CITY OF LAS VEGAS
NEVADA

CORPORATE CHALLENGE
2006
CITY OF LAS VEGAS

# HANDBOOK

# Welcome to the City of Las Vegas

# Corporate Challenge!

Corporate Challenge is patterned after the Olympic Games and is one of the largest amateur athletic events in Southern Nevada. Corporate Challenge is not just for athletes! The non-athlete can volunteer to assist at the games or come as a spectator and cheer the company team. Of course, friends and families are always welcome!

***Corporate Challenge:***

- builds morale
- develops team work
- instills company pride
- develops networking opportunities
- enhances employer/ employee relations
- promotes company recognition in the community
- provides physical and mental conditioning for employees

Many firms record employee efforts on video and show the films during recruitment efforts, at new employee orientations and, periodically, in the company dining room.

All of us at the Department of Leisure Services work to make each event the best ever. If you have any questions, please call (702) 229-6706.

Sincerely,

Director Barbara P. Jackson, DPA
Department of Leisure Services

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**Corporate Challenge Coordinator**
**Andrea Anzalone: 229-6706**
**FAX: 678-5858**

***The City of Las Vegas proudly supports the Americans with Disabilities Act. Athletes inquiring about event/rule modification, please call Lonny Zimmerman at 229-6721.***

# How to enter Corporate Challenge

One fee covers participation in all Corporate Challenge events. Employee numbers reflect the number of persons employed by the company, not the number of participants.

| Employee Base | Fee |
|---|---|
| 2000+ | $2,360 |
| 500-1999 | $2,205 |
| 151-499 | $2,110 |
| 1-150 | $1,750 |

**Entry Deadline**:
Registration is accepted from August 1 to February 10.

All checks must be made out to: City of Las Vegas

**Registration**:
Entry fee and completed forms must be delivered to:

Department of Leisure Services
City of Las Vegas Corporate Challenge
749 Veterans Memorial Drive
Las Vegas, NV 89101

**Information:** 229-6706

# Funding for Corporate Challenge

Corporate Challenge is planned, organized and directed by the Department of Leisure Services. The games are financed by entry fees and sponsorship contributions.

**Sponsors make a difference...**
The primary funding source for Corporate Challenge is team entry fees. In our effort to keep these fees as low as possible, we offer sponsorship opportunities. A sponsor's financial commitment goes directly to help offset the costs that are not covered by these fees. If you want to enhance the quality of life in Las Vegas, then becoming a Corporate Challenge sponsor is for you!

**As a sponsor, you receive a variety of benefits.**
**For complete details, please call**
**Andrea Anzalone at 229-6706.**

# How does Corporate Challenge work?

Businesses compete within a division of companies of similar size. Divisions vary from year to year according to the number and size of teams entering Corporate Challenge.

Each company selects a Company Coordinator as the liaison between the company and the Corporate Challenge Office.

***The Company Coordinator...***
- handles company registration
- attends Corporate Challenge Coordinator meetings
- selects team captains

***The Team Captain...***
- prepares the team to play
- secures practice times
- coordinates practices with individual work schedules
- assures that the team is on time for each game

**Divisions and Teams:**
Teams are composed of employees from the various submitted corporate entities, either public or private. Four divisions of competition have been established to ensure that each company competes on an equal basis with other companies that have a similar number of employees. Small businesses may join together to form an aggregate "company" of up to 150 employees.

The City of Las Vegas Corporate Challenge Coordinator will determine in which division a company will compete based on their number of employees.

**Participant requirements:**
- Minimum age is 18
- Must not be attending high school
- Work at least 20 hours per week
- Work in the Southern Nevada metropolitan area
- A player cannot participate for more than <u>one</u> team regardless of work situation.

***Identification:*** **Participant must carry proof of employment at all times. Acceptable identification is either a work photo identification card or a driver's license and a <u>current</u> paycheck stub.**

*Substitute:* Any employee who meets the above requirements and has signed a waiver may compete.

Retirees may compete for the company from which they retired. They must carry photo identification plus a letter on official company stationery stating…
- that they are retired
- the date of retirement, and
- the length of employment with the company.

They may be asked to present this letter at the events.

*Note:* If a protest regarding eligibility arises, the burden of proof will rest on the participant and the company's Corporate Challenge Coordinator. Pay stub plus driver's license or a work ID card, which includes a picture, will be required.

***Continues on next page…***



## *How does Corporate Challenge work? (continued)*

*Insurance and Release of Liability*
Insurance is the responsibility of each team and individual player. There is no league coverage provided by the City of Las Vegas Department of Leisure Services. All participants must sign a waiver of liability when registering at the beginning of the Games.

**Point System and Awards:**
Individual points determine the winning team in an event. Only the top six teams in each event receive team points. Team points determine team standings. In the case of a tie, points are divided.

**Point System:**
- 10 points for 1st place
- 8 points for 2nd place
- 6 points for 3rd place
- 4 points for 4th place
- 3 points for 5th place
- 2 points will tie for 5th place*
- 1 point for 6th place

* In the event that there is a tie for fifth place, each team will receive two points and no points will be awarded for sixth place.

**Ties:**
Ties in the championship standing will be broken in the following order:
1. The team with the most first places.
2. The team with the most second places.
3. The team with the most third places.
4. The team with the most fourth places.
5. The team with the most fifth places.
6. The team with the most sixth places.

**Bonus Points:**
Companies can earn one bonus point for:
- Attending the Company Coordinators meeting
- Attending Captains' meetings
- Participating in the Torch Relay
- Participating in the Parade of Banners
- Participating in the Executive Relay
- Participating in the UBS Blood Drive

**Event Awards:**
Awards and medals for each event are identical in each division.

The individual or team who places first, second, or third receives a gold, silver, or bronze medal at the end of the event.

The winning team of each event receives a plaque at Closing Ceremonies.

The top three teams in each division receive a trophy at Closing Ceremonies.

**Corporate Challenge Coordinator**
**Andrea Anzalone**
**229-6706**
**FAX: 678-5858**

# Organizing Your Team

Emphasize the fun and spirit of the games and that being a member of the company team is what is important, not athletic ability. There are enough fun sports and events for everyone to get involved.

We will have meetings for the team captains before the events so we can check for the teams actually playing and to update information. (This will help to avoid forfeits.) Companies will earn a bonus point for attending.

**Verification of Events Form**

Return this form to the Corporate Challenge Event Coordinator. We use this form for scheduling and bracketing. If the information is incorrect or late, your team may be ineligible for specific events.

**Team Roster**

A team roster must be submitted for certain events and this form must be typed. Be sure to include the name of the team captain. If the team captain is also a player, he/she must also be listed on the roster.

The rosters are available online at www.lasvegasparksandrec.com. Rosters must be turned in no later than 48 hours before an event.

If we do not receive a roster, your company may not be eligible to enter a team in that specific event.

**Participant Waiver (by event)**

Each participant must complete and sign a waiver at the time they register for events.

**Team Supplies**

Teams must supply their own uniforms and equipment, unless stated otherwise in the Corporate Challenge Handbook. Teams must also provide water or supplemental drink for their athletes in the outdoor events, i.e., 5K Run, Walk Race, Bike Race, etc.

**Uniforms** (Team sports, i.e., softball, basketball, soccer, "3D" 6 on 6 Dodgeball) The team shall wear the same shirts with permanent numbers, 6" or 8" high on back or front. (No tape or stick-ons, etc.). Sleeve print can be 4".

**Check In**

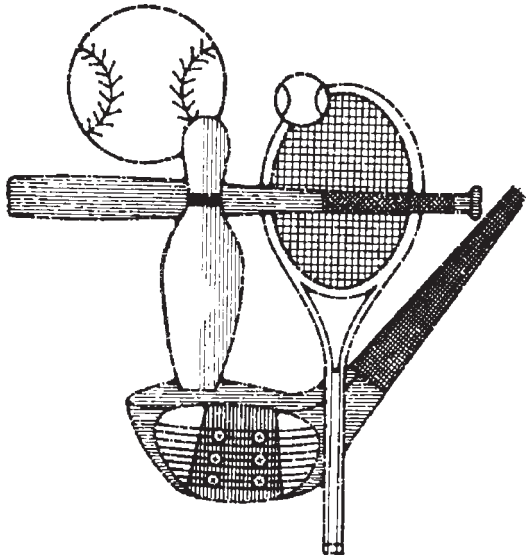
Team captains are responsible for checking in their team with the Event Coordinator 20 minutes prior to the start of an event, unless stated otherwise in the handbook.

**If you have any questions, please call the**

**Corporate Challenge Coordinator,**
**Andrea Anzalone at 229-6706. FAX: 678-5858**



# The Games



**Scheduling and Seeding:**
Company team coordinators will be notified of all event schedules, starting locations, maps, etc. Event times will be approximate and may vary slightly due to weather and/or unforeseen delays. Please remember GAME TIME IS FORFEIT TIME.

Some events are seeded as per last year's results.
Contact your event coordinator to determine if your event is seeded or not.

**Forfeit Times:**
If a team fails to show at the scheduled starting time, a forfeit will be declared by the official.

**Protests:**
(See the specific event for the proper procedure.)
All protests must be submitted in writing and accompanied by a $25 filing fee, except as noted in the softball rules. This filing fee is refunded if the protest is allowed. A protest can be filed on a question of the eligibility of an opponent or other game rules. Protests based solely on judgment calls are not accepted. (On judgment calls, the referee's or judge's decision is final.)

The authority to determine all protests rests with the Corporate Challenge Coordinator and/or appointed committe. All decisions will be rendered in a timely manner.

**Unsportsmanlike Conduct:**
The Corporate Challenge staff shall have the power to disqualify, suspend, or remove any manager, coach, player, spectator, or team and/or company that exhibits unsportsmanlike behavior before, during, or after the game.

# Opening Ceremonies

## Thursday, March 30, 2006
## Activities start at 5:30 pm.

***Agenda***

- **Executive Relay [earn one (1) bonus point]**
- **Parade of Flags & Banners [earn one (1) bonus point]**
  ***Floats Welcome* (awards given in various categories)**
- **Corporate Challenge Light Show**

We encourage all companies in Corporate Challenge to join us in this symbolic opening of the games. If you wish to participate in Opening Ceremonies and earn a bonus point, please call 229-6706 and submit your verification form to participate in the Parade of Banners to the Corporate Challenge Coordinator.

# Closing Ceremonies

## *"A Tribute to All Challengers"*

Good sportsmanship calls for challengers to congratulate the victors. Join us when we pay tribute to the champions of the Corporate Challenge games during Closing Ceremonies.

***Presentations***

- **Division Winners**
- **"Person of the Year"**
- **Director's "Sportsmanship Award"**
- **United Blood Services Top Donors**
- **"Volunteers of the Year"**
- **Team Jersey Contest Winners**

Pertinent information will be sent to the Company Coordinator.

**Call Andrea Anzalone at 229-6706 for more information.**



# Torch Relay

Corporate Challenge has several ceremonies patterned after the Olympics. One of them is the Torch Relay. The relay starts with the lighting of the torch at a selected site. From there the torch is routed throughout the community to gather as much public exposure as possible. The torch is then used to light the cauldron at Opening Ceremonies to declare the opening of the games.

The route is carefully planned, taking into consideration the time of day and traffic patterns. All hand-off points are designated to be convenient and safe. We invite all the companies participating in Corporate Challenge to be a part of this symbolic opening of the games.

If you wish to participate, indicate so on the Verification of Events form and submit to the Corporate Challenge Coordinator. Companies participating in this event will receive the route and assigned time frame the week prior to the Torch Relay. A bonus point will be given for running a leg of the relay.

All participants must run (not walk) with the torch.

# Executive Relay

This is an opportunity for the "upper echelon" to win the first medals of the Corporate Challenge games. Presidents, VPs, managers, etc., demonstrate their athletic prowess in a variety of specially designed activities. The event is held at Opening Ceremonies. To enter you must complete and submit your verification form to the Corporate Challenge Coordinator. All participating teams will receive one (1) bonus point.

# Join the team!

Corporate Challenge has openings for individuals to assist with registration, scorekeeping, setting out equipment, and general "go fer" duties. We'll teach you everything you need to know!

Workers are needed for all events except range shooting. First come, first served is the policy for all assignments. Check the Game Schedule for dates and times and then call the Corporate Challenge Volunteer Coordinator at 229-1642.

The individual who contributes the most time to help with Corporate Challenge will receive the **"Volunteer of the Year"** award and a special gift at Closing Ceremonies.

# Director's Sportsmanship Award

The recipient of this award is not necessarily the team with the most points, but the team that best exhibits sportsmanship, cooperation, spirit and team work throughout the games. The Event Coordinators select the winner by awarding points to each team, based on several factors, including…

- Attendance at meetings
- Wearing uniform with dignity
- Fielding a full team for each event
- Promptness and readiness to play
- Participation of all team members in the events
- Respect shown the officials and opponents

The winner will receive a trophy at Closing Ceremonies.

