Epoxy Floor Wars Rules

1. Each day the competition starts at 10am. Each gladiator MUST be present by 9am OR they will be **benched for 3 hours**. That will leave one Gladiator working alone through the switcheroo
2. No phones are permitted on the floor by any Captain or Gladiator
3. Only 2 Gladiators may be on the competition floor at a time. The gladiator layout can change once per day at captain discretion (more than 2 people on the floor results in **5pt penalty**).
4. Each team has 2 ten-minute lifelines per day, allowing the captain on the floor
5. Every 15 minutes the Gladiators MUST SWITCH.
6. Captains MAY NOT touch the floor except for lifelines(10 min -2x a day)
7. When the alarm sounds for the Gladiator switch you MUST SWITCH within 60 seconds or **5pt penalty per minute**
8. At random times of the day trivia questions will be given, alternating between teams. You will have 60 seconds to answer. A final answer will be given by the captain. Correct answer, competition resumes – I**ncorrect answer – RANDOM NATURAL DISASTER (Coin flip each morning to determine who will go first).**
9. Each team will have the same exact product, tools & materials.
10. We encourage "banter" BUT keep it sportsman like and professional! Banter permitted OFF the floor.
11. Gladiators and captains are forbidden on the opposing teams work area throughout the entire competition **5pt penalty**
12. Random Skill Challenges will be announced throughout the competition; you must leave your work area and go to the Test of Skill Arena immediately within 60 seconds or a **5pt penalty per minute**
13. At no time will any Gladiator or Captain, THROW, SPRAY or CAUSE ANY DAMAGE to the opposing teams floor arena.
14. Gladiators may shout 'HELP" from the sidelines but cannot hand their team members any tools or products. **5pt penalty** for violating this rule (this includes captains)
15. There are NO TIME-OUTS.
16. Teams will not converse with spectators while the competition is in progress. **10pt penalty** for violating this rule.
17. Judging verdicts are FINAL – **Arguing results in a 20pt penalty**.
18. Judges are free to walk through-out the competition inside or outside the work area. They will be judging from the stage too.
19. Judges cannot coach, lead or suggest any methods or techniques relating to the work arena. Gladiators are allowed to ask each judge one question per day.
20. Judges may ask questions BUT only to the captains.
21. Gladiators are permitted to leave the floor for 5 minutes to use the restrooms. **5pt penalty per minute if late**
22. Gladiators **may not step over the tape** in the working area if it is not their turn-**5pt penalty**
23. At the end of each day, penalty points along with the total amount of points will be posted.
24. Final judging tallies will be done independently and given to Steven one by one.
25. You will forfeit your right to continue in the competition if you are deemed unfit to participate.