



BINGO

Any rules or play interpretations not discussed below will be at the discretion of FAU IM Sports staff.

I. GENERAL

A. Roster Restrictions

- i. There are no roster restrictions for Intramural Bingo.

B. Who is Eligible?

- i. Students with their active OWL Card
 1. Another photo ID may be used in place of an OWL Card if the participant is already on the roster
- ii. Those with a membership to the gym, must show membership ID

II. Equipment

- A.** Game equipment is provided by Intramural Sports.
- B.** There are no specific attire requirements for Intramural Bingo, however the Competitive Sports Supervisor reserves the right to deem any clothing unacceptable that is obscene, dangerous, or violates the student code of conduct in any manner.

III. Timing

- A.** There will be two, 50-minute sessions during which six different versions of Bingo will be played, if time allows.
 - i. Players will only be allowed to play in one of the 50-minute sessions, unless there are still spots available at the time of the event.

IV. Regulations

A. The Game

- i. Each player will be given a new Bingo card each round.
 1. If multiple people achieve this goal in the same round, both players will be determined winners.
 2. Each winner will receive an intramural sports championship t-shirt
- ii. After a player declares they have Bingo, they must bring their card up to the front to be checked and verified by an Intramural Sports staff member.
 1. If an error is discovered, the card is corrected and play continues as normal.

B. Bingo Variations

- i. Standard Bingo
 1. The goal is to get 5 marked spaces in a row. They can be in vertical, horizontal, or diagonal formation. The first player to achieve this must call "Bingo!" aloud to declare their victory.
- ii. Four Corners
 1. The goal is to get have each mark on the four corners of your card covered. The first player to achieve this must call "Bingo!" aloud to declare their victory.

iii. Small Square

1. The goal is to get four marks all touching in a square formation. This can occur anywhere on the board. The first player to achieve this must call “Bingo!” aloud to declare their victory.

iv. X

1. The goal is to get the 5 marked spaces diagonal across the board both ways. This should result in an “X” formation across the center of the board. The first player to achieve this must call “Bingo!” aloud to declare their victory.

v. Blackout

1. The goal is to fill every space on your card. The first player to achieve this must call “Blackout!” aloud to declare their victory.
2. If time ends before this game is finished, the player with the most spaces marked off will be declared the winner.

vi. Death Bingo

1. Death Bingo plays like standard bingo, except when a player achieves Bingo they are eliminated. The last player remaining after all other players are eliminated will be declared the winner.
2. If time ends before this game is finished, the player remaining with the least amount of spaces covered will be declared the winner.

C. Forfeits

i. Ready to Play and Game Time

1. A player is considered ready to play they are properly signed-in with IM staff, present at the specific table for their scheduled contest, and properly equipped at the designated game time

V. SPORTSMANSHIP

A. FAU Campus Recreation’s sportsmanship policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Intramural staff reserves the right to end any intramural contest at any point, or to remove a participant from play.

- i. Any player that is ejected for any reason must come in to speak to a Competitive Sports professional staff member before their next game. That player or team is **not** eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not comply with this policy.