United Blood Services

*A DIVISION OF BLOOD SYSTEMS, INC. A NON-PROFIT CORPORATION*

# Blood Drive

Every company in Corporate Challenge is invited to participate in sponsoring Blood Drives. The company in each division who compiles the most donations will receive trophies from United Blood Services at the Closing Ceremonies. Each company that participates in a Blood Drive will also earn a Corporate Challenge bonus point.

Anyone can contribute towards the company's total donations...employees, friends, relatives, neighbors, etc. (Donors must identify what company is to receive credit at the time of their donation.) Individuals who are competing in any of the more strenuous aerobic activities can donate early in the competition or after the event without hindering their performance.

To schedule a Blood Drive for your company please call 228-8400.
For in-center donations and appointments, call, 233-9620.
Walk-ins are also welcome.

United Blood Services center locations include:

- 6930 W. Charleston Blvd. (near Rainbow)
- 4950 W. Craig Rd. (near Decatur)
- 3935 E. Charleston Blvd. (near US-95)
- 601 Whitney Ranch Dr., Bldg. D, Suite 20 (near Sunset)
- 10170 S. Eastern Avenue (near St. Rose)



# Person of the Year

If you have someone on your team, a volunteer or coordinator who goes above and beyond to make Corporate Challenge the best it can be, you can nominate them for the Person of the Year.

# Team Jersey Contest

Are you proud of your team jersey? Do you and your team members wear it with pride? Then submit it for the Corporate Challenge Team Jersey Contest. T-shirt should be submitted to the Corporate Challenge office by April 30, 2006. T-shirt can be mailed to: Corporate Challenge, 749 Veterans Memorial Drive, Las Vegas, Nevada 89101.

Additional information will be given out at the events and throughout the games.

# Scores, Standings and Announcements

Corporate Challenge relies on e-mail to disseminate information to all teams. Information and results are updated daily. The Department of Leisure Services will e-mail information to your company coordinator. Help us to keep everyone informed; please read and distribute all pertinent information to your respective team members.

**For daily Corporate Challenge results, log on to the City's website @ www.lasvegasparksandrec.com**

# Where to Practice...

The following is a list of facilities that you might contact for practice times.
Corporate Challenge does not provide any practice times or facilities.
For more information, please contact Mark Romeo, Corporate Challenge Facility Use Coordinator, at 878-8644.

**Archery**

| | | |
|---|---|---|
| Pacific Archery | 4084 Schiff Drive | 367-1505 |

There is also a free outdoor range east of the Silver Bowl.
You need to take your own target faces and equipment.

**Basketball**

**The following facilities are available by appointment only.**

| | | |
|---|---|---|
| Durango Hills LSC (YMCA) | 3521 N. Durango Drive | 240-9622 |
| Veterans Memorial LSC | 101 N. Pavilion Center Drive | 229-1100 |
| Chuck Minker Sports Complex | 275 N. Mojave Road | 229-6563 |
| Doolittle Community Center | 1950 N. J Street | 229-6374 |
| Dula Gym | 441 E. Bonanza Road | 229-6307 |
| Home Courts | 7485 Commerical Way | 566-4081 |

**Bike Race**

The course is an 12-14 miles road track race. Practice on your own.

**Bocce**

| | | |
|---|---|---|
| Cimarron Rose Community Center | 5591 N. Cimarron Road | 638-8036 |
| Jaycee Park | St. Louis & Eastern Avenues | Call 229-1531 to reserve a court |

To make arrangements to borrow equipment, please call Dula Gym at 229-6307.

**Bowling**

Practice on your own. Event will be held at Sam's Town Bowling Center.

**Canoe Race**

Rental canoes available at:

| | | |
|---|---|---|
| Down River Outfitters | Boulder City | 293-1190 |

The event is held at Lorenzi Park Lake on a course that is 200-300 yards long.
Practice is not allowed at Lorenzi Lake.
Practice at:
Hemingway Harbor
The Lakes at Summerlin

| | | |
|---|---|---|
| Desert Shores, Diane Meswarb | 2500 Regatta Drive | 254-1020 |

**Chess**

Practice on your own. Event will be held at:

| | | |
|---|---|---|
| East Las Vegas Community/Senor Center | 250 N. Eastern Ave. | 229-1515 |

**Darts**

Practice on your own.

**8-Ball**

Practice on your own. Event will be held at the Cue Club, 953 E, Sahara Ave., 735-2884.

**Fencing**

| | | |
|---|---|---|
| The Red Rock Training Center, www.redrocktrainingcenter.com | 8665 W. Flamingo Ave., Ste 117 | 256-2600 |



**5K Run**

Course is 3.1 miles.
Suggest practicing at one of the high school tracks after school hours.
Please call the school in advance.

**Golf**

Practice on your own.
Event held at the Las Vegas Golf Club, 4300 W. Washington Avenue, 646-3003.

**Horseshoe Pits**

| | | |
|---|---|---|
| Bruce Trent Park | Vegas Drive & Rampart Boulevard | |
| Cimarron Rose Park | 5591 N. Cimarron Road | 638-8036 |
| Freedom Park | Mojave Road & E. Washington Avenue | |
| Hills Park | Hillpointe Road (Summerlin) | |
| Jaycee Park | St. Louis Avenue & Eastern Avenue | |
| W. Wayne Bunker Family Park | Tenaya Way & Alexander Road | |

**Kickball**

Reserve a field at the City of Las Vegas Department of Leisure Services Municipal Sports Office, 1020 E. St. Louis Avenue (Monday-Friday 8 am-5 pm). 229-1528

| | |
|---|---|
| Freedom Park | Mojave Road & E. Washington Avenue |
| Lorenzi Park | W. Washington Avenue & Rancho Drive |

**Racquetball**

| | | |
|---|---|---|
| Chuck Minker Sports Complex | 275 N. Mojave Road | 229-6563 |

A 1-day advance reservation is required.
Fee: $7 per hour for 2 players and $3 for each additional player.

**Range Shooting**

| | | |
|---|---|---|
| American Gun Club | 3440 Arville Street | 362-1223 |

**Sand Volleyball**

| | | |
|---|---|---|
| Centennial Hills Park | Buffalo s. of Elkhorn | 229-1530 |

Fee: $10 per hour (please call 229-1530 to reserve a court).

| | | |
|---|---|---|
| Sunset Park | Eastern & Sunset | 568-2063 |

**Shuffleboard**

| | |
|---|---|
| Jaycee Park | St. Louis & Eastern Avenue |

To make arrangements for instructions, court reservations, or to borrow equipment, please call Dula Gym at 229-6307.

**"3D" Dodgeball**

| | |
|---|---|
| Skymania | 4915 Steptoe Street, Suite 400 |

(located on Tropicana, 1-mile east of Boulder Highway)
Please call 436-6887 to schedule practice times.

**Soccer & Softball**

Reserve a field at the City of Las Vegas Department of Leisure Services Municipal Sports office, 1020 E. St. Louis Avenue (Monday-Friday 8 am-5 pm). 229-1528
Fee: $20 per hour

| | |
|---|---|
| Freedom Park | Mojave Road & E. Washington Avenue |
| Lorenzi Park | W. Washington Avenue & Rancho Drive |

Fields Available beginning March 1: Monday-Friday, 6 pm-10 pm
Saturday & Sunday, 8 am-10 pm

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**Swimming**

Please call the pools listed for availability.

| | | | |
|---|---|---|---|
| City of Las Vegas Aquatics | 229-6309 | City of Henderson | 565-2133 |
| Clark County Parks & Recreation | 568-2063 | YMCA | 877-9622 |
| UNLV Aquatics Department | 895-3636 | Pavilion Center Pool | 229-1488 |

**Table Tennis**

Reservations required.

| | | |
|---|---|---|
| Dula Gym | 441 E. Bonanza Road | 229-6307 |
| Veterans Memorial LSC | 101 N. Pavilion Center Drive | 229-1100 |

**Tennis**

| | | |
|---|---|---|
| Angel Park | Westcliff & Durango Drive | |
| Bob Baskin Park | S. Rancho Drive & W. Oakey Boulevard | |
| Bruce Trent Park | Vegas Drive & Rampart Boulevard | |
| Charleston Hts. Park | S. of Maverick Street & Smoke Ranch Road | |
| Darling Tennis Center | 7901 W. Washington Avenue | 229-2100 |
| Hills Park | Hillpointe Road (Summerlin) | |
| W. Wayne Bunker Family Park | Tenaya Way & Alexander Road | |
| Western High School | Decatur Blvd. & Bonanza Road | |
| Lorenzi Racquet Club | Lorenzi Park | 229-4867 |

(For Lorenzi, call for court reservations. Fee: $5 per hour per court)

**Track & Field**

N. Las Vegas Parks & Recreation, Cheyenne Facility 649-7737

Suggest using one of the high school tracks after school hours.

**Tug-o-War**

Freedom Park (southwest end) Mojave Road & E. Washington Avenue

**Volleyball** 6438 Celeste Avenue 878-8644

**The following facilities are available by appointment only.**

| | | |
|---|---|---|
| Minker Sports Complex | 275 N. Mojave Road | 229-6563 |
| Dula Gym | 441 E. Bonanza Road | 229-6307 |
| Home Courts | 7485 Commerical Way | 566-4081 |
| Veterans Memorial LSC | 101 N. Pavillion Center Drive | 229-1100 |

**Walk Race**

Course is relatively flat and approximately 2.5 mi. Practice on your own.

Veterans Memorial LSC 101 N. Pavilion Center Drive 229-1100



# ARCHERY

**Format:** 2 men & 2 women per team (maximum)

Participants compete according to the following equipment categories.

**Event:**

| | | |
|---|---|---|
| Registration | 7:30 am | Bowhunter Freestyle |
| Starts | 8:00 am | Freestyle |
| Registration | 11:30 am | Freestyle Limited |
| Starts | 12:00 pm | Bowhunter Freestyle Limited |
| | | Bowhunter |
| | | Recurve |

**Rules:** The Archery Competition is governed by the Rules of the Corporate Challenge Round.

- A team will consist of two men and two women from a participating company.
- Teams with less than four archers may compete; but an archer may shoot in only one category.
- Archers shooting within the same equipment category compete individually against others in their division only.

**Equipment Categories and Descriptions:**

***Recurve*** *(Longbow)*: Bow, string, and sight window are free of any objects or markings that could be used for sighting. Only one nocking point, no peep sight or kisser button. An arrow rest is permitted. Fingers, glove, or tab are allowed for releasing arrow; no mechanical releases. No stabilizer is permitted.

***Bowhunter:*** Bow, string, and sight window are free of any objects or markings that could be used for sighting. Only one nocking point is allowed, no peep sight, no kisser button; no draw check or clicker, no overdraw is allowed. An arrow rest is permitted. Fingers, glove, or tab are allowed for releasing arrow; no mechanical releases. A stabilizer not more than 12" long is allowed.

***Bowhunter Freestyle Limited:*** No more than 5 fixed pins are allowed. Cross hairs are allowed. Sight must not extend more than 5" from front of bow. A stabilizer over 12" long is not allowed. A kisser button and peep sight are allowed. Overdraw is allowed. No pin adjustments are allowed after the first competition round begins. Fingers, glove or tab are allowed for releasing arrow; no mechanical releases.

***Bowhunter Freestyle:*** Same rules as Bowhunter Freestyle Limited, except mechanical release is allowed.

***Freestyle Limited:*** Any stabilizer or vee bar is allowed. Sights with pins, scope are allowed. Cross hairs allowed. Sight adjustments are allowed between yardages. Overdraw is allowed. Fingers, glove or tab are allowed for releasing arrows; no mechanical releases.

***Freestyle:*** Same rules as Freestyle Limited, except mechanical release is allowed.

***Continues on next page…***

## *Archery (continued)*

**Game:** Each archer is allowed 6 practice arrows: 3 from 40 yards, and 3 from 50 yards. Depending on the equipment category, a sight adjustment can be made at this time before the competition begins.

48" target faces will be used for all categories. Points will be scored as follows:

| | |
|---|---|
| Gold | 10 points and 9 points |
| Red | 8 points and 7 points |
| Blue | 6 points and 5 points |
| Black | 4 points and 3 points |
| White | 2 points and 1 point |

The Corporate Challenge Round consists of 3 ends of 3 arrows from 50 yards; 3 ends of 3 from 40 yards; and 3 ends of 3 from 30 yards. The maximum score possible is 270 points.

The top three archers, by raw score, in each equipment category, in each division, will receive medals. Tie-breaker: Shoot off at 40 yards, arrow closest to the center wins.

Team points are awarded to the top six teams in each division; but no team trophies or medals are awarded. Team standings are determined by the sum of the weighted scores of team members. Weighted scores are determined by multiplying an archer's raw score by the weight factor for their equipment category. Weight factors are established after analyzing past performances of archers in the outdoor Corporate Challenge Round Archery Event. Weight factors are utilized to determine team scores only.

