1. SPECIFICS.**

- 304.1.1. See General Rules, Section 1.
- 304.2. Regulation basketball rules will be applicable.
- 304.3. Each Divisional winner is automatically eligible for the jurisdiction competition. It is assumed that each Division will conduct its own runoff.
- 304.4. Five men will constitute a full team. A team cannot play with fewer members.
- 304.5. Uniforms are not required, but in keeping with the DeMolay ideal of cleanliness, uniforms or similar dress is encouraged.
- 304.6. Sport shoes are required.
- 304.7. There will be four 8 minute quarters with a 10 minute half. This will constitute a complete game. If at the end of a complete game there is a tie, play will continue into overtime until the tie is broken. (Each overtime will be 3 minutes in duration).
- 304.8. There will be a continuous clock except for the last 2 minutes of each half.

- 304.9. The games will be under the supervision and control of two referees provided by the host Division with approval by the Competition Advisor.
- 304.10. One scorekeeper and one timekeeper will be provided by the Competition Advisor. Each competing team will be permitted to have one representative at the scorer's table to check the accuracy of the scorekeeper and timekeeper.

305. Bowling

305.1. SPECIFICS.

- 305.1.1. See General Rules, Section 1.
- 305.2. Regulation 10 Pin Bowling rules will be applicable.
- 305.3. Each Divisional winner is automatically eligible for the jurisdiction competition. It is assumed that each Division will conduct its own runoff.
- 305.4. Two men will constitute a full team. A team cannot play with fewer members.
- 305.5. Uniforms are not required, but in keeping with the DeMolay ideal of cleanliness, uniforms or similar dress is encouraged.
- 305.6. Bowling shoes are required (can be rented).
- 305.7. There will be three games.
- 305.8. Score will be kept by one member of each team
- 305.9. The games will be under the supervision and control of the Competition Advisor.

306. Darts

306.1. SPECIFICS.

- 306.1.1. See General Rules, Section 1.
- 306.2. Regulation: The rules of the game will be governed by the DRA.
- 306.2.1. A team will be made of two players
- 306.3. Each Divisional winner is automatically eligible for the jurisdiction competition. It is assumed that each Division will conduct its own runoff.
- 306.4. Standard Playing area will be used
- 306.5. Uniforms are not required, but in keeping with the DeMolay ideal of cleanliness, uniforms or similar dress is encouraged.
- 306.6. TOURNAMENT PLAY
- 306.6.1. The tournament will be scored for each Team on best two of three games
- 306.6.2. Single-elimination tournament form will be used

307. Mini golf

- 307.1.1. SPECIFICS.
- 307.1.2. See General Rules, Section 1.
- 307.2. Regulation: The rules of the game will be governed by Standard Mini Golf Rules.
- 307.3. This is a Team or Chapter Game
- 307.4. Each team must have:
- 307.4.1. Minimum of 3 Active DeMolays required and no maximum.
- 307.4.2. Each DeMolay, prospective member and Sweetheart can participate
- 307.5. TOURNAMENT PLAY
- 307.5.1. To be played between dates set by Competition Advisor
- 307.5.2. On any 18 hole Miniature Golf facility by playing a round of golf
- 307.5.3. The tournament will be scored for each Chapter
- 307.5.3.1. Score is based on the total number of strokes of **ALL** participants divided by the number of participants to get the average score.
- 307.5.4. The lowest Chapter score will be declared the winner next two lowest scores will be for 2nd and 3rd place prizes.

308. Wii Bowling

308.1. SPECIFICS.

- 308.1.1. See General Rules, Section 1.
- 308.2. Regulation: The rules of the game will be governed by the game console.
- 308.2.1. A team will be made of two players
- 308.3. Each Divisional winner is automatically eligible for the jurisdiction competition. It is assumed that each Division will conduct its own runoff.
- 308.4. Platform that will be used is the Nintendo Wii
- 308.4.1. Game console and controllers will be supplied
- 308.4.2. Game that will be used is the Bowling Event from Wii Sports Resort
- 308.5. Participants must use the controller(s) provided by the Staff.

308.6. Uniforms are not required, but in keeping with the DeMolay ideal of cleanliness, uniforms or similar dress is encouraged.

308.7. sport shoes are required

308.8. TOURNAMENT PLAY

308.8.1. The tournament will be scored for each participant on three games.

308.8.1.1. High Game and sires will be awarded in signals and team

308.8.1.2. Adding together the team members points for a Team total