

TINKER AFB RECFEST

SPORT BYLAWS

PURPOSE: To safely host Tinker AFB's RecFest on 18 September 2026 to foster team spirit, comradery and competition among Tinker AFB personnel while strictly adhering to these BYLAWS.

ELIGIBILITY: All Tinker AFB personnel to include DOD civilians.

For more information contact TSgt Ryan Synder at ryan.snyder.9@us.af.mil or MSgt Kyle Westerman at kyle.westerman@us.af.mil.

SCORING AND AWARDS

Each event is scored individually, and awards will be given to the winning teams.

EVENTS

All events will be single Elimination

CORNHOLE – (POC/Lead Referee: SSgt Caleb King)

Location: Tinker AFB Northwest Softball fields (Near Gerrity Gym) Softball Field 1

Players per Team: 2

RULES: The first team to 21 without busting wins (bust and go back down to 15). 1 point for each bag on the board, 3 points for each bag in the hole. No bags can touch the ground. Score for each round is determined by calculating the difference between team totals for the round.

KICKBALL - (POC/Lead Referee: SSgt Jacobe Douglas)

Location: Tinker AFB Northwest Softball fields (Near Gerrity Gym) Softball Field 2

Players per Team: 10

RULES: Each team must consist of 10 players. The games will be played for 5 innings or 45 minutes (whichever comes first). The pitcher must deliver the ball with one foot in contact

with the pitching rubber. The ball must roll or have bounced prior to reaching home plate to be considered a fair pitch. Kicker has only 2 attempts to strike the ball or it is considered an out. Balls kicked foul are an out. Each team gets three outs per inning. Kickers will be considered out when the fielding team touches a base with a ball before kicker arrives; he or she is hit below the shoulders while running to the base; a kicked ball is caught by a fielder before hitting the ground. Team that scores the most runs during the time frame will be declared the winner. Bunting is not allowed; kickers must follow through with the kick.

TUG OF WAR - (POC/Lead Referee: TSgt Ryan Snyder)

Location: Tinker AFB Northwest Soccer/Football field (Near Gerrity Gym)

Players per Team: 10

Start Time: 1400

Rules: Must participate for members respective Wing.

SOCCER - (POC/Lead Referee: SrA Cristian Olave)

Location: Soccer/Football Field

Players per Team: 6

Rules: 5 players and 1 goalie. Each game will consist of 30 minutes play, plus penalty kick shootout if there is a tie.

ULTIMATE FRISBEE - (POC/Lead Referee:

Location: Soccer/ Football Field

Players per team: 6

Rules: Each point begins with six players per team lining up on their respective endzone lines as the defense throws ("pulls") the disc to the offense. The disc may be passed in any direction, but players cannot run with it and must establish a pivot foot immediately upon catching. The defender guarding the thrower (the "marker") counts aloud from one to ten ("stalling"), giving the thrower ten seconds to pass. A turnover occurs—and possession immediately flips—if a pass is dropped, intercepted, thrown out of bounds, or if the stall

count reaches ten. No physical contact is allowed, and a point is scored when a player catches a completed pass inside the opponent's endzone

3V3 BASKETBALL - (POC/Lead Referee: Gherity Gym Staff)

Location: Gerrity Gym

Players per Team: 3

Played on a half-court with one hoop and three players per team, the game begins with a coin flip to determine initial possession. Field goals made inside the arc are worth one point, shots made beyond the arc are worth two points, and free throws are worth one point. Following any made basket, defensive rebound, or steal, the ball must be cleared by dribbling or passing it completely behind the two-point arc before a team can attempt a shot. The game is won by the first team to reach 21 points, or by whoever has the lead when the 20-minute game clock expires.

SUPER SMASH BROS. TOURNAMENT - (POC/Lead Referee: TSgt William Horne)

Location: Tinker event Center

Players per Match: 1

Played in a 1v1 format using the latest version of Super Smash Bros. Ultimate, the game begins with a character selection, with a stage-striking process from the starter list keeping fast pace. Each player starts with 3 stocks on an 8-minute game clock, with all items, stage hazards, and pause functions disabled to ensure competitive balance. Following any completed match, players ban and counter pick stages from the approved pool, locking in their characters before the next round begins. The game is won by the first player to deplete their opponent's 3 stocks, or by whoever has the stock lead (or lowest damage percentage) when the 8-minute game clock expires.

ALTERNATE (INDOOR) EVENTS

WALLEYBALL - (POC/Lead Referee: MSgt Kyle Westerman)

Location: Gerrity Gym

Players per Team: 6

Rules: Each game will be played to 15 points or 20 minutes. Championship game will be played the best 2 out of 3. A 45-minute time limit will be enforced for the championship game. Teams must consist of 6 players. There will be no breaks between games.