- Freestyle: 1.00
- Freestyle Limited: 1.05
- Bowhunter Freestyle: 1.01
- Bowhunter Freestyle Limited: 1.06
- Bowhunter: 1.19
- Recurve: 1.35

***Continues on next page…***

NOTE: Weighted scores do not exceed 270 points. (Example: A recurve archer with raw score of 200 or higher would receive a weighted score of 270.)

**Archery Rules:**

1. No alcoholic beverages may be carried or consumed on the range.
2. Only archers participating in the competition are allowed at the shooting line. Audible coaching of archers on the shooting line is not permitted.
3. Ground quivers may be placed at the shooting line while the archer is shooting, but must be removed while others are shooting. No other equipment is allowed around the shooting line.
4. Two archers will shoot at a target face at the same time.
5. Archers will straddle the shooting line when firing.
6. An archer may not advance to the target until all arrows have been shot and the command "Score your arrows" is given.
7. In addition to verbal commands, a single blast of the whistle is the signal to commence or cease shooting. Two or more blasts indicates a potential hazard or emergency, and requires an immediate interruption of shooting.

***Continues on next page…***



## *Archery (continued)*

8. In the event of equipment failure, a time limit of 15 minutes for repairs is given. Practice arrows are allowed after repairs (one end of 3 arrows). An archer can make up missed arrows at the break or after the round is completed. More than one equipment delay disqualifies the archer.
9. Have extra arrows on hand. One archer or squad will not unduly delay the competition looking for lost arrows.

**Scoring Rules:**

1. A target captain is selected at each target. The target captain calls the arrows of each archer in the squad. Archers need to verify the target captain's calls of their arrows.
2. The target captain may touch any arrow prior to ALL scores being recorded.
3. After all the scores are recorded, the archers may pull their arrows.
4. Scores are called from high to low.
5. An arrow must touch the line to score the higher value.
6. The arrow shaft determines the value scored; not the hole the arrow makes penetrating the target face.
7. The field judge will decide questionable scoring calls. Decisions of the field judge are final.
8. If an arrow is hanging from the target face, shooting is interrupted and the field judge will reinsert the arrow.
9. An arrow that is embedded in another arrow on the scoring face scores the same as the arrow in which it is embedded.
10. If an archer loses count and shoots more than the designated number of arrows at a given yardage, the highest scoring arrow(s) will not be scored.
11. Bounce-in arrows may not be re-shot and do not count for score.
12. Witnessed bounce-out arrows, believed to have hit the target in the scoring area, may be re-shot at break or at the end of the competition.
13. An arrow that strikes the wrong target face is a miss and may not be re-shot.
14. If an arrow passes through the target face but remains in the target mat, it is pushed back and scored accordingly.
15. Arrows believed to have passed completely through the target in the scoring area may be re-shot at break or at the completion of the competition.
16. A dropped arrow may be re-shot if it can be reached from the shooting line by the archer's bow.
17. At the conclusion of the competition, all scorecards must be signed as correct by scorekeepers and archers.
18. Any arrows that are not shot at a given distance are considered lost.

**Awards:** Medals will be awarded to the top three teams in each category.

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# BASKETBALL

**Format:** The team roster for each game is limited to 8 people on roster.
(One woman and two men must be playing at all times.) NO EXCEPTIONS!

National Federation of State High School Association Basketball Rules will apply with some exceptions, such as Bonus Foul, Free Throws, Code of Conduct, and Game Clock.

Players must wear a corporate shirt **WITH PRINTED NUMERALS**. A numbered shirt is required to keep track of fouls.
*** Players wearing shirts with taped-on numerals or magic marker hand-printed numerals will not be allowed in the game.**

1. Game is 12 minutes or the first team to score 24 points wins.
2. If the game is tied at the end of the regulation time, the first team to score four (4) points wins.
3. Each team is allowed one 20-second time-out per game. In overtime each team will receive one (1) additional time-out.
4. All games are played on half court.
5. Two (2) losses mean elimination (double elimination brackets).
6. The home team is the top team on the bracket and will determine possession to start the game. Possession alternates thereafter.
7. Offensive team remains in possession until an offensive foul, turnover or violation occurs.
8. Free-throw line extended is the take back line on changes from defense to offense. (High school three-point line on the side of the key.)
9. Any foul that is committed on or after the fourth (4th) team foul invokes the penalty rule. It is a one-and-one situation afterwards.
10. Any player who is fouled during the act of shooting, and who makes the shot, gets the basket and receives one free throw and the ball out of bounds. If the player misses the shot, they will receive two (2) free throws and the ball out of bounds.
11. ***Coed Rule:***
    a. Men are not allowed to guard a woman or block a woman's shot. If a woman's shot is blocked by a man she receives two (2) points. If behind the 3-point line, she receives three (3) points.
    b. A man is not allowed to set a screen on a woman; men setting screens on a woman will be called for personal fouls.
12. During all free throw attempts, all other players must be **behind the extended free-throw line**.
13. During the last minute of game play, if the score is within five (5) points, the clock will stop every official's whistle.
14. ***Special Note:*** A player committing four fouls will foul out of the game. No exceptions to the rule. If there is no woman left to play, the team forfeits. The three-point line is in effect.

**Players/Coaches Code of Conduct:** Any player or coach who strikes an official or staff member is automatically suspended for life from Corporate Challenge.

Any player who uses unnecessary rough tactics against an opposing player and/or who receives one (1) technical foul, which may involve abusive language, will be suspended from the tournament.

**Awards:** Medals will be awarded to the top three teams in each division.



# BIKE RACE

**Format:** Each team may have a total of 40 riders, but only 2 per category.
**No alternates.**

| Female | | Male | |
|---|---|---|---|
| 18-24 | 45-49 | 18-24 | 45-49 |
| 25-29 | 50-54 | 25-29 | 50-54 |
| 30-34 | 55-59 | 30-34 | 55-59 |
| 35-39 | 60-64 | 35-39 | 60-64 |
| 40-44 | 65+ | 40-44 | 65+ |
| | Hand cycle | | Hand cycle |

All racers must wear an approved or recognized official hard bicycle helmet during the race. Any contestant seen riding without a hard helmet will be disqualified.

Racers are not allowed to wear any type of personal entertainment devices, such as headset radios or Walkman devices.

1. Tandem and fairing are not permitted.
2. Team work which produces any advantage over single competitors is not allowed.
3. There will be no passing in the tunnels.
4. Individual support is not allowed. “On bike” water bottles are highly recommended. NO person shall drive or bike alongside contestants. Infraction of this “support” rule results in disqualification of the contestant.
5. Each participant is individually responsible for the repair and maintenance of his/her own bike. Individuals must be prepared to handle any possible mechanical malfunctions.
6. Participants must heed directions and instructions from race officials and public authorities.
7. Team scores will be determined by finishing 1-6 in any of the male/female age categories.

**Awards:** Medals awarded individually according to age groups.

# BOCCE

**Format:** 4 person team (plus 2 alternates)

**Game:**

1. The games will consist of ten (10) points.
2. All games will conclude by 11 pm.
   (Games not completed will be played on Friday evening.)
3. Games will be played on any available court.
4. Teams can be all men, women or mixed.

**Rules:**

1. **Start of the game:** The game begins with the flip of a coin between the captains from each team. The winner of the flip may either have the first toss of the pallino or choose the color of the balls.
   - A player may toss the pallino any distance so long as the pallino passes the center line of the court.
   - If a player fails to toss the pallino past the center line after one attempt, the opposing team will have two chances to toss the pallino and put it into play. If the opposing team fails to toss the pallino past the center line, the pallino reverts to the original team.
   - When the pallino has been properly put into play, the first bocce ball will be thrown by the player who originally tossed the pallino.
2. **Playing the game:** The player who originally tossed the pallino, whether successfully or not, throws the first bocce ball.
   - If the bocce ball hits the back board, that team must roll again. Otherwise, he/she steps aside and their team does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all of its balls.
   - The team whose bocce balls are closest to the pallino is called "inside" and the opposing team "outside."
   - Whenever a team gets inside, it steps aside and lets the outside team roll. The team outside throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls.
   - The team who scored last throws the pallino to begin the next frame.
3. **Dead balls**: Should a player's bocce ball make contact with the back board, the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame, unless it hits another ball or the pallino before hitting the back board.
4. **Pallino:** Once the pallino has been tossed past the center line and is in play, it remains in play unless it hits the back board, making it invalid and the opposing team tosses the pallino.
   - If the pallino is knocked out of the court, the frame ends with no score.
5. **Foul line**: A player's movements are limited to the foul line. The player should not step on or over the foul line before releasing the pallino or bocce balls.
6. **Shooting**: Shooting is lofting the ball in the air beyond the center of the court. Shooting is not allowed.
7. **Disputed**: The teams playing will referee their own game. Any dispute which cannot be resolved by the team captains is decided by a designated official. Upon the official's decision, the game shall continue.

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## *Bocce (continued)*

8. **Scoring**: Only the "inside" team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team.
   - If at the end of any frame, each team's closest ball is an equal distance from the pallino, the frame ends in a tie and no points are awarded to either team.

   The captain of each team is responsible for:
   - keeping the score sheet,
   - reporting the results of the game, and
   - submitting the score sheet to a designated location.
9. **Measurements**: All measurements are made from the inside dimension of the bocce ball to the inside dimension of the pallino. Only an official and one representative from each of the opposing teams may be present during measurements.

**Awards:** Medals will be awarded to the top three teams in each division.

# BOWLING

**Format:** A team consists of 5 bowlers, 3 women and 2 men or 3 men and 2 women. A participant may not compete in this event if they currently hold, or have held within the past year, P.B.A. or L.P.B.T. membership.

**Check-in procedure**: Only captains report to the coordinator's table. When all members of the team are present, the captain must pick up the recap scorecard, list the names of bowlers (please print), and return the card to the table. The names of bowlers are checked against the team roster. The scorecard is then initialed and returned to your assigned lane by an event runner.

**Team**: Teams must have 2 women and 2 men to start. The fifth bowler must begin bowling prior to the completion of the team's third frame or wait until the next game. The scores of the four bowlers will apply to total team pins. All five bowlers must begin the second game to contend for points and medal awards. Substitutions **are not allowed** after the event begins, except for injuries.

**Games**: Teams bowl three (3) games. All are scratch games; there is no handicapping. This event follows standard American Tenpin rules and regulations. Scores are determined by a team's total pin fall.

**Tie breaker**: In the event of a tie in the total team score, the high team game is used as the first tie breaker. In the event teams are still tied, the highest team game first bowled will be the tie breaker.

**Game forfeit**: If a team is not ready to bowl 10 minutes after the session begins, the team will forfeit its first game.

**Event forfeit**: If a team is not ready to bowl 30 minutes after the session begins, the team will forfeit the event. Teams must bowl on the assigned date and at the assigned time-*no exceptions*.

**Bowling shoes**: Bowlers are responsible for their own shoes.

**Event information**: Be sure that you obtain information ***only*** from the Company Coordinator, the Event Coordinator, or the Corporate Challenge office (get a name). Information from any other source cannot be guaranteed accurate.

**Sportsmanship**: Good sportsmanship and bowling etiquette are expected of team participants and cheering sections. A second warning of unsportsmanlike conduct from the Event Coordinator may result in the teams being disqualified from the event.

After the event begins, flash photography is not allowed.

**Awards:** Medals will be awarded to the top three teams at the conclusion of each session.



# WHEELCHAIR BOWLING

**Check-in time:** 30 minutes prior to starting time.

**Game**: Women bowl against women and men against men. Participants bowl three (3) games.

**Scoring**: Winners are determined by high scratch scores; there is no handicapping. In the event of a tie, the high game determines the winner.

**Awards:** Individual medals are awarded for the top three (3) finishers in both the men's and women's events. No team points are awarded.

# CANOE RACE

**Format:** Men's Doubles, Women's Doubles, and Coed Doubles.
Each company may enter two (2) teams per category.
An individual may compete in one (1) race only:

**Registration:** Both team members must be present to check in.
Late registrations are not accepted.

**Equipment**: Canoes measuring 17' are provided for the event. There is a maximum of four canoes in each race. Teams may not use their own canoes. Paddles and life vests are provided with each canoe. Life jackets are sized "adult large."

- Competitors may use their own life vest or canoe paddles.
  Canoe paddles only. No kayak paddles.
- All competitors pair must wear a life vest or life jacket at all times during the race.
- No straps, suction cups, or any other kind of help devices are allowed in the canoes.
- Time penalties are added to your race time for flagrant "pushing off" or other similar type of foul on the course.
- Time penalties are added if any part of your canoe touches or crosses the course line (marked by buoys).
- You must go around the metal pole or you will be disqualified.

**Event**: The race is on a closed, counterclockwise course and is between 200 and 300 yards long. The race is held on the Lorenzi Park Lake.

**Scoring/Awards**: Medals are awarded to the first, second, and third place teams in each event. The races are against the clock and are not determined by the place finished in each individual heat.

# CHESS

**Format:** A team is composed of 4 players from a FIXED roster.

This tournament is a Swiss System, 10-minute time limit per player, per game.
Total team match points will determine the top six (6) teams for the tournament in each division.

**Player rankings**: Each team captain ranks the four (4) team players from strongest to weakest. Board order (strongest on Board 1, weakest on Board 4), once fixed, **must remain in the same order throughout the event.**

Opposing team captains, who file a protest that a team is playing out of fixed Board order, will be granted forfeit wins for those Boards found to be playing out of order for that match if the protest is upheld.

**Pairing:** Rules are the same as in individual events, except that teams have color application applying to Board #1, then alternating down to Board #4.

**Team Captain Responsibilities:**

- Ensure that the team is on time
- Players are in correct Board order
- Report the results of each game of each match to the Tournament Director

Team captains will be given result sheets to fill out for each round, with the names of the team members, team opponents, and individual game results and team match results.

**Scoring for individual games:**

- One point for a win
- Half-point for a draw
- Zero for a loss

**Scoring for teams:**

- 2 1/2-4 or better is a win
- 2-2 result is a draw
- 1 1/2-4 or less is a loss

**Disputes/Protests:** Except for time control limits, WBCA rules apply in all other instances for the purpose of dealing with disputes. Any protests shall be dealt with immediately and the Tournament Official's decisions shall be final.

**Tiebreakers:** For the purpose of awarding medals or prizes, the order of tie breaking systems is as follows:

1st Team match points
2nd Team total game points in all matches
3rd Modified median for teams (Throw out highest and lowest match game point results and add game points scored in remaining two matches.)

**Awards:** Medals will be awarded to the top three teams in each division.

# DARTS

**Format:** A team consists of 4 players, 2 men and 2 women.

This is a single elimination tournament.

1. **Team**: A team is allowed to start and play with less than the maximum of four (4) players, as long as at least one (1) man and one (1) woman are present.
   - If a team chooses to play with three (3) people, they need to win their first doubles match to continue. If they lose, the second doubles match is forfeited.

   NOTE: An individual player may NOT play both sets of doubles matches.
2. **Matches**: The three matches consist of two (2) doubles matches and one four-person team match if necessary.
3. **Game**: Each leg begins with a cork to determine which of the two opposing two-person teams will begin.
   - A tossed coin determines who corks first in the first leg.
   - The loser of the first leg corks first in the second leg.
   - If a third leg is needed, the loser of the original coin toss corks first to determine who begins the third leg.
   - The team whose dart is nearest to the bull's eye begins that leg.
4. **Doubles**: The two doubles matches are 301, straight on, double off, best two out of three legs. Each team must have two doubles teams (one man and one woman). Each two-person doubles team plays one of the two doubles matches.
   - If one team wins both doubles matches, the third match (four-person team match) is not played.
   - If both teams win one doubles match, then the four-person team match is played to determine the winner who will advance.
5. **Four-person team**: The four-person team is one leg, 501, straight on, double off.
   - A coin toss determines which team corks first. The team whose dart is nearest to the bull's eye with one dart on the cork begins play.
   - The four-person team winning 2 out of 3 matches will advance to the next round of play.
6. **Playoffs:**
   - Teams tying in the <u>top four</u> are required to play off for 3rd and 4th positions. The play-off is one team game, with all four players from both teams participating, 501, straight start, double out, one leg only.
   - Losing teams tying in the <u>top eight</u> positions are required to play off for 5th and 6th positions. One person from each team involved is required to throw nine darts for high score. The score is recorded and the top two scores will place in 5th and 6th positions, respectively.

**General Rules:**

1. **Warm-up**: Each player is allowed to warm up with a maximum of 9 darts before each match.
2. **Playing area**: Shooters and scorers <u>only</u> are allowed inside the playing area.
3. **Score shee**t: Each team must place their lineup on the score sheet without comparison to the other teams.
4. **Throwing distance**: Official throwing distance is 7 ft. 9-1/4" and is set as the front of any toe line.
   - Standing on tape is allowed, provided that no part of your foot extends over the front of the line.
   - Scores may be discounted for "wet feet."

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## *Darts (continued)*

5. **Scoring**: For a dart to score, it must remain in the board for 5 seconds after the third dart is thrown by the player. The point where the dart enters a number determines the score. The point must touch the bristle of the board to count.
   - A dart that sticks in the back of another dart does not score.
   - NO dart may be touched by the thrower, another player, scorer, or a spectator prior to the decision of the scorer.
   - Darts are not to be removed from the board until the scorer and shooter agree on the score.
   - It is the responsibility of the player to verify his score before his darts are removed from the board. The score remains as written if one or more darts is removed.
   - If a dart is removed and a discrepancy results, the scorekeeper's decision is final.
   - Corrections to the score must be made before a player shoots again.
6. **End of match**: At the end of the match both team captains total and sign the score sheets indicating their agreement.
   - The team captain is responsible for turning in the results to the drop-off point.
7. **Advice**: *If the shooter requests it*, the scorer may inform the shooter what was scored or what score remains.
   - The scorer may not inform the shooter what double to shoot.
   - The team captain or a player's partner may advise the shooter during the match, *if the captain is not the scorer.*
8. **Scorers**: Please do not call out the scores of each dart as it is thrown and please DO NOT face or look at the shooter while he is shooting.

**Awards:** Medals will be awarded to the top three teams in each event.

# 8-BALL

**Format:** Coed team, 1 man and 1 woman.

This tournament is single elimination with a maximum of five (5) games in a match. The winning team is the first to score three wins (3 out of 5).

**The game**: The game is played with a cue ball and 15 object balls, numbered 1 to 15, inclusive or divided into two colors as in an 8-ball set. One player must pocket balls of the group numbered 1 through 7, while the opponent has 9 through 15. The player pocketing his group first and then legally pocketing the 8-ball, wins the game.

**Break:** Start of play is determined by a coin flip. The losing team breaks in all subsequent games. The breaker must make an open break (4 object balls to the rail). If not, opponent has the option of accepting the table in position and shooting, or having the balls re-racked and breaking himself. All balls pocketed on the break remain pocketed whether or not the shot is legal. If the player makes the 8-ball on the break, and the cue ball does not scratch or jump the table, he/she wins the game.

**Alternating shots:** The winner of the coin toss (male or female) continues to shoot until a missed shot or foul occurs. At that time, the opposing team (male or female) begins at the table. After a foul or missed shot is committed, the opposing team shall alternate shooters from a man to a woman or visa versa.

**Choice of group:** Choice is determined if a ball from only one group is pocketed on the break shot. If balls from both groups are pocketed, the choice remains open until a player legally pockets another ball during his/her inning at the table.

**Call your pocket:** On a team's final ball (8-ball), the player must mark the intended pocket before the shot. Failure to do so results in penalization. The target pocket must be made obvious by the shooter placing a marker score sheet indicator and pointing at the intended pocket prior to the shot.

**Rules:**

1. Alternates**:** Each team is permitted two (2) men and two (2) women as alternates. The alternates can relieve teammates only at the conclusion of a game.
2. Cue ball only fouls: The only fouls called will be those committed on the cue ball. If an object ball is touched, the opposing player has the option to place the moved ball back to its original position or leave it as it is; it is not a foul.
3. Anytime a ball is jumped off the table, the ball remains down and foul #1 applies.
4. Intentional 8-ball pocketed: Should the 8-ball be pocketed and not be the object ball, the team pocketing it loses that game. An 8-ball jumped off the table, or the cue ball jumped off the table while shooting the 8-ball, is cause for loss of that game.
5. Anytime a player is shooting on the 8-ball and scratches the cue ball in a pocket, the shooter loses the game.
6. Any shooting foul: Ball in hand to opponent.

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## *8-Ball (continued)*

7. Combination on 8-ball: The 8-ball may not be hit first on a combination shot to pocket an object ball.
8. Break: Scratch on the break cue is placed behind the line.
9. Ball frozen to cushion: If a ball is frozen on a cushion, the player must be notified. When playing such a shot, the player must contact the frozen ball and:
   a. Pocket the frozen ball
   b. Cause the cue ball to contact a cushion, or
   c. Drive the frozen ball to another cushion, or
   d. Cause another object ball to contact a cushion, or
   e. Pocket another object ball from either his or her opponent's group.
   Failure is a foul and ball-in-hand will apply.
10. Frozen cue ball: When the cue ball is in contact with a player's object ball, player may play directly at the object ball in contact with cue ball and must accomplish one of the five alternatives shown under "Ball Frozen to Cushion." Failure is a foul: Fouls
    a. One foot is not on the floor.
    b. Anytime the cue ball or object balls are jumped off the table.
    c. Failure to contact a rail with a ball after contacting one of player's object balls.
11. Time limit: 50-minute time limit on all matches. After that, the time on each player shall take one turn each to determine a winner based on remaining balls on the table.

Note: On all shots, the player must strike one of his group balls first and pocket an object ball, or cause the cue ball or any object ball to contact a rail. Failure is a foul and ball-in-hand applies. Combination shots are allowed; however, the 8-ball cannot be used as the first ball in a combination.

**Scoring**: A player is entitled to any ball of his/her group legally pocketed and he/she continues shooting until he/she fails to pocket a ball of his/her group or to execute a legal shot. After a player has legally pocketed all of his/her group of balls, he/she shoots to pocket the 8-ball. If the shooter hits one of his/her opponent's group of balls or the 8-ball before he/she hits one of his/her own, the shot is a foul. (Penalty #1 applies.)

**Ball-in-Hand:** Following any shooting fouls, the opposition shall have the advantage of placement (Penalty #1). Rather than shoot behind the head string, the foul shall result in the opposition having the cue ball-in-hand. They may place the ball wherever they feel it is most advantageous to their shot position. (See fouls.)

**Penalty #1:** Player takes the cue ball in hand and places it in any legal position on the table. It is not required that the cue ball be placed behind the head string, though it may be in that position at times.

**Forfeits and removals:** The element of the games that shall remain uniform and consistent is the enforcement of the game times, rules, and good attitudes of the participants. Be sure you become familiar with the rules of the game and the time of your match.

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## *8-Ball (continued)*

**Game time:** Game time is forfeit time. This rule shall be enforced. Players must be prepared to play, or have their alternate standing by to start a game. **TEAMS MUST CALL ONE (1) WEEK PRIOR TO THE TOURNAMENT FOR A TIME VERIFICATION**. Upon agreement of teams, an official may allow a match to start late up to 10-15 minutes. (Arrive 15 minutes early for your second match.)

**Call your own:** The game will be played in a recreational manner. The sportsmanlike conduct of all participating individuals shall govern the fairness and atmosphere of the game. Each team shall serve as their own official until a disputed call requires an unbiased judgment. The judgment of the official is final!

**Judge availability:** Ample assistance will be available to make a judgment on calls. If a player feels that a call that is about to be taken is worthy of outside judgment, an official shall come over and view the call, and make a judgment if necessary. A judge's decision is final.

**Decisions:** The tournament official's decisions are final. The official's function is to eliminate the judgment of teams and places the final decision on his/her discretion. There shall be no discussions or debating a call. If an individual or team is unable to control their conduct after a decision, the official shall also retain the authority to forfeit and remove any team from competition. These games are intended for recreational activity and social camaraderie.

**Protest:** Any protests shall be dealt with immediately. The judgment on all protest decisions shall be final and a mature and fair conduct from all participants following that decision is expected.

**Coaching:** Coaching from the side is not permitted. A playing woman and man team may discuss any play options only among themselves; they are not allowed to accept outside team member advice. Violations shall result in warning or in forfeiture.

**Byes:** The tournament bracket is done in four (4) divisions. This will mean that "byes" may be placed in the bracketing. An unbiased draw by the City of Las Vegas Department of Leisure Services will determine who is awarded a bye.

**Unsportsmanlike conduct:** Unsportsmanlike conduct is strictly prohibited and shall be dealt with immediately. Any team or individual who interferes with the orderly continuance of play shall be removed from the competition and the team will receive a forfeiture.

**Awards:** Medals will be awarded to the top three teams in each division.



# FENCING

**Format:** Teams will consist of three members and optionally one substitute.
Any combination of male and female is allowed as long as they are all from a participating company. A participant may not compete in this event if they currently hold, or have held in the past year, a USFA membership. The Team Fencing Competition is governed by the Rules of the United States Fencing Association (USFA) where applicable. The weapon that will be used will be the Epee.
This tournament will be held in a relay format using a direct elimination bracket. One team loss means team elimination.

**Registration:** All team members must be present in order to check in. Pre-registration times will be given to all participating company team captains before the tournament day.

**Team Position:** The position of each team on the match score-sheet is decided by the bout committee in random order. The order of the individual fencers is decided by each company's team captain. If the order of the individual fencer is altered, intentionally or unintentionally, the team making the alteration loses the match.

No team shall be permitted to compete with a lesser number of members than required for this particular competition nor may you interchange members with other team members after the start of the competition. What ever members you start with at the beginning of the competition will be the same ones you finish up with.

**Equipment:** Fencing equipment (Masks, gloves, epee's, body cords and most jacket sizes [we have no XXL or XXXL sizes]) will be supplied. You must bring sneakers, long pants (jeans are OK) and a T-shirt. Water bottles are highly recommended. No food other than power bars are allowed in the building. No smoking or flash pictures during the competition is allowed. Non-flash pictures and video cams are allowed. Flash pictures for the medal winners are highly allowed. You may bring your own/or borrowed fencing equipment if desired. All personal fencing equipment must be checked at the registration desk.

**Scoring:** The target area for Epee is the whole body. Who ever touches the other first gets the touch. A double touch can be scored if both fencers touch each other at the same time which scores a point for each fencer's team. All scoring will be done by electronic machines.

Three fencers from one team fence the three fencers of the opposing team (9 relay bouts). Each 'lap' (bout) of the relay match consists of three touches and the maximum time for each bout is 2 minutes. When one team reaches a multiple of 3 (3, 6, 9, 12, etc.); both teams then bring in the next 2 members to fence.
Example: The first two fencers' (one from each team) fence to whoever gets to 3 touches first. Then the next two fencers fence to whoever gets to 6 touches total for their team. Then the next two fencers' fence to 9 and so on until a total of 27 is reached. Each bout can take no longer than 2 minutes. If time runs out and you have not reached the target number then the next two fencers take it from the current number and fence to that next target number.

## *Fencing (continued)*

The first team to reach a total of 27 points for their side (or is ahead of the other team after time runs out on the final bout) wins the match and they then go on to the next elimination round. If you lose your match then your team is out of the competition. If you win your match then you advance to the next round. A fence off for third place will be held.

**End of match:** At the end of the match both team captains sign the score sheet indicating their agreement.

**Event information:** Be sure that you obtain information only from the Company Coordinator, the Event Coordinator, or the Corporate Challenge office. Information from any other source cannot be guaranteed accurate.

**Sportsmanship:** Good sportsmanship and fencing etiquette are expected of team participants and cheering sections. No hard hitting or bullying tactics will be permitted. A broken blade resulting from a hard hit will result in the team forfeiture. No screaming or cussing at the referee will be allowed. A second warning of unsportsmanlike conduct from the Event Coordinator or fencing referee will result in the teams being black carded (disqualified) from the event.

**Awards:** Medals will be awarded to the top three teams in each division.



# 5K RUN

**Format:** Coed teams may consist of 2 runners in each category; total 40 runners, plus wheelchairs. **No alternates.**

**Categories:**

| Female | | | Male | | |
|---|---|---|---|---|---|
| 18-24 | 40-44 | 60-64 | 18-24 | 40-44 | 60-64 |
| 25-29 | 45-49 | 65+ | 25-29 | 45-49 | 65+ |
| 30-34 | 50-54 | Wheelchair (Open) | 30-34 | 50-54 | Wheelchair (Open) |
| 35-39 | 55-59 | | 35-39 | 55-59 | |

**Rules:**

1. Runners must start at the same time and run the same course as marked.
2. Runners must stay to the right side of the roadway when running on paved streets, allowing for an emergency vehicle lane.
3. Runners cannot cut corners or deviate from the designated course. Violators will be disqualified.
4. Participants will be running against time.
5. Water and first aid are provided at aid stations along the course and at the start/finish line.
6. All runners will compete in the proper age group. Running up or down in age groups is not permitted.
7. 2 hour maximum run time.

**Scoring:** Team score is determined by the points given for first through sixth place in each category. The team with the most points down to sixth place will receive points towards the Corporate Trophy.

**Medals:** Individual medals awarded in each category for 1st, 2nd, and 3rd place.

***No strollers or pets allowed.***

# GOLF

**Format:** Coed teams. One foursome per company.
A & B Divisions will field only 4 players; 2 male and 2 female.
C & D Divisions will field only 4 players; 2 male and 2 female.

Check-in time: 30 minutes prior to scheduled tee time.

The Corporate Challenge entry fee includes all green fees and cart rentals. All teams must check in at least 30 minutes prior to scheduled tee time.

***Note:*** Las Vegas Golf Club does not allow galleries or coolers on the course.

**Format (Scramble Twosomes):**

1. Teams are divided into twosomes; males together and females together.
   - Same sex twosomes from opposing teams play against the same sex twosomes from other teams. Best lie of each twosome is selected.
2. If a team cannot field all players (4 for A & B Division, 4 for C& D), it is not eligible for team points. (Based on combined scores.)
   - Remaining players may play the round with complete twosomes. They will be eligible for individual medals.
   - If only one player is fielded, that person may play alone without a team score, one hit per lie.
3. In a trap or hazard, the selected ball is played by each player from the point where it lies or as close as possible to that point . Traps may be raked between shots.
4. On the green, the ball selected is marked and each putt is played from that spot.
5. A shot near the hole that is tapped in counts for the team score on that hole (no additional putts).
6. In fairways, the ball is placed no closer to the hole than one club length of preferred lie. If preferred lie is in the rough, the same rule applies, ball runnings in the rough.
7. Teams must pickup after double bogey and that score is recorded.
8 Slow play rules: first warning - no penalty; 2nd warning - 2 strokes per team.
9. Men will use **GOLD** (championship) tees. Women will use **GRAY** front tees.
10. Tie breaker: a comparison of scores beginning with the No. 1 Championship handicap hole is used.

**Awards:** Medals are awarded to 1st, 2nd, and 3rd place twosomes. Team points are awarded for 1st-6th place (no medals).

# HORSESHOES

**Format:** Teams consist of Men's, Women's, and Coed Doubles.
Players in Men's or Women's teams cannot play in Coed Doubles.

**Date & Times:** Each company will play according to their respective day (see Corporate Challenge calendar for dates).

National Horseshoe Pitcher's Association of America rules apply with some modification to ensure an effective event. See Event Coordinator for specific changes.

**Notice:**

- Participants must wear shoes at all times during the tournament.
- No glass bottles in the park.
- No smoking or drinking in the pits.

**Teams must supply their own horseshoes.**

1. The horseshoe pitching events are for doubles only.
   - Coed Doubles: Women compete against women and men compete against men.
2. Only alternates on the roster will be allowed to substitute once tournament play has started.
3. The tournament is a double elimination tournament.
   - The top six teams in each category will return on Friday for the medal round.
4. Regulation metal horseshoes are not necessary, but recommended.
5. The choice of the first pitch is determined by the toss of a shoe or coin. The winner of the toss gets his/her choice.
6. Each person throws two horseshoes during each of his/her respective turns.
   - Each team gets a total of 32 throws.
7. Horseshoes must be within 6” of stake to score.
8. Point counting:
   a) A ringer counts 3 points.
   b) A leaner counts 1 point.
   c) There is **no point** and the **shoe must be pulled** if:
      - a shoe hits before the 40' foul line.
      - a shoe hits the front board first.
      - a shoe hits the backboard.
      - a shoe hits the concrete.
      - a shoe hits objects outside the box at any time during throw.
9. Winner of points throws first.
10. The team ahead at the time wins.
11. Tie breaker: If a tie exists at this point, each team member throws two additional shoes in rotating order until the tie is broken (down & back).

**Awards:** Medals will be awarded to the top three teams in each event.

# KICKBALL

**Format:** This is a single elimination event. A team will consist of a maximum of 12 players, 10 will play defense and all 12 players will kick. Teams must consist of a 50/50 (men/women) split. You may also play with 10 or 8 players, but no less than 8 players or your team will have to forfeit. Teams will be permitted to compete with more woman than men but not vice versa. Men and women alternate kicking. Pitcher and catcher must be opposite sex.

***Definitions:***
**Baseline:** A line that extends from home plate through the outer edge of the first and third bases and ends when it reaches the outfield fence.

**Fairground:** The area of play that is located on the inside of the baselines.

**Infield:** The dirt area located inside the playing field usually shaped like a diamond.

**Outfield:** The grass area located around the infield.

**Visiting Team:** The team that kicks first to begin the game and usually is in the first base dugout.

**Home Team:** The team that kicks second after the game has begun and usually is in the third base dugout.

**Inning:** A complete inning is when the Visiting team has kicked and made 3 outs and the Home team has kicked and made 3 outs. A half inning is when the Visiting team has kicked made 3 outs and before the Home kicks and makes 3 outs.

**Tied Games:** A game that is tied when the 45-minutes time limit is reached will be recorded as a tie. The home team will always get the opportunity to kick last. If time expires during the middle of last inning (visiting team up), the score will be recorded as the last completed inning. We are implementing a 40 minute rule – the umpire will inform the teams when the game has reached the 40 minute mark and from that point there will be no new inning.

**Mercy Rule:** A 10 run rule will be in effect at the end of the 5th inning.

**Leadoff Rule:** Base runners are not allowed to lead off a base for any reason. Players who lead off will be called out.

**Head Shots:** The ball may be thrown at a base runner below the shoulders only! If the ball hits the runner in the head, it's an automatic home run from the hit base runner forward. Ex. If the bases are loaded and the kicker is hit in the head on their way to first base, all runners go home.

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## *Kickball (continued)*

**Forced Outs:** The ball may not be thrown at a runner after he/she is forced out. During a forced out situation, defense must step on the base or tag the runner resulting in the out. If the ball is thrown at the runner during a forced out situation, the runner will get that base, plus 1 base.
**Fouls:** A ball will be considered foul when it travels past the first or third bases on the outside or if a player standing outside the first and third base lines picks it up before the ball reaches the bases. If a player picks up or touches the ball while any part of his/her person is still inside the baselines then the ball is considered fair. Once the ball travels passed the inside of first and third base on the ground it is a fair ball even if it travels outside the baseline after it has reached the bases. A fly ball is considered fair if it lands inside the first and third baselines, or if a player positioned with any part of his body in fairground, touches a ball that is going to land in foul territory. NO BUNTS! Full kicks will only be accepted. If the kicker bunts this will result in an out. If the ball is kicked from in front of home plate, this will result in an out. 4 fouls will equal an out.

**Metal Cleats:** Metal cleats are not permitted.

**Blood Rule:** Any player, coach, or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If treated is in a reasonable length of time, as determined by the game umpire, the individual will not have to leave the game.

**Pitcher:** The pitcher will pitch the ball (underhanded) from the rubber on the pitching mound, while always having 1 foot on the rubber when releasing the pitch. The pitcher will roll the ball in a controlled manner.

**Tag – Ups:** Not permitted

**Awards:** Medals will be awarded to the top three teams in each division.

# RACQUETBALL

**Format:** One team per company in each category.
(A player may compete in only (1) one category.)

**Categories:**

- Men's Singles
- Men's Doubles
- Women's Singles
- Women's Doubles

Check-in time: 30 minutes prior to scheduled match time.

To find out the time of your first scheduled match, contact the Chuck Minker Sports Complex at 229-6563 one week prior to the event.

1. U.S.R.A. rules will be followed.
   - Tournament directors reserve the right to make rule changes on the spot.
2. The tournament is single elimination.
3. A match consists of the best two (2) out of three (3) games to eleven (11) points.
4. All players are required to officiate matches.
   - Check with the Tournament Director before leaving the facility.
5 Eye guards must be worn.
6. ***Each player must bring one can of Penn Ultra Blue Balls.***

**Awards**: Medals will be awarded to the top three teams in each event.

# RANGE SHOOTING

**Format:** Team consists of 4 individuals. Men/women ratio is determined by the team captain. Only one team per organization can compete.

A competitor may provide his/her own gun and ear and eye protection or rent them at the facility. Ear and eye protection are mandatory!

**Fees:** $6 per shooter (includes target)
Gun rental available on site.
(Prices available by calling the American Gun Club, 362-1223)
$1 for ear and eye protection devices
(Ear and eye protection are mandatory.)
Ammunition may be purchased on site.

Participants must check in at the facility; and

- show ID to confirm employment with the company
- read and sign range safety rules
- fill out score card.

1. All firearms must be factory stock center fire hand guns with barrel length not to exceed 8-3/8", no scopes or aim points. (Exception: target grips, adjustable sights, and action jobs.)
2. Participants must complete the course proficiently and safely, "under Range Master supervision."
3. Course of fire:

| | |
|---|---|
| 7 yards | 12 rounds35 seconds |
| 10 yards | 12 rounds35 seconds |
| 15 yards | 12 rounds35 seconds |

4. Scoring as hit: 0, 7, 8, 9, 10 X (possible maximum score is 360). Score will stand. Range Master has final decision.
   - Shooter must reload after 6 rounds in each course of fire. It is suggested that the participant have 2 magazines or speed loader.
   - Maxium shots - 36. If a competitor fires more than the required number of shots, the required number of hits of lowest value will be scored.
5. Team must shoot together at the same time on given date anytime between the hours of 12-8 pm. No appointment is necessary. If more than four shooters attempt the course of fire,the team will be disqualified. Last time to check in to shoot is 8 pm.
6. Range shooting event is a no alibi event.
   - If a cartridge fails to fire, misfires, or a pistol fails to function in timed or rapid fire, the competitor is not allowed to re-fire.
   - The competitor may complete the string by manually cocking the pistol or operating the slide, but, if the competitor does so, the pistol must remain pointed toward the target at all times. This must take place within the allotted time. (N.R.A. RULE 10.10)
7. Tie breaker: A "team shoot off" is required. Date and time will be announced.
8. Shooters must use only one firearm. The chosen firearm must be used for all distances.

