

1. \$100.00 entry fee. This includes lunger fee (all teams will be included in lunger). \$10 from every entry will go towards lunger %100 lunger payback.
2. 8 Fish Limit per team consisting of any combination of Crappie, Perch, and/or Bluegill/Panfish.
3. All fish caught must be caught during tournament hours only.
4. Fish being weighed must be counted and sorted prior to leaving the ice 15' away from any other team. You may use another team's scale with permission without the help of that team.
5. All teams must be off the ice by 6:00pm the evening before an event.
6. All fish must be kept thawed in a bucket of water at all times. **Frozen fish will not be weighed.**
7. No more than two persons in any shanty at one time during an event. This includes spectators, family, or friends.
8. Teams may not bring family or friends to fish next to them.
9. Automatic hook-setting devices are not permitted.
10. 2 rods per person. 4 rods per team. Any combination of rods/tip-up may be used/fished.
11. Teams may consist of one or two individuals.
12. Onsite registration at tournament launch site will begin at 5:30 A.M. and end at safe light prior to the start of each event, approximately 6:45am. Tournaments begin at safe light.
13. Pre-tournament rules meeting and prayer will be conducted prior to the start/blast off of each tournament.
14. Launch order will be based off a random draw for the first 25 contestants. After first 25 registered contestants, starting position will be in order of registration.
15. All equipment to include buckets, shanties, and bags will be inspected prior to the start of tournament. Have everything open and ready when getting in line. Teams are authorized to use shanties; however, all shanties must be checked prior to the start of the tournament and marked with a designated tag or florescent ribbon.

16. All teams are required to carry at least one personal flotation device (PFD). This can be a life jacket, throwable PFD, or a float suit. PFD's will be checked for prior to the start of the event. Float jacket and/or float bibs only will qualify.

17. All contestants are required to carry ice picks/ice awls on their body at all times. Picks/awls will need to be shown to officials prior to blast off. Contestants not carrying picks/awls will not be permitted to compete.

18. Team Identifier (Poker Chip) and team's bucket containing fish will be collected immediately by staff as anglers leave the ice. Buckets will be marked with a designated tag with team number. If buckets/identifiers are not immediately given to tournament staff, the tournament director has the right to disqualify that team.

19. A maximum of 8 fish may be in the bucket when presented to tournament staff at the time of weigh-in. If a team presents a bucket consisting of more than the specified limit, a penalty of 8 oz. in addition to the loss of that team's largest fish will be assessed

20. . Lunker must be marked prior to weigh-in for directors to easily identify. Identifiers may be provided at time of registration. If identifier is not provided or is misplaced, a clip of any kind or an ice jig may be hooked into the fish to identify. Teams may only weigh one lunker.

21. Any item attached to or placed inside a fish, other than to identify the teams lunker, in order to gain a weight advantage will be removed by the tournament staff prior to weighing fish. Tournament director has the right to disqualify any team who purposely violates this rule.

22. Team members must stay within 50' of each other from the time their team has passed inspection until their team's fish have been weighed in.

23. Teams cannot step off the ice for any reason during tournament hours. In case of emergency, the tournament directors must be contacted immediately.

24. The use of alcohol and illegal narcotics to include marijuana is not permitted during any event. This includes prior to, during, and following events. Teams found under the influence will be immediately disqualified.

25. Teams are not permitted to fish closer than 15' from another team and or non competing individual(s) unless given permission by the individual(s).

26. Contestants can drill as many holes as they like; however, any open hole may be fished by another competitor. Blocking of holes is not allowed.

27. Leaving equipment next to an empty hole does not stop another fisherman from using that hole as long as they are 15 feet away from other contestants.

28. Weigh-in begins at 2:00pm (unless stated differently). All teams must check in with the director by returning their teams identifier (Poker Chip) at specified location by 2:00pm. Teams weighing in after 2:00pm will be issued a ¼ lb. deduction of total weight per each minute late up to 15 minutes late. After 15 minutes, any team not checked in will be disqualified.

29. Tie breakers for weigh-ins are as follows: 1. Biggest fish 2. Total amount of fish 3. If there is still a tie, teams will compete in a fish off. First fish weighed wins.

30. Tournament boundaries will be determined prior to the start of each event and will be based off of current ice conditions. Teams who leave the designated boundaries during tournament hours will be disqualified.

31. If a team witnesses a violation of any rule, it is the obligation of that team to notify the tournament director immediately. If a violation is reported after the tournament, the team filing the grievance must do so in writing within 15 minutes from the start of the weigh-in. Photographic evidence or multiple witnesses from multiple teams must be provided to the directors as part of the notification or written grievance.

32. Any participant under the age 18 years old must be accompanied by an adult over the age of 18 and have a waiver signed by a parent or guardian.

33. Any violation of the rules will result in disqualification. Law enforcement will be contacted if the situation requires.

34. By his/her signature on the event entry form each participant agrees to submit for a third party administered polygraph at the discretion of the tournament director. If a team is believed to be in violation of any rules, participant agrees to submit for a third-party administered polygraph examination and agrees to provide truthful and honest responses as to be determined by the third-party examiner. Refusing to take a polygraph examination for any reason will result in immediate disqualification.

Interpretation of these rules will be left exclusively to the tournament director and/or ruling board. Failure to comply with any rule may result in disqualification. The decision of the tournament director and/or ruling board shall be final in all matters.