

Gay Field Day Rules

Event 1

Egg Toss aka Cracks Kill

A max total of 10 points per sub team may be earned for completing all rounds. *If only team remains after successful completion of 10 rounds, that team will be given two additional points.

- Each team will provide 4 individual players.
- These players will form 2 sub teams of 2 individuals.
- Sub teams may only use the one, provided uncooked egg for the duration of the event.
- Each successful, unbroken catch will count as one point.
- If a sub team drops or breaks their egg, they will receive no point and that round will not count.
- To successfully complete a round and advance, the catching player must hold the intact egg above their head and get approval from the designated referee.
- If the egg breaks or drops after approval is given, that sub team will be out, but the point for that successful round will remain.
- If a player crosses their line while throwing or catching, the throw will not count and the players will be out.
- After each round, the distance between players will increase.
- Max number of throws will be 10.

Event 2

Runnnn, Bitch! - The 100 Yard Dash

First Place - 10 Points!

Second Place - 8 Points!

Third Place - 6 Points!

Fourth Place - 4 Points!

- Each team will provide 2 individual players for the event.
- Only 1 player per team may run in each heat.
- There will be as many heats as needed for each team to send 2 representatives.
- The fastest 2 players from each heat will progress to the final heat.
- The final heat will determine the point standings.
- Players will line up behind the line to start the race.
- Players will go only after the whistle is blown.
- Any false starts will be disqualified.
- Players must stay in their lane, failure to do so will disqualify you from advancing.

Event 3

RuPaul's Sack Race

First Place - 10 Points!

Second Place - 8 Points!

Third Place - 6 Points!

Fourth Place - 4 Points!

- Each team will provide 3 individual players for the event.
- There will be 3 heats, then a final heat.
- Only 1 player per team may compete in each heat.
- The fastest 2 competitors from each heat will advance to the 4th and final heat. (6 will complete in final heat)
- Players must stay in their sack the full race.

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- Players must stay on their feet to move forward during each heat.
- If a player falls down, they must stop in their place and get back up to their feet to continue forward.
- Crawling and/or rolling is NOT allowed!
- Players will line up behind the line to start the race.
- Players will go only after the whistle is blown.
- Any false starts will be disqualified. And DON'T fuck it up!

Event 4

Lesbian Appreciation Event! The Softball Throw

First Place - 5 Points!

Second Place - 4 Points!

Third Place - 3 Points!

- Each team will provide 2 individual players for the event.
- Each player will get 2 throws.
- Only 1 ball may be thrown at a time.
- The further of the 2 throws will be measured and will be counted.
- For a throw to count, the ball must land within the marked off path.
- If the ball is touching the end of the marked line, it counts.
- Contact between the two balls is allowed. (Giggity)
- The ball will be measured at the point where it stops rolling.
- If a player crosses the throwing line, that throw will not count.
- Softballs will be cleared before each new player throws.
- The furthestest thrown ball, that stays within the marked section, will win.

Event 5

Third Legged Race

First Place - 15 Points!

Second Place - 10 Points!

Third Place - 5 Points!

Fourth Place - 4 Points!

- Each team will provide a sub team of 2 players for the event.
- An individual on the sub team will be Player A and the other will be Player B.
- The right leg of Player A will be tied to the left leg of Player B.
- On the sound of the whistle, sub teams will race together down the path provided, around the cone, and back.
- The first sub team to cross the finish line with legs still tied together, is the winner!

Event 6

The Tipsy Kween 4 Person Relay

First Place - 15 Points!

Second place - 10 points!

Third Place - 5 points!

Fourth Place - 4 Points!

Fifth Place - 3 Points!

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- Each team will provide a sub team of 4 players for the event.
- Each player must start by spinning around 10 times with their head on a wiffle bat.
- The spinning player's team will count their teammate's spin count out loud.
- Individually each player will run 100 yards, go around the cone, and run 100 yards back.
- The running player will tag the next player until all players have spun and run.
- The running player must tag the next runners hand to being the new player's turn,
- The first team to have all 4 players fully complete their spins and runs will be the winner!

Event 7

Don't Taste the Rainbow. Just Separate the Beads. Seriously don't eat these!!

First Place - 12 points!

Second Place - 6 Points!

Third Place - 3 Points!

- Each team will provide 1 individual player for the event.
- Each player will be given the same number of beads.
- Each player must separate the beads by color.
- If the beads are not separated correctly, the player will be disqualified.
- To win, a player must be the first to separate all beads with 100% accuracy.

Event 8

The Egg-Mazing Race!

First Place - 20 Points!

Second Place - 15 Points!

Third Place - 10 Points!

Fourth Place - 5 Points!

- Each team will provide 2 individual players for the event.
- Only 1 player per team may run in each heat.
- There will be as many heats as needed for each team to send 2 representatives.
- The fastest 2 players from each heat will progress to the final heat.
- The final heat will determine the point standings.
- Players will place the one, provided egg on the one, provided spoon and will hold said spoon in their hand of choice,
- Only 1 hand may be used to hold the spoon.
- Each player must keep their other, empty hand behind their back at all times.
- On the whistle, each player will race down the provided path, around the cone, and then back to the starting line.
- If an egg falls, that player is disqualified and should stop immediately, staying in that spot until the end of that heat.
- If all players in a heat drop their egg, then ranking will be determined by whomever went the furthest without dropping their egg.
- If a player's hand touches the egg at anytime during the race, that player will be disqualified.
- Players will line up behind the line to start the race.
- Players will go only after the whistle is blown.
- Any false starts will be disqualified.

Event 9

Rub and Tug o War

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First Place - 20 points!
Second Place - 15 points!
Third Place - 10 points!

- Each team will provide a sub team 4 players for the event.
- One team will be picked at random.
- That team will pick the first two sub teams to compete.
- The team winner of that battle, will pick the next two sub teams to compete.
- So on and so fourth until we have a final winner.
- The sub teams must stay within the marked area.
- If a sub team member steps out of bounds, that team will be disqualified.
- To win a heat, the middle marker on the rope must cross the corresponding marked line on the field.
- The winner of a heat is the first sub team to pull the middle marker on the rope over their team's marked line.

Event 10

Wheel Barrel Race - May the Odds Be Ever In Your Favor!

First Place - 30 Points!
Second Place - 20 Points!
Third Place - 10 Points!
Fourth Place - 5 Points!

- Teams will provide as many sub teams of 2 players as they can for the event!
- An individual on the sub team will be Player A and the other will be Player B.
- Player A will use only their hands and arms to move, while Player B will hold the legs of Player A and walk.
- Player A's feet must never touch the ground.
- Player B must hold onto the legs of Player A at all times!
- If Player A's feet touch the ground or Player B lets go of Player A's legs, that sub team will be disqualified.
- On the sound of the whistle, all sub teams will, God help us, compete at once.
- Sub teams must go from the staring line, out to and around their cone, and back to the starting line.
- First team to cross the finish line wins.
- Players will line up behind the line to start the race.
- Players will go only after the whistle is blown.
- Any false starts will be disqualified.