

# Williams Wa Tournament

## Official Rule Book

Wa is an exciting game of elimination (based upon that noble profession of the lumberjack) that involves reacting quickly to other players' actions and fighting with spirit to the bitter end. The game is quite simple. Here the rules are officially decreed:

- I. Game Setup
  - a. Games shall include a minimum of 6 players per team and a maximum of 10 players per team. These players must stay the same for the entire match.
  - b. If a team fails to field six players, it forfeits the match.
  - c. The number of teams playing in a single game will be two.
  - d. All players shall stand in a circle. Players may arrange themselves in any way, but either team may complain about the arrangement of the other team and demand changes.
  - e. A coin will be flipped to determine which team begins the match. That team will pick the starting player.
  - f. The means of sudden death must be determined at the beginning of the game. Any means is possible if it can be done within five minutes and does not require pain or suffering. If no means is decided upon, a coin flip is required to settle matches. Sudden death suggestions include pokey, foot tag, thumb war, RPS, and the vegetable game.
  
- II. The arm motions
  - a. Wa involves three motions, "growing", "chopping", and "falling". These motions, to be valid, must be carried out in the following manner.
    - i. Growing
      1. The two hands must be in front of the grower, palms touching. The arms must rise in unison to a height exceeding the height of the grower's head.
    - ii. Chopping
      1. The chopper must also have hands touching when the motion is finished. This motion involves a determined sweeping motion towards the person being chopped. Both of these conditions must be met for the chop to be valid.
    - iii. Falling
      1. The falling motion must occur after a person has conducted the growing motion without any other motions in between. With palms touching, the faller must lower his arms to waist level and utter "wa!" The falling motion must be aimed towards another player.

2. Failure to clearly aim at a person and make eye contact with them renders the motion invalid.
- b. Failure to utter “wa” renders any of the motions invalid.
- c. Disputes will result in a do-over initiated by the accused team.

### III. Playing the Game

- a. The team that wins the coin flip initiates play by performing a growing motion followed by a chopping motion aimed at another player (“wa!” must be uttered). This is the only case in a person who has grown does not need to be chopped down.
- b. The person who is aimed at must perform a growing motion immediately. A soon as they reach full height, their neighbors in the circle must cut them down immediately. The grower must then perform a falling motion immediately as specified in II.a.iii.
- c. This process shall continue until one of the following happens:
  - i. Chopper error. If a person fails to chop within a reasonable (almost immediately) amount of time, that person has made an error.
  - ii. If a person fails to grow within a reasonable amount of time when fallen towards, that person has made an error.
  - iii. If a person fails to perform the chopping motion, that person has made an error.
  - iv. If a motion is made incorrectly, the motioner has made an error.
  - v. If a person fails to utter “Wa!” when performing a motion, that person has made an error.
  - vi. If a person disrupts the game’s rhythm, that person has committed an error.

### IV. Treatment of Errors

- a. When somebody makes an error, game play is stopped. All persons who are determined to have made an error in the last motion period are eliminated from play.
  - i. Elimination from play requires that the eliminated sit down in the location he/she was standing when eliminated. That person is a “stump.” Failure to sit for the rest of the game can result in forfeiture of the team of the non-compliant player.
- b. A new motion period is started by the last player to correctly perform a falling motion before the error.
- c. Disputes over errors will result in do-overs if reasonably warranted.

### V. Winning the Game – There are three ways to win:

- a. Forfeiture of the other team due to inability to field six players.
- b. Elimination of all members of the opposing team.
- c. Winning a sudden death if there be one member left of each team.