**Awards:** Medals will be mailed to the winners at the conclusion of the event.

# SHUFFLEBOARD

**Format:** Men's, Women's, Coed Doubles.
Each company is allowed to enter one team in each category.
(Men compete against men, women against women.)

Check-in time: 30 minutes before event. Both team members must be present to check in.

Contact Dula Gym at 229-6307 to check out practice equipment.

1. This is a double elimination tournament. Teams in the winners' bracket will play full games (16 frames). Teams in the losers' bracket will play 8 frames.
2. A 50-point "mercy" rule will be in effect. The mercy rule will apply to all games except the quarterfinals, semifinals and finals. This rule goes into effect in winners' bracket after the initial 8 frames.
3. Time limit: 35 minutes will be allowed for each game. If teams have not completed play when time has expired, the team with the most points will be declared the winner.
   Full 45-minute games will be played in the quarterfinals, semifinals, and finals.
4. The team at the top of the "bracket" will call the coin toss and select disc color.
5. Each team MUST supply the name of a team member who is familiar with and can assist with scoring throughout his/her "division's" tournament.
6. Tie breaker: Play is continued in regular rotation until two full frames are completed. If score is still tied, play continues as noted until the tie is broken.
7. Scoring: Team championship and scores are determined by total points earned for all 3 events (Men, Women, Coed).
   - 3rd and 4th places are determined by high scores in semifinal games.
   - 5th and 6th places are determined by high scores in quarterfinal game.
8. There will be NO COACHING during the game. Penalty points will be assessed.

**Medals:** Medals are awarded to 1st, 2nd, and 3rd place pairs in each event.

# 6 VS. 6 COED SOCCER

**Format:** Coed teams. Pool play with single elimination finals.
Each company team is limited to 15 players.

***Any team that forfeits a game during pool play will be removed from the remainder of the tournament.**

Each team is required to fill out a team roster card before the game starts.
**Each player must have a picture ID (driver's license) and proof of employment at every game.**
All teams should have a first aid kit.

1. This is a pool play tournament.
   - The winner of each pool advances into a single elimination play-off.

   If there is a tie after pool play, the following will be used:
   - Head-to-Head
   - Goals for (GF) – Goals Against (GA) = Total
   - Goals Against (GA)
   - Goals For (GF)
   - Coin Toss
2. The game is played with six (6) players per team on the field at a time, including the goalkeeper.
   - Teams are limited to 15 players in uniform (on the sidelines) during a game.
   - Each team must have 3 men and 3 women in uniform on the field at the start of the game.
3. The game consists of two 20-minute periods and a 5-minute half time.
   - There is a "running" clock throughout the game.
4. Game time is forfeit time.
5. Jerseys: All team members must have matching colored jerseys with a permanent number on the back of the shirt or sleeve that is 6"-8" high.
   - If a team logo on the back of the shirt prohibits the placement of a number, it may be placed on the upper sleeve near the shoulder.
   - Numbers on the sleeve must be at least 4" high. Taped numbers are not allowed.
6. Each team must supply one (1) regulation size 5 soccer ball.
7. No unsafe shoes, casts, helmets, jewelry, etc. may be worn.
8. The five-foot rule is in effect.
   - A man and a woman may both charge the ball.
   - Once a woman has control, a man cannot come within five feet until she enters the penalty box.
   - The man may not tackle, run alongside, shadow in front of the woman, or intimidate in any manner.
   - If the man steals or kicks the ball away from a woman outside the penalty box, it will be considered a *yellow card offense*.
9. Slide tackling is not allowed.
   - The penalty is a direct free kick.
   - Any slide tackle is an automatic *red card offense*.
   - Any slide may be a minimum *yellow card offense***,** except when the goalkeeper is attempting to retrieve the ball in his own penalty area.

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## *6 vs. 6 Soccer (continued)*

- The goalie may not be charged at any time.
- It is at the official's discretion to determine if any slide warrants a penalty.
- *Blue Cards* are issued to serve as a preliminary caution for any abusive behavior or language, as well as any delay of game tactics.

10. All free kicks during a game will be "direct" and must be taken by a woman player, including penalty kicks.
    - There is no "offside."

    Goal kicks cannot cross the centerline without first being touched by a teammate or by an opposing player. If this violation occurs, a direct free kick for the opposing team will take place on the centerline at the point of crossover.
11. The goalkeeper may not touch the ball with his/her hands if it has been deliberately kicked back to them by a teammate.
    - This violation will result in a direct kick by the opposite team from the point of infraction at the nearest edge of the penalty box.
12. Substitutions: A substitute can enter play during stoppage of the game with permission from the referee.
13. Injury (blood): Any player who sustains an injury, in which blood is visible on the skin area, must leave the game when observed by the referee.
    - The player may not re-enter the game until the injury is covered or the blood stopped.
    - Normal substitution rules prevail.
14. The referee has the authority to control the spirit of the game and may stop it at anytime to keep complete control.
15. Playing area measurements:
    - Field size: approximately 60 yards long by 40 yards wide
    - Penalty area: 9 yards by 22 yards
    - Goals: approximately 6 feet high and 10 feet wide.
16. The tournament coordinator and/or his committee reserve the right to make any decisions necessary concerning these rules.

**Yellow and Blue Card:** A Yellow Card or Blue Card offense will result in the player being sent off the field for two (2) minutes.

The player may not be replaced and may re-enter the game when:
1. The opposing team scores a goal during the penalty time; or
2. On the signal from the referee that the two (2) minute penalty time is over.
3. A second yellow card given to the player is a Red Card offense.

**Red Card:**

1. Any player who receives a Red Card must leave the field immediately and will receive an automatic one (1) game suspension. This includes the remainder of the game in which the card was given, plus the team's next game.
   - If the player is physically or verbally abusive, he must leave the park immediately and will be removed from the remainder of the tournament.
   - A team whose player receives a Red Card must play the remainder of the game without a replacement.
2. It is the responsibility of each individual player (regardless of experience) to play under complete control. For example, a player may not run uncontrollably into another player. The ball must be played — not the person.

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## *6 vs. 6 Soccer (continued)*

3. Fighting or abusive language or any such actions are strictly forbidden.
4. Any player or coach who strikes an official or staff member during or after a game will be suspended for life. Pushing, harassing or threatening an official or staff member may result in suspension from Corporate Challenge for the following year.

**Tied Games:** One (1) coin toss will determine the overall kick-off possession for the entire overtime procedure. The captain/coach will determine which players will continue for a "sudden death" three (3)-minute period. If still tied, both teams must remove one player from the field and at this point no player will be allowed to use their hands to touch the ball (except throw-ins) for the remainder of the overtime. The team that lost the coin toss will select the gender of the first person removed. Both teams will remove a player of that gender and then alternate genders thereafter. Each successive three (3)-minute period must include the removal of one player. If it gets to the point where each team is down to two players, play will continue until one team scores a goal. If for any reason, during the overtime when teams are down to two players, a player is removed for whatever reason, i.e., carded, overzealous act, etc., and that team cannot field two players, the game is over with the other team being declared the winner. Once a player is removed from the overtime procedure, they may not re-enter as a substitute. A team may substitute an injured player with another player who has not played in the overtime period.

**Protests:** Protests must be submitted in writing to the scorer's table before the conclusion of the game. All protests are decided by the Event Coordinator and appointed committee at the game site.

- The protest must be accompanied by a $25 protest fee.
- Player eligibility protest: Protest fee is $25 per player protested.
- The fee is returned if the protest is upheld.

Direct any additional questions regarding the outcome of any game or decision to the Corporate Challenge Coordinator.

# COED SOFTBALL

**Format:** Coed. Each company team is limited to 20 players.

**Team verification**: It is imperative that the Company Coordinator, Captain, or Coach contact the Sports Division at 229-1527 three weeks prior to the event to verify that their company will be fielding a full team for the tournament. Companies not contacting the Sports Office will not be seeded in the tournament and will be eliminated from tournament play. (No exceptions)

**Identification:** It is **mandatory** that each softball participant show company identification before each game is played. The participant must have identification available at all times while playing in the tournament. An individual cannot leave the game site for any reason, such as going to their vehicle or home to retrieve these documents. (No exceptions)

Acceptable identification:

- Work photo identification card
- Paycheck stub and driver's license

**Penalty:** An individual without the proper identification cannot participate in the tournament. If an individual participates and does not have the proper identification, he/she will forfeit the game.

**Uniforms:** ALL players must wear a numbered company jersey or tee shirt, preferably alike in color. Weather will dictate specialty wear, i.e. jackets, sweatshirts, long sleeves, headwear, etc. The Program Coordinator will rule on these items.

**Reporting in:** Team coaches or representatives must report to the official tournament information table to verify all information or changes in the tournament. Only the first scheduled game time is guaranteed as an official game time. ASA Amateur Softball Association Rules apply, except as noted below:

**Administrative Rules:**

1. Rosters: Each team is limited to 20 players. **No teams will be added** to the Corporate Challenge tournament once **the final rosters have been submitted to the Softball Coordinator.**
2. Illegal Players: Any player who participates on more than one team during the Corporate Challenge Coed Softball Tournament, or who participates within another division, will be suspended from the tournament. The team who allows an illegal player to participate will not be allowed to receive any awards or points.
3. Starting the Game: Each team **may start the game with 8 players, provided that 4 are male and 4 are female.**
   - If, at any time for any reason, a team is unable to field a minimum 8 players, the game will result in a forfeit.
4. Batting Order: The manager or captain of the team must provide a line-up card to the home plate umpire **before** the game. The card must show the player's first and last name and number.
5. Game time: as listed on the official tournament schedule, is forfeit time.

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## *Coed Softball (continued)*

6. A coin flip determines the home and visiting teams for each game.
7. Time limit: All games will be 60 minutes or 7 innings, whichever comes first.
8. Mercy Rule:
   - If a team is fifteen (15) or more runs ahead after the third or fourth inning, the game shall be called.
   - If a team is eight (8) or more runs ahead at the conclusion of the fifth or sixth inning, the game shall be called.
   - All other games shall be completed or played until sixty (60) minutes or seven (7) innings have elapsed.
9. Championship games will be regular games.
10. Forfeits: Any team which forfeits its first tournament game will automatically be eliminated from the tournament bracket. (No exceptions.) If both teams forfeit their first game, both teams will be disqualified. There is no grace period during tournament play for any reason, such as finding the park, scheduling, finding a parking space, proper ID, etc.
11. Infield practice is not allowed between games, nor between innings.
12. Protests: All valid protests **must be submitted during the game, not after**. All pertinent information must be given to a city representative before the game is over.

All protests must be accompanied by a fee of $50.

13. Unsportsmanlike conduct is not tolerated.
    Examples:
    - Verbal threatening or harassment of an opposing player, coach, umpire, or City of Las Vegas staff member
    - Unnecessary rough tactics, fighting, etc.

    Depending on the severity of the act, any participant, coach, or player who displays unsportsmanlike conduct may be ejected from a game, expelled from the tournament, removed from the park facility, and/or prevented from ever participating in a City of Las Vegas-sponsored recreational program.
14. Coaches' Responsibilities: Coaches are expected to lead by example and are ultimately responsible for maintaining control of their teams before, during and after the games. This includes proper communication with program coordinators, game officials, and City of Las Vegas personnel.

***In case of inclement weather:***

*Coaches should contact the Municipal Sports Office (229-1527) for the most current information available regarding field conditions and/or cancellation of program activities.*

**Playing Rules:**

1. Equipment: The official game ball is a 12-inch regulation softball. Approved bats: The City of Las Vegas staff will provide the coaches with a list for the tournament.
2. Courtesy runners: Teams may use one courtesy runner per inning, provided that it is the last person to record an “out” in the previous inning. Gender for gender only.

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## *Coed Softball (continued)*

3. Tie Breaker: If extra innings are required in a contest because of a tie score, the following rules will apply:
   A. The visiting team will start the inning with no outs.
   B. The visiting team shall place the player who recorded the previous inning's last out at second base.
   - A "courtesy runner" is not allowed until that runner has reached third base.
   - If no substitutions are available, the "courtesy runner" is the one who recorded the second out in the previous inning.

