



# ***CORPORATE CHALLENGE***

**C L E V E L A N D**

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## 2017 CLEVELAND CORPORATE CHALLENGE TEAM MANUAL

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CLEVELAND CORPORATE CHALLENGE  
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## WAIVER

### **Cleveland Corporate Challenge Waiver**

Each Corporate Challenge participant must read and sign the Cleveland Corporate Challenge Release and Waiver of Liability. Please sign with your legal name and date the signature. YOU MUST SIGN THE RELEASE AND WAIVER OF LIABILITY IN ORDER TO PARTICIPATE IN THE CLEVELAND CORPORATE CHALLENGE.

### **Release and Waiver of Liability**

In consideration of accepting my team's entry and permitting me to participate in the Corporate Challenge, a corporate health, sports, and fitness program and related events and Activities (individually an "Event" or collectively "Events"), I, the undersigned:

1. Certify that I am physically fit and apparently healthy and able to participate in all Events and have not been advised otherwise by a qualified medical person.
2. I hereby acknowledge that each of the Events is a potentially hazardous activity and I hereby assume full and complete responsibility for any injury or accident which may occur during my participation in any of the Events or while on the premises of any of the Events and, on behalf of myself and my heirs, successors, and assigns, I hereby release and hold harmless and covenant not to file suit against Corporate Challenge, Hermes Sports & Events, Inc., and/or any of the Events' owners, operators, organizers, promoters, volunteers, participants, participating companies, advertisers, managers or sponsors, owners or lessees of the real property at which the Events are conducted, or their respective agents or employees, from any loss, liability, damage or claims I may have arising out of my participation in any of the Events, including but not limited to claims for death, disability, personal injury or damage suffered by me or others, whether same be caused by falls, contact with other participants, or site conditions.
3. Consent to receive treatment should an injury, accident, illness, and/or any other circumstances occur in which treatment is deemed necessary by qualified medical personnel during any sanctioned Cleveland Corporate Challenge Event.
4. Grant full permission and authority to the Cleveland Corporate Challenge and all of its event producers, sponsors, advertisers, and or assigns, to make public use of any photographs, videotapes, motion pictures, recordings, TV coverage or film likeness as long as it is used for any legitimate purpose by the Cleveland Corporate Challenge and the aforementioned parties.



**2017 CLEVELAND CORPORATE CHALLENGE WAIVER FORM**

Company Name: \_\_\_\_\_ Date: \_\_\_\_\_

Division: \_\_\_\_\_

Sport/Event: \_\_\_\_\_

**By signing this and signing this voluntarily, I warrant that I have read and understand the contents and meaning of the release and waiver of right to sue and agree to be legally bound by all of its terms and conditions.**

Print Name

Signature and Date

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## **EVENT LOCATIONS**

- **SOFTBALL**

James Day Park (Nike Site Park) – 11828 W. Pleasant Valley Road, Parma, OH 44130

Veterans Memorial Park (State Road Park) – Corner of State Road and Loya Parkway, Parma, OH 44134

- **MINIATURE GOLF**

Sweeties Golfland Park - 6770 Brook Park Rd, Cleveland, OH 44129

- **POP A SHOT**

Dave and Buster's – 25735 1<sup>st</sup> Street, Wetlake, OH 44145

- **STAIR CLIMB**

Galleria and Tower at Erieview –1301 E. 9<sup>th</sup> Street, Cleveland, OH 44114

- **CORNHOLE**

Force Sports: Eastlake - 34650 Melinz Pkwy, Eastlake, OH 44095

- **FOOTGOLF**

Shawnee Hills Golf Course – Bedford Reservation, 18753 Egbert Rd, Bedford, OH 44146

- **3 ON 3 BASKETBALL (Independent Only)**

Force Sports: Eastlake - 34650 Melinz Pkwy, Eastlake, OH 44095

- **SAND VOLLEYBALL**

Whiskey Island Marina – 2800 Whiskey Island, Cleveland, OH 44102

Edgewater Park – 6500 Cleveland Memorial Shoreway, Cleveland, OH 44102

- **SKEEBALL**

Dive Bar (Downstairs) – 1214 West 6<sup>th</sup> Street Cleveland, OH 44113

- **KICKBALL**

Tri-C Western Campus – 11000 Pleasant Valley Road, Parma, OH 44130

- **VIDEO GAME GAUNTLET**

Corner Alley Uptown - 11409 Euclid Ave, Cleveland, OH 44106

- **BOWLING**

Game of Wickliffe – 28801 Euclid Avenue, Wickliffe, OH 44092

- **FINAL EVENT DAY\***

**\*10K Relay, 1 Mile Fun Walk, Tug-of-War, Obstacle Course**

Edgewater Park: Lower (Kite Field) - 6500 Cleveland Memorial Shoreway, Cleveland, OH 44102

## **CAPTAIN'S MEETING**

Visit website for more information.

## **CLOSING / AWARDS PARTY**

Visit website for more information.



## **EVENT FORMAT**

### **SOFTBALL**

Five (5) Inning Games, Double Elimination  
Ten (10) Players Per Team  
5 Males & 5 Females

### **MINIATURE GOLF**

17 Holes, Lowest Team Score  
Four (4) Players Per Team  
2 Males & 2 Females

### **POP A SHOT**

Three (3) Rounds, Highest Team Score  
Four (4) Players Per Team  
2 Males & 2 Females

### **CORNHOLE**

First to 21, Double Elimination  
Four (4) Players  
2 Males and 2 Females

### **FOOTGOLF**

9 Holes Scramble, Lowest Team Score  
Four (4) Players Per Team  
2 Males & 2 Females

### **3 ON 3 BASKETBALL (Independent Only)**

First to 13, win by 2, Double Elimination  
Three (3) Players Per Team  
1 Male & 2 Females or 2 Males & 1 Female

### **SAND VOLLEYBALL**

Double Elimination  
Six (6) Players Per Team  
3 Males & 3 Females

### **SKEEBALL**

Five (5) Frame games, Highest Team Score  
Three (3) Player Per Team  
1 Male & 2 Females or 2 Males & 1 Female

### **KICKBALL**

Five (5) Inning Games, Double Elimination  
Eight (8) Players Per Team  
4 Males & 4 Females

### **VIDEO GAME GAUNTLET**

3 Different Games, Highest Team Score  
Four (4) Players Per Team  
2 Males & 2 Female

### **BOWLING**

2 Games, Highest Team Score  
Four (4) Players Per Team  
2 Males & 2 Females

### **10K RELAY (FINAL EVENT DAY)**

Relay Race, Fastest Team Time  
Six (6) Participants  
3 Males & 3 Females

### **TUG-OF-WAR (FINAL EVENT DAY)**

Double Elimination  
Ten (10) Participants + One (1) Cadence Caller  
5 Males & 5 Females

### **1 MILE WALK (FINAL EVENT DAY)**

Minimum of one (1) person must walk for each company

### **OBSTACLