Rule 1: Teams
   A. Teams can consist of 2-4 players.
   B. 4 teams play at a time

Rule 2: Scoring
   A. At the end of each round the team that collects the most ball pit balls in their corner wins.
   B. Each ball will be worth one point.

Rule 3: Gameplay
   A. A player is pushed by their team, while on a scooter, to the center of the room and attempts to place as many ball pit balls under their basket as possible and return them to his or her team’s corner.
   B. The scooter can NEVER STOP. As soon as the player reaches the center, he or she must be immediately pulled back to the team’s corner.
      1. Individuals being pushed and pulled to retrieve balls must remain on the scooter at all times
   C. You can either send the same player back to the center, or have the whole team rotate through being “hippos”
   D. Only balls that are completely in the team’s corner count as points. Balls will quickly become scattered around the room, and it is not enough to have balls “close” to a corner. If a ball is close, the team can send the hippo towards that ball instead of to the center.
   E. The game ends when all the balls have been collected
   F. Specifics about the format of the Hungry Hungry Hippos tournament will be based off of participant interest and determined after registration closes.