   C. Each offensive player will enter the batting box with a two-ball, one-strike count.
   D. Play will continue in the "tie breaker" format until a winner is determined, regardless of the time elapsed.
4. Home Run Classification:
   - "A" and "B" Division players may hit unlimited home runs during each contest.
   - "C" and "D" Division players are allowed to hit seven (7) home runs over the outfield fence per team, per game. Each ball hit beyond the limit will result in an out.
5. Pitching Arc: A legal pitch must have a discernible arc of at least 6 feet and a maximum height of 10 feet from the playing surface, as judged by the umpire.
6. Extra Players: Each team may use up to 12 offensive players in a batting order (6 males, 6 females); but, may only use 10 defensive players in the field (5 males, 5 females). **Note:** A player with a disability is governed by Rule 4, Section 2 of the current ASA rule book.
7. Line up: All teams which begin the game with 10 or 12 players may reduce the lineup to as few as 8 players (4 men, 4 women) provided that no player was removed from the contest for unsportsmanlike conduct, which includes, but is not limited to, verbal abuse and/or unnecessarily rough play.
8. Defensive: Two (2) males and two (2) females must take defensive positions in both infield and the outfield. The pitcher and catcher must be of different gender. Any fielder may make any defensive play.
   - An infielder is a fielder who defends the area around first, second, third, or shortstop areas.
   - Outfielders must take a position behind the deepest infielder.
9. Balls and strikes are judged by the official umpire; no strike mats are used.
10. Reentry rules are in effect under official ASA rules.
11. Home plate: Coed plays at home plate will be handled as force outs. A perpendicular line six feet in length will be drawn between home and third base. If a runner advances past the line, he/she must continue to advance and attempt to score by touching a base placed seven feet from, and evenly with, the home plate. This rule also applies on fly ball/tag situations. Runners who touch home plate will be declared "out." No appeal is necessary.
    Note: The catcher must take all initial throws at home plate. Other players may make plays on overthrows or passed balls only. There must be a discernible toss of the ball from a player in the field to the catcher on any throw. The ball cannot be "handed off" to the catcher. Violations of this rule will result in a "dead ball" being declared. The runner trying to advance from third will score. All other runners will advance one base.

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## *Coed Softball (continued)*

12. Walk**:** Any walk to a male batter will result in a two (2) base award. If a male batter receives a base on balls with two outs, the female batter has her choice of batting or receiving an automatic walk.

**Special Note:** This year, Corporate Challenge Coed Softball will be fully governed by ASA Amateur Softball Association Rules and Regulations, except as noted above. The ASA umpires will judge his or her game without any interference from CLV staff during a regulation game, unless there is an infraction dealing with CLV rules only.

**Awards:** Medals will be awarded to the top three teams in each division.

# SWIMMING

**Format:** Each company may enter 1 male and 1 female per event in each age category.
**Male/Female age categories:**
18-24, 25-29, 30-34, 35-39, 40-44, 45-49, 50-54, 55-59, 60-64, 65+

**Events:**

| | | |
|---|---|---|
| 200-yard Freestyle | 50-yard Breaststroke | 200-yard Coed Medley Relay- no age limit (Back, Breast, Fly, Free) |
| 100-yard Freestyle | 50-yard Backstroke | 200-yard Coed Freestyle Relay- no age limit |
| 50-yard Freestyle | 100-yard Individual Medley (Fly, Back, Breast, Free) | |

The pool is a 25-yard pool.

United States Swimming Association rules apply in all events.
1. Swimmers may swim only in their correct age groups.
   - Swimming down in age groups is not allowed.
2. Swimmers are limited to four (4) events, including relays.
3. The coed freestyle relay allows for two (2) men and two (2) women, as does the coed medley relay.
4. List all possible entries on the roster.
5. Turn judges and lane line judges are used during the event.

Listed below are a few key items to keep in mind when participating in the swimming event:
1. False starts are not permitted.
2. Swimmers are permitted to start in the water, on deck or from the starting block.
3. Pulling on lane lines is not permitted.
4. Only one complete pull and one complete kick are permitted underwater during the breaststroke start and turn.
5. When swimming breaststroke, a person's head can go underwater on each stroke.
6. A two-handed turn is used for the breaststroke and butterfly. The hands must be on the same plane when touching the wall.
7. During turns, a person must touch the wall with either a hand or foot depending on the stroke or event.
8. During relays, the diver must be in contact with the block until the swimmer has touched the wall.
9. The decisions of the meet judges are final.

**Lifeguards are present at all times.**

**Points and Medals:**
- All points are added together for team championship.
- Relay points are not doubled.
- Individual medals are awarded in each event and age group.



# TABLE TENNIS

**Format:** Men's Singles, Women's Singles, Men's Doubles, Women's Doubles. For doubles, one team of men and one team of women are allowed for each company.
**(A player may not compete in both singles and doubles.)**

**Game:** Table tennis games are self-refereed. Each player must have knowledge of all rules and is responsible for making calls against the opposing player.

**Monitors:** Table monitors will be provided, when possible, and will be responsible only for recording the scores as reported by the players and submitting the final results to the event statistician.

**Equipment: Tables are provided. Players must provide their own racquet and balls.**
- The racquet must be made of wood and may be covered by rubber or foam.
- Sandpaper racquets are not allowed.
- We will be using ITTF Standard Balls, 40 millimeters in diameter and 2.7 grams in weight (orange or white in color).

**Play:** This is a double elimination tournament
1. Games are to 11 points; must win by 2 points.
2. Players alternate serves every two (2) points until deuce (10-all).
3. Matches are best of five.
4. A game shall be won by the player or pair first scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsquently gaining a lead of 2 points.
5. The order of serving, receiving and ends
   a) After each 2 points have been scored, the receiving player or pair shall become the serving player or pair and serve until the end of the game unless both players or pairs score 10 points, when the sequence of serving and receiving shall be the same, but each player shall serve for only 1 point in turn.
   b) The player or pair serving first in a game shall receive first in the next game of the match, and in the last possible game of a double match, the pair due to receive next shall change their order of receiving when first one pair scores 5 points.
   The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of the match, the players or pairs shall change ends when first one player or pair scores 5 points.

**Intentional Delay of Game:** *20-Second Rule: After the completion of a point, the next serve must be made within 20 seconds.*

The following penalties are imposed for intentional delay of games:
- 1st offense constitutes a verbal warning
- 2nd offense results in a loss of point
- 3rd offense results in a loss of game
- 4th offense is a loss of match



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## *Table Tennis (continued)*

**Coaching:** Advice *may be given only* between games or during other authorized suspension of play, but not at any other time, such as during a momentary break for toweling or at the change of ends in the last possible game of a match.

In team events, a player may receive advice from anyone. In individual events, advice may be given only by one person designated before the match.

The following penalties will be imposed for accepting coaching during a game:
- 1st offense- Both player and coach will be warned.
- 2nd offense- Player will lose a point and the coach will be directed to leave the area.
- 3rd offense- If the coach refuses to leave the area, play will be suspended, resulting in a loss of match.

**Additional Rules:** In addition to the rules listed, the following USA Table Tennis Rules apply as stated on their website at www.usatt.org/rules/index.shtml.
- Players are the only people permitted on the playing floor. All others must be seated in the bleacher area.
- **No** flash photography is permitted during play.

**Awards:** Medals will be awarded to the top three teams in each event.

# TENNIS

**Format:** Coed team composed of 2 men and 2 women. Players may participate in one event only.

**Events:** Men's Singles, Women's Singles, Mixed Doubles

United States Tennis Association Rules apply throughout the match.

Teams and companies may bring canopies for shade.

Each player must bring one can of Wilson or Penn Championship balls.
Multi-colored tennis balls **are not** permitted during the event.

1. The tournament is double elimination.
   - Best of 8 games wins the match. No “ad” scoring.
   - If tied at 4-4, a 12-point tie breaker is played.
2. Once a player has started tournament play, he/she <u>may not</u> be substituted.
3. Players call their own lines. Line judges are not available.
4. Winners report the results of the match and score immediately upon completion.
5. Tie breaker: The 12 point tie-breaker is played as follows:
   - The player receiving during the previous game serves first in the tie-breaker.
   - First server serves once the deuce court.
   - Second server serves twice starting in the ad court.
   - Continue to alternate serves; change side of court every 6 points.
   - First player to seven (7) with a two (2) point advantage wins the tie-breaker.
6. In case of rain, all completed final matches will count toward team points.
7. Points are awarded according to finish in each division.
   - Division points are added to give team total.
   - Overall points are awarded according to team totals.
   - Tie breakers are awarded according to total matches won.
   - If still tied, at fewest games lost.

**Awards:** Medals will be awarded to the top three teams in each event.

# TRACK AND FIELD

The age category is determined by participant's age on the day of the event.

The official rule book is the National Federation of State High School Association Rule Book. All track events abide by this rule book. (Exception: One false start is allowed without disqualification.)

- Compete in as many track events as desired.
- Starting blocks are provided.
- No spikes or cleated shoes allowed.

Heats are established after all entries are received, whenever necessary.
Event winners are based on time, not place in heat.

*** Walking will result in disqualification in all track events**

**1600 Meter:** One male and one female entrant per company, per age group.

| | | | | |
|---|---|---|---|---|
| 18-24 | 25-29 | 30-34 | 35-39 | 40-44 |
| 45-49 | 50-54 | 55-59 | 60-64 | 65+ |

**400 Meter (4 X 100M) Relay:** One team per company of 2 men and 2 women, each running 100 meters.

**100 Meter Sprint:** One male and one female entrant per company, per age group.
Starting blocks are provided.

| | | | | |
|---|---|---|---|---|
| 18-24 | 25-29 | 30-34 | 35-39 | 40-44 |
| 45-49 | 50-54 | 55-59 | 60-64 | 65+ |

**400 Meter Run:** One male and one female entrant per company, per age group.
Starting blocks are provided.

| | | | | |
|---|---|---|---|---|
| 18-24 | 25-29 | 30-34 | 35-39 | 40-44 |
| 45-49 | 50-54 | 55-59 | 60-64 | 65+ |

**Softball Throw:** One male and one female entrant per company, per age group.

| | | | | |
|---|---|---|---|---|
| 18-24 | 25-29 | 30-34 | 35-39 | 40-44 |
| 45-49 | 50-54 | 55-59 | 60-64 | 65+ |

Participants are allowed two (2) throws. The ball must land within the designated boundaries. Total distance within boundary is measured. Softballs are provided.
Only longest throw is recorded, ties remain ties.

**Long Jump:** One male and one female entrant per company, per age group.

| | | | | |
|---|---|---|---|---|
| 18-24 | 25-29 | 30-34 | 35-39 | 40-44 |
| 45-49 | 50-54 | 55-59 | 60-64 | 65+ |

Each entrant has two (2) attempts. In case of a tie, the tie is broken as follows: second best jump. If still a tie, it will stand as a tie.

**Shot Put:** One male and one female entrant per company, per age group.

| | | | | |
|---|---|---|---|---|
| 18-24 | 25-29 | 30-34 | 35-39 | 40-44 |
| 45-49 | 50-54 | 55-59 | 60-64 | 65+ |

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## *Track and Field (continued)*

Men use the 12# shot and women use the 8# shot. Each contestant enters the circle from the back of the circle, and exits from the back. Each must stay within the circle until the judge calls "mark" for that put. Each contestant has three (3) puts.

The field of contestants may be divided into flights with one group taking their puts and then being measured before the next group takes their puts. In case of a tie, the tie is broken as follows: second best put, third best put. If still a tie, it will stands as a tie.

**POINTS:** Individuals score points as follows in each event and/or age category:

| | |
|---|---|
| 10 points | 1st place |
| 8 points | 2nd place |
| 6 points | 3rd place |
| 4 points | 4th place |
| 3 points | 5th place |
| 1 point | 6th place |

Total team points determine the team champion.

Points for ties are determined as per examples**:**

Two-way tie for 1st place:
10 pts.(1st)+ 8 pts.(2nd) = 18 pts. divided by 2 = 9 pts. each.
Two-way tie for 4th place:
4 pts. (4th)+3 pts.(5th) = 7 pts. divided by 2 = 3.5 pts. each.
Three-way tie for 2nd place:
8 pts.(2nd) + 6 pts.(3rd) + 4 pts(4th) = 18 pts. divided by 3 = 6 points each.

Double or triple (etc.) medals are awarded for ties.

**MEDALS:** Individual medals are awarded in each event and age group. Total team points determine team champion.

# TUG-O-WAR

There are no age divisions in this event.

