



Revised 2/16/2026

The WELL

Sacramento State Intramural Sports

Sober Die

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PLAYERS, ROSTERS, EQUIPMENT, THE OFFICIALS, TIME, PLAYING FIELD

PLAYERS AND TEAM ROSTERS

1. Teams will consist of 2 players

PLAYERS EQUIPMENT

- All players must wear athletic shoes. Sandals, bare feet, Crocs, and any other footwear not intended for athletic use or is deemed unsafe by the referee are not allowed.
- Officials may stop play at any time for safety concerns.

THE OFFICIALS

- The officials' authority and jurisdiction begin when they are on or directly around the playing area before, during and after a match.
- The referee shall have the authority to penalize rule breaking during play and during stoppages of play.
- The referee has authority to rule promptly, in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.
- Team representatives, including players, substitutes, replaced players, coaches, trainers, spectators, and other persons affiliated with the team are subject to the rules of the game and shall be under the authority of the officials.

TEAM CAPTAIN'S RESPONSIBILITY

- At no time can any player question an official's judgment. If a player has a question regarding rule interpretation, these questions need to be approached through the team's captain in a respectful manner.
- It is the team captain's responsibility to inform his team of all rules, procedures and regulations.
- The captain will attend the pre-game meeting and roll the die to start the game with the officials and other team's captain.
 - The person with the highest number after one roll decides if they want to defend or which side they would like to start on.

THE LENGTH OF THE MATCH

- A match will be played to 12 points with a difference of two or 20 minutes. A "sudden death" situation will be played if the game ends in a tie.
- The clock will not stop except for injury or extended discussion over rules with official.
- Between the first and second half, the teams shall change sides of the field.
- The length of the match may be shortened at the discretion of the officials for inclement weather, lack of daylight or for any reason approved by the supervisor.

THE FIELD OF PLAY

- A 4-sided, rectangular, table.

PLAYING RULES

Scoring

- A point will be awarded when a die is thrown at least 6ft (up to referee discretion) above the table, the die falls onto the table hitting the opponent's half and then hits the ground.
 - Teams can prevent points by making a **legal catch**, with only their hands, (No trapping the die against their body) after the die hits the table and before it hits the ground
- "Sink" – If a player throws the die and has it land in their opponent's cup, 3 points is awarded.
 - "Self-sink"- A player throws the die and it lands in their own team's cup; a point is taken away.
- "Tink"- If the thrown die hits the opposing side, then one of the four cups, and hits the ground it is a "Tink". 2 points
- Summary:
 - **Standard point = table → ground**
 - **Sink = 3 points**
 - **Tink = 2 points**
 - **First to 12, win by 2**

False Points and Interference

- If a die is thrown below the 6ft minimum above the table, "height" is called. No point is awarded
- If a die is thrown and fails to hit the opposing team's side, no point is awarded
 - If the die hits the line in the middle of the table bounces/rolls in the opposing team's direction, "Line forward" is called. Point awarded to throwing team. If the official cannot clearly determine direction, no point is awarded.
 - If the die hits the line in the middle of the table and bounces/rolls in the direction of the throwing team, "line back" is called. No point.
- If a player touches, or in any way interferes with the die before it hits the table, "interference" is called and a point awarded to the opposing team.
- Any touching of the die while it is over the vertical plane of the table will result in an "interference" call
- "Interference" is also called when a player interferes in any way physically, with an opponent's catch.

Rethrows

- Rethrows may be used only when an external interference or safety issue affects play, at the official's discretion

MISCONDUCT

Ejection

- Any member, whether spectator, fan, or audience member suspected of breaking the sobriety policy will be asked to leave and/or disqualified from the tournament. Violators will be reported to student conduct and will face the consequences deemed appropriate by the intramurals department and the WELL.
- Possession or consumption of alcohol or drugs before or during the event is prohibited. Violation will result in immediate removal and further consequences.