MIDDLE TENNESSEE STATE UNIVERSITY
Campus Recreation
Intramural Sports

Giant Jenga

ELIGIBILITY RULES:

1. You must have an MTSU ID to participate. NO ID, NO PLAY…NO EXCEPTIONS!

2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.

3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Associate Director of Intramurals, Sport Clubs, and Wellness.

The Game

1. **The Field:** Jenga is played with 48 wooden blocks; each block is 3 times as long as it is wide, and slightly smaller in height than in width. The blocks are stacked in a tower formation; each story is three blocks placed adjacent to each other along their long side, and each story is placed perpendicular to the previous (so, for example, if the blocks in the first story are pointing north-south, the second story blocks will point east-west). There are therefore 16 initial stories to the Jenga tower.

2. **Team:** Rosters will consist of no more than 8 players, but you must have 4 players to start. Captains will play “Odds or Evens” to decide who plays first. The winner decides if they will go first or second, each game after teams will alternate going first.

3. **Game:** Each team member must play their turn before a member who has already played may play again. Switching hands is permitted during game play, but only one hand at a time may be used to remove a block. Blocks may be bumped, nudged, wiggled or tapped to find a loose block that will not disturb the rest of the tower. Each player has 10 seconds to decide on which piece they want to take out. The game ends when the tower falls in any significant way -- in other words, any piece falls from the tower, other than the piece being knocked out to move to the top. The losing team is the one with the member who made the tower fall (i.e. whose turn it was when the tower fell); the winning team is the opposing team. The winner of each game will move on to the next round.

4. **Time-outs:** There are no time-outs in Jenga.
5. **Substitutions:** There are no substitutions in Jenga.

6. **Equipment:** The removing of bracelets, watches, jewelry, and hats is recommended but not required. Any piece of equipment that is worn is considered a part of your body and can result in knocking over the Jenga Tower.

7. **Mercy Rules:** There are no mercy rules in Jenga.

*Giant Jenga… 8/12/15*