1. This is a double elimination event. Preliminary heats are held to determine those qualifying for the final pulls.
2. Total team weight may not exceed 2,000 lbs.
   - A minimum of three (3) women must be on each team.
   - Individuals must weigh in, listing all weights on the rosters. Entire teams may also weigh in as a group. Once weights are taken and calculated, no changes will be permitted for that day of pulls.
   - Each team will weigh-in the morning of the tournament. Weigh-ins close approximately 1/2 hour before the tournament begins.
   - Immediately following the weigh-in process, a blind draw will determine the bracketing positions.
   - There is no seeding from previous years.
3. Teams pull against other teams. The winning team must pull the losing team eight (8) feet across the white line.
   - A coin flip determines from which side the teams will pull.
   - Staging for the teams is separated from the spectator area by a barrier.
   - Teams are announced as PULLING, ON DECK, and IN THE HOLE.
   - Each team has no more than one (1) minute to report to the Official for the toss of the coin. **No exceptions!**
4. A 5-minute time limit is placed on all matches.
   - The team ahead at the time limit is declared the winner.
   - The team is declared the winner if the rope is positioned over the center marker at the time limit. **Judge's decision is final. No appeals**.
5. If a team has an ineligible team member on the rope, the team forfeits that match. Tampering, exchanging or losing wrist bands may also lead to a forfeited pull.
6. Lying down is not allowed.
   - Each team must make an effort to stay on their feet and not sit, kneel or lie down in a stalemate position.
   - Slips are allowed as long as participants are making a conscious effort to return to a standing position.
   - Teams that do not comply with this rule are offered (3) warnings, and are disqualified on the third violation. **Judge's decision is final.**
7. Gloves, long sleeved jerseys and/or arm wraps are strongly recommended. These items are for your personal protection to prevent rope burns and to help ensure good footing.
   - An inspection of all shoes, wraps, and wrist bands takes place before each pull.
   - **Metal spikes are not allowed. However, rubber/plastic cleats are suggested.**
8. If your company has a volunteer working in the pit area, he/she will not be allowed to cheer for his/her team. Volunteers who do not comply during their team's pull will be asked to leave the area.

**Awards:** Medals will be awarded to the top three teams in each division.



# VOLLEYBALL

**Teams:** Coed teams composed of 3 men and 3 women. Each team is allowed 12 players. The team captain (Only) must register with the Volleyball Tournament Director at the event check-in. The **captain must provide proof of employment with picture, on all team players at registration.** Uniforms: Shirts must be similar and of the same color for all players on your team. Numbers on the shirts are not required.
Warm-up time: There may or may not be warm-up time available on the court prior to each game.

1. Tournament Director reserves the right to make rule or schedule changes on the spot. United States Volleyball rules apply with some rule changes to help the matches run effectively.
2. Games are played to 30 points, rally scoring with a 30-point cap,
3. To start the official flips a coin and the winner of the coin toss chooses from serving or side selection.
4. A team must start the game with six players, 3 male and 3 female. If your full team is not available to play at game time, your team will forfeit the game (see tournament director for details). You have until your second game to fill your team, if not your team will be eliminated from the tournament.
5. The assigned floor captain has one minute to have his team ready to play after the official blows the whistle indicating time to play. If the team is not ready, the official can award a “point and serve” to the opposing team for every minute not ready.
6. Players must wait for the official to signal before they serve. Each team will receive one warning per game if their player serves before the official indicates service. On the second offense, the official will award a “point and serve”.
7. Coed hitting rule is enforced. If the ball is hit two or three times before going over the net, at least one hit must be by a female.
8. A ball that hits the ceiling can be played if it returns to your side of the court. Other obstacles will be a judgment call by the official.
9. Players are not allowed to step into the adjacent court at any time. If so, play will stop and the official will award point and serve to the opposing team.
10. If your foot crosses the centerline (your whole foot or contact is made with another player), play is stopped and point and serve will be awarded.
11. Each team gets one 30-second time out per game.
12. When rotation has one male player in the front row, a backcourt male player may assist on a block.
13. Players may not pound the ball on the floor or walls if a game is under way.
14. New players can be substituted into the game to the center back position on each rotation or to any position when a time out is called. The time out can be called by either team, or an official. The official must signal the new players into the game.
    Players re-entering the game must return to their original position.
15. All players must conduct themselves in a courteous, cooperative and sportsmanlike manner or risk being ejected from the tournament.
16. Only the floor captain may discuss rulings with the official.
17. All protests are taken up on the spot. All protests must be in writing to the Tournament Director. (Judgment calls cannot be protested. See Corporate Challenge Handbook on protests.)

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## *Volleyball (continued)*

18. The ball can be hit with any part of the body.
19. A double hit will be allowed on the first ball over the net.
20. Player cannot wear hats, watches or dangling jewelry during games.
21. All players are responsible for understanding the rules. Clarifications will be made during the team captain's meeting scheduled prior to the event date.
22. Teams are requested to provide line judges.
23. Do not leave the gymnasium until you have checked with the Tournament Director and are positive that you know the date, time, and location of your next game.
24. Server is allowed one toss per serve.
25. Serve may touch the net and remain in play.

**Children must be supervised by a non-playing adult at all times.**
**No food or drink allowed in the gymnasium.**

**Awards:** Medals will be awarded to the top three teams in each division.



# OUTDOOR VOLLEYBALL

Coordinator: Ken Beckham, 229-6307

The 2006 Corporate Challenge Outdoor Volleyball Event will be held Centennial Hills Park. Corporate Challenge Outdoor Volleyball will be using United States Volleyball Association (USAV) rules as a guideline. Rules will be changed or modified where needed. The tournament director reserves the right to change rules on the spot.

1. Type of tournament will be 4 on 4 Men's and/or women's teams. No coed teams. You may start the match with three (3) players; your fourth player can only enter the game on a time out.
2. This will be a pool play tournament. The number of teams in each pool will be determined the day of event. The top teams in each pool will go into a single elimination play off.
3. Each match in the pool will be one game to either 15 or 21 points rally (depending on pool size) win by one. The winner of the pool will be determined by win/loss record. Tie breaker will be based on result of head to head play. Play will be continuous and teams should be prepared to play back to back if scheduled.
4. Each team is authorized ten (10) players. You are allowed to substitute on a limited basis. Clarification: meaning, if you start you can come out and then back in, but if you go out again you may not re-enter. If you don't start you may go in, and if you come out you can not play the rest of that game.
5. Refereeing is the responsibility of the teams in the pool. Refusing to referee or leaving the court area without contacting the event coordinator will result in team disqualification. The referee must keep the score and keep play safe (calling nets and contact under the net).
6. The teams will change sides each 7 points.
   This is combination of 7 (2-5, 7-0, 6-1, etc.).
7. Any reasonable method of determining service can be used.
8. If a player has served, or is serving out of order, the correct order is reinstated without penalty.
9. The receiving team may request that the serving team shift its position to allow a clear line of sight to the server.
10. Each team is allotted one (1) sixty second time-out per game. Players are allowed to take 2 "sand" time-outs (10-15 seconds).
11. The ball is in bounds if it lands within the court boundary or causes the boundary line to move.
12. A player may not enter an adjacent court before, during or after playing a ball.
13. The ball may be played off any part of the body. This includes using the feet.
14. A player may cross the center line under the net provided the action does not interfere with the opposing team. Incidental contact under the net is not a fault.
15. Any contact with the ball, other than a block at the net, is considered a hit.
16. All protests will be mediated by the event coordinator at the time of the protest. The event coordinator's decision is final.
17. You may momentarily lift or carry any hard driven ball. Hard driven ball is considered, a ball that has downward trajectory from contact. It may not go up at all. Also it is the referee's discretion if considered hard driven.

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## *Outdoor Volleyball (continued)*

18. You may not double contact the serve, using finger action.
    This means NO MATTER WHAT you may not set the serve.
19. You may not double contact any first ball over, unless hard driven.
    Refer to rules 17 and 18.
20. 1st, 2nd and final calls for team check in will be announced.
    NO GRACE PERIOD WILL BE GIVEN.
21. All players must show proof of employment at time of check in, NO EXCEPTIONS.

**Awards:** Medals will be awarded to the top three teams in each division.

To obtain additional information about the United StatesVolleyball Association, write to one of the following:

California Beach Volleyball Association
P.O. Box 2188, Ventura, CA 93002



## WALK RACE (4K)

Format: Four walkers in each category per team, two females and two males for a possible total of 44 walkers. No alternates.

| Wheelchair | |
|---|---|
| 18-24 | 45-49 |
| 25-29 | 50-54 |
| 30-34 | 55-59 |
| 35-39 | 60-64 |
| 40-44 | 65+ |

Rules:

1. Definition of a walk
   - USATF #39 - Race Walking is a progression of steps so taken that the walker makes contact with the ground so that no visible (to the human eye) loss of contact occurs. This means that before a race walker lifts their rear foot off the ground, their leading foot must make contact with the ground. For a brief moment the heel of the leading foot and the toe of the rear foot appear to be in contact with the ground simultaneously.
   - USATF #150 - The advancing leg must be straightened (i.e., not bent at the knee) from the moment of first contact with the ground until in the vertical position. When beginning walkers first hear this rule they sometimes think that they must walk with their legs straight all the time, this is not true. The only requirement of this rule is that when a race walker's lead foot strikes the ground, their leg should be straight. It must stay straight until it passes under the body. Then it will have to bend to swing forward.
2. All walkers start in assigned waves and cover the same course, the length of which is 4k or 2.4 miles.
3. Each walker will wear an anklet to track timing.
   Your time starts the second you cross the starting line, ending when you cross the finish line. Failure to turn your timing device in at the end of the race will result in disqualification.
4. This is an individual event and the team championship is determined by the total number of points a team wins by placing first through sixth in any of the eight categories.
5. When a judge determines that a walker has ceased to comply with the definition of a walk, the number of the walker is recorded and turned in to the Race Coordinator at the end of the race during the Marshal's conference.
   Usually three or four steps are used to judge.
6. When, in the opinion of three Marshals, a competitor's mode of progress fails to comply with the definition of walk during any part of the race, the competitor is disqualified. Those walkers are scratched from the results as though they had not been in the race.
7. The judgment call of course Marshals is final.
8. Walkers may use personal listening devices.
9. No strollers or pets allowed.

**Points and Medals:** Team score is determined by the points given for the first through sixth place in each category. Individual medals are awarded for 1st, 2nd, and 3rd place in each category.



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# "3-D" 6 ON 6 DODGEBALL

**Location:**
Skymania Fun Center
4915 Steptoe Street, Suite 400
(located on Tropicana, 1-mile east of Boulder Highway)
702-436-6887

**Check-in Policy:**
- Please arrive 30 minutes prior to your game time to register.
- Each player must present company identification and sign a Skymania fun center and CLV liability waiver form in order to participate.
- Please check in as a team. The team captain is responsible for making sure all teammates sign both waivers.

**Format:**

- Teams consist of 6 players (3 men/3 women).

**Game/Match:**
- A game will last four (4) minutes. If a game is tied after 4 minutes, play will continue until a player is eliminated.
- A match will consist of the best 2 out of 3 games.
- If a player from both sides is eliminated simultaneously, play will continue. The Official will determine the timing.
- There will be a one (1) minute break between games.
- The winning team is the team with the last player on the court or the team with the most players left on the court at the conclusion of the game.
- At the beginning of every game, each team will start with two balls on their side of the court and one in the neutral zone. When the official blows the whistle, members of both teams begin play.
- The object is to throw the ball at the opposing team and have contact with one or more of the opponents. Any person contacted by a ball on the fly is out of the game. Once the ball makes contact with any part of the court, the ball is dead. If the ball is caught on the fly by the opposing team, the player throwing the ball is out and any player that the ball came into contact with prior to the catch remains in the game.
- If a player attempts to block a ball with his/her ball and drops their ball, they will be ruled out unless the ball being thrown was caught by a teammate before coming in contact with the court and in that case, the person throwing the ball will be ruled out.
- In the event of a headshot, the player who gets hit with the ball will be called out unless the official declares it an intentional shot to the head. In this case, the player throwing the ball will be ruled out and will be suspended for the remainder of the match.

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## *"3D" 6 on 6 Dodgeball (continued)*

- Once a player is knocked out, he/she must leave the game and stand in each teams designated "Out" zone. Any player leaving the playing area to retrieve a ball thrown outside the regulation playing field will be eliminated. Officials will retrieve the balls and place them in the "neutral" zone.
- The "neutral" zone is the tumble track area between the two red pads that divides the playing field in half. A player may go in this area to retrieve a ball, but may not throw from in this area. However, a player will be ruled out by the official is he/she crosses over into the other team's zone or if he/she is hit with a ball while in the "neutral" zone.
- There are no time outs during the game. Only the official can call a time out.
- This is a coed event, use discretion when throwing at the opposite gender.

**Violations:**
- If any player holds a ball more than 15 seconds the player holding the ball must roll the ball over to the opposing teams side. Failure to immediately deliver the ball will result in that player being called out.

**Tie Breakers:**
- In the event of a tie there will be a sudden death overtime period. The first team to eliminate an opposing player shall be declared the winner.

**Awards:** Medals will be awarded to the top three teams in each division.

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**Corporate Challenge "UPDATE"**
Whether you were on the frontlines or the sidelines, we can use your human interest stories or observations. We also welcome photos.

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City of Las Vegas
Beyond the Neon
DEPARTMENT OF LEISURE SERVICES