

American Indian Higher Education Consortium Conference

March 24-27, 2012 ~ Rapid City, South Dakota

HANDGAMES COMPETITION

Oglala Lakota College and co-sponsors Sitting Bull College, Sisseton/Wahpeton College and and Sinte Gleska University announces the rule for 2012 AIHEC Consortium.

Both Flathead style and Cheyenne style games will be featured games of choice. The game of choice will be determined by the flip of a coin when two teams are drawn for a tournament game.

The reason for implementing both styles of hand games is to promote both games and make the AIHEC hand games more interesting and enjoyable. The Cheyenne game is also played by Northern Arapaho, Northern Cheyenne and Lakota Nation. These rules are taken from last year's hand game tournament. This is a drug and alcohol free event. In the event that we find that a team member has violated the drug & alcohol policy rule, the entire team will automatically be disqualified. Also team members along with captains and coaches will sign registration form acknowledging they have been advised of this requirement.

For more information:

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CHEYENNE STYLE HANDGAME RULES

Team registration must be submitted to the AIHEC Handgames Committee by March 2, 2012. Team Rosters can be turned in at time of conference registration.

TEAMS

Teams must consist of 6 and no more than 12 players. Only players listed on the team's roster can hide and/or guess. Additional people may help sing, but are not allowed to hide or guess. Players cannot be listed on more than one roster.

- Rosters can list up to 12 players with one being designated as the Team Captain.
- A minimum of 6 players must be present during each game.
- This is a double elimination competition. After the first loss, the losing team moves into the loser's bracket. After the second loss the team is eliminated.
- Teams must be ready to play when called upon. **NO EXCEPTIONS!**
- A fifteen minute grace period will be allowed. Teams not ready to play after the grace period will forfeit the game.
- Only qualified students may participate in the handgames competition. Full-time college faculty and staff may not participate. Participants are required to wear their name badges at all times during the competition.

TEAM CAPTAINS

1. Captains are responsible for getting 1 judge for each of their games. Judges can be a player from another team's roster.
2. Captains will notify judges of their guesser(s) and hider(s).
3. Captains select 2 hidere each time the "bones" come into their team's possession.
4. Captains are responsible for giving out and collecting the bones.
5. Captains can change hidere only after possession of both sets of bones have been lost.
6. Captains are responsible for telling their team's hidere when to hide and when to open their hands and reveal the bones. If the hider reveals the bones before the guess, 1 stick will be forfeited.

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GUESSERS

In the interest of time, when there are two (2) hidiers, the guesser will always guess both at the same time AND there will be a time limit for hiding, not to exceed 1 minute. When there are two hidiers, the guesser can use any of the following hand signals (except when there is only one hider, then the guesser can only choose right or left):

- **OUTSIDE** – With the thumb and index finger pointed outward in opposite directions. (Guessing the outside of the hands of the hidiers).
- **INSIDE** – With a flat vertical hand, making a downward chopping motion. (Guessing the inside of the 2 hidiers)
- **RIGHT** – With the thumb down, pointing the index finger to the right (Guessing the right hand(s) or 1 or 2 hidiers)
- **Left**-With the thumb down, pointing the index finger to the left. (Guessing the left hand(s) of 1 or 2 hidiers)
- Bone matching will be allowed.

Guessers keep guessing until possession of bones are regained or hiding team scores all available points. Guesser can pass his/her guessing to a fellow teammate in between guesses as long as the Team Captain notifies the judges and the opposing Team Captain.

HIDERS

1. Once the hidiers are selected they are the teams' hidiers until the team loses possession of the bones
2. Hidiers will each be given a set of bones (1 marked and 1 unmarked). The guesser will be trying to find the **MARKED BONES**
3. Once the bones are hidden hidiers must keep both hands in view of the opposing guesser.
4. The hider will open their hands and reveal the bones when the judges indicate that the guess has been made.
5. The hider reveals the bones before being guessed, one (1) stick will be forfeiting.
6. Hidiers will continue to hide as long as the opposing teams keep guessing incorrectly.
7. When hidiers are guessed by the opposing team, they return the bones to the team Captain.

JUDGES

1. Judges must be present at the start of the game and for the full duration of the game.
2. Judges will oversee the game by confirming each guess and each point.
3. Judges ruling are final.
4. Judges are utilized for fairness.

