

Squad V Squad, Sports Scramble Rules

Squad V Squad, Sports Scramble is a multi-sport, best of 5 series competition where each game matters more than the last. Two drafted teams face off repeatedly with only one goal, win the game.

Two rival captains will be called upon to assemble their dream team. Those teams will proceed to play a game from a pre-selected sports bank. The losing team picks the next sport. First team to 3 wins takes the trophy.

Voted on Captains

Captains for this competition will be voted on by their peers in a pre-competition poll titled "Who are the Biggest of Rivals?" The two players that receive the most votes will be deemed the captains for the competition.

The role of the captain is to draft the team and choose the next sport in the case of a loss. No management of rostered players is required.

Team Drafts

Prior to competition, the two captains and commissioner will meet in-person to draft teams.

The draft will be in snake format with the first-choosing captain being randomly chosen.

The roster can be made up of rostered FDC or unofficial players, although at least half the roster must be of official FDC players.

The roster has a maximum of 10 players, counting the captain.

If desired, a captain can leave up to 3 roster slots "Open for Pick Up" meaning that a player can be picked up on waivers to join the team during the competition.

Competition Layout

This competition is a best of 7 series, meaning there will be at least 3 game days and up to 5. One game will be played per week, meaning the competition could last 3-5 weeks.

Players are NOT expected to best present every game day. This is a team event, meaning that as long as 1 player from a team's roster shows they are able to play.

The first sport of the competition will be selected by the captains following team drafts. Following the first game, the losing team's captain will choose the next sport.

A sport's ruleset will be defined on game day depending on the amount of players available to participate. The decision will be made mutually between the teams.

Sports Bank

The sports and their available rulesets for the competition are listed below:

Ultimate, All Sports

- Ultimate Frisbee but with other balls. Points escalate per touchdown. Most points at the end of ball selection is the winner.
 - Frisbee = +1
 - Football = +2
 - Kickball = +3
 - Foam Ball = +4
 - Blitzball = +5
 - Volleyball = +6
 - Vortex = +7

Curling, All Sports

- Curling but with other balls. Each team gets the following balls. The kickball serves as the middle point. There will be 6 ends.
 - Football
 - Volleyball
 - Wiffleball
 - Tennis Ball
 - Frisbee

BucketGolf, All Sports

- BucketGolf but every player has the “all-sports” bag to use instead of clubs. Lowest combined team score wins.
 - Hockey Stick + Foam Ball
 - Football Punt
 - Volleyball Serve
 - Soccer Ball Kick
 - Frisbee Hammer Throw
 - Foam Ball Toss

Sports Course

- A sports ball obstacle course, Score points based on performance. Every second takes away a point. Most points combined wins. Following are the obstacles.
 - Zone Ladder
 - 3 Zones
 - 10, 20, 30 points per Zone
 - Wiffleball, Frisbee, Football
 - Drive/Slap/Kick
 - Hit as far as possible. Each cone passed is 2 points.
 - Drive = 5 Hybrid + Foam Ball
 - Slap = Hockey Stick + Foam Ball
 - Kick = Field Goal Kick
 - Soccer Cones
 - 6 cones to weave a ball through cones, 5 points per untouched cone.
 - Pin Knockdown
 - 10 pins stacked, 5 wiffleballs to knock as many down as possible.
 - 3 points per pin.
 - Triple Ace
 - Serve a volleyball into empty side.
 - Every ace worth 5 points.
 - Hole Out
 - Throw a frisbee as close to the BucketGolf hole as possible.
 - Within 30 yards = 10 points
 - Within 20 yards = 15 points
 - Within 10 yards = 20 points
 - Hole out = 30 points

Tower Defense

- Each team gets 5 pins to keep standing. A selection of obstacles is available for teams to choose from. Each team gets 5 balls to attempt at knocking down the opponent's pins. Most points across 5 rounds wins.

- Sports Balls:
 - Kickball
 - Football
 - Volleyball
 - Frisbee
 - Foam Ball
- Available Obstacles:
 - Husky Box
 - Cardboard Box
 - Barstool
 - Books
 - Laundry Bin
 - Blanket
 - Baseball Bats
 - Pool Noodle
 - Spikeball Net
 - Disc Golf Cage

Angry Birds

- Each team is presented each 3 rounds of structures with 10 pins set on them, each being worth a point. The goal is to eliminate as many pins as possible each round. Every round, a team can choose 5 shots out of the 7 sports balls. If all the pins are eliminated before all balls are used, each extra shot will be worth an additional 10 points. The obstacles in each structure are as follows:
 - Bar Stools x2
 - Cardboard Box x5
 - Blanket x2
 - Disc Golf Cage
 - Husky Box
- Available sports balls:
 - Kickball
 - Foam Ball
 - Baby Soccer Ball
 - Frisbee
 - Wiffleball
 - Volleyball
 - Dog Toy Tennis Ball

Kickball, All Sports

- Kickball but with other balls. Every pitch must be with a different ball. 5 innings, no balls/walks, 1 strike, unlimited fouls. The balls are as follows:
 - Tennis Ball

- Large Pickleball
- Baby Soccer Ball
- Football
- Kickball
- Soccer Ball
- Volleyball
- Spikeball

Bowling, All Sports

- Bowling but with other balls. 7 frames with 7 different sports balls and actions. Most points wins. The balls are as follows:
 - Hockey Slap Shot
 - Long Soccer Kick
 - Golf Swing
 - Volleyball Serve
 - Foam Ball Pitch
 - Spikeball Bounce Off Net
 - Football Deep Throw

Pickleball, All Sports

- Pickleball but with other balls. 5 rallies are held with each ball. Most points at the end of ball selection is the winner.
 - Pickleball
 - Tennis Ball
 - Squish Ball
 - Blitzball
 - Large Pickleball
 - Bouncy Ball
 - Baby Soccer Ball