TEAM SPIRIT

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1. Teams can use shakers, clap, etc. but can not block the guesser's view.
2. Teams may use any means (within reason) to distract the guesser, but can not touch opposing teammates with any objects during the game.
3. Once instructed or warned by a judge to clear the guesser's view, one (1) stick may be forfeited.

SCORING POINTS

1. The team who wins the coin toss before the game will have their choice of what game to play and will get to hide first.
2. Only the hiding team who has possession of the bones is able to score points.
3. The objective for the guesser is to find the "MARKED BONES" of the hider.
4. If a hider brings up their hands to be guessed, then puts their hands back together or conceal hands again one (1) stick will be forfeited.
5. Hiding team continues to hide until both sets of bones are lost.
6. Guessing team continues to guess until both sets of bones are won.
7. If the guessing team correctly guesses two (2) hidere correctly, they regain possession of the bones and the opportunity to score points.
8. If the guessing team guesses two (2) hidere incorrectly, the hiding team remains in possession of the bones and the opportunity to score points.
9. If the guessing team guesses two (2) hidere incorrectly, the hiding team maintains possession of the bones and scores two (2) points.
10. If the guessing team incorrectly guesses one (1) hider and correctly guesses the other hider, the hiding team scores one (1) point and the hider who "fooled" the guesser hides again and the game is played with one hider. If the guesser misses the next guess, both hidere resume play.
11. The game continues on until all available points have been scored.

SCORING

1. 2 two sets of bones for each team. (2 **marked** and 2 **unmarked** for each team)
2. Only the bones provided by the tournament coordinators may be used.
3. Identical Point Set for each game or two (2) sets of scoring sticks (5 stick set for each team plus one KICK stick)

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FLATHEAD STYLE
HAND GAME RULES

1. Each college may have one team.
2. All team members must be listed on the entry form.
3. Each team must have a minimum of 6 members, and a maximum of 12 members.
4. All members must be enrolled students with proper identification. (Member's IDs will be checked).
5. Each team captain is responsible for meeting the schedule as posted. Each team is expected to be on time. A fifteen (15) minute grace period will be allowed. Teams not ready to play after the grace period will forfeit that game.
6. Bets: No bets may be made on a tournament game. This is a drug and alcohol free event.
7. Judges will be selected by a committee yet to be determined. Honesty as well as availability will be the criteria for selection. The judges will be responsible for any decision making in each game. Judges may not serve as judges when their team is playing. Respect for the decision of the judges is expected.
8. There will be no team jumping. If a team is in violation, they will forfeit the tournament.
9. If a team does not have a singer, they may borrow one from another team. Borrowed singers may not guess or hide.
10. Eleven sticks will be used; each team receives five sticks.
11. The flip of a coin will be used to determine who guesses first on the kick stick (extra stick). The team that guesses correctly has the privilege of using the bones.
12. Each team must inform the judge of their pointer. They may switch the pointer if they inform the judge. The judge will inform the player who is hiding the bones.
13. A player hiding the bones shall have both hands in view of the guesser at all times, and shall expose the bones first before going out of sight with both hands. The hider will have two (2) minutes to hide the bones. Bones will be handed to the respective team captain after a player has correctly guessed.
 - a. The person given the bones to hide cannot pass the bones to another person.
 - b. If a guesser has indicated a decision, and the hider brings both hands together, he or she shall forfeit the bones.
 - c. If the bones are tossed by mistake, it will be a forfeit on the bones.
14. There will be no thumbs or fork guessing. If this is done, the violators forfeit one stick. Karate chop indicates inside hands, no thumbs.
15. No fake guessing. If a member of the team does fake guess, they will forfeit a stick.
16. All decisions by the head judges are final.

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HANDGAME
Registration Form

Name of College: _____ Date: _____

Coach: _____ Phone: _____

Address: _____

City: _____ State: _____ Zip: _____

TEAM MEMBERS:

Team Captain _____

1. _____ 7. _____

2. _____ 8. _____

3. _____ 9. _____

4. _____ 10. _____

5. _____ 11. _____

6. _____ 12. _____

Registration must be received by March 2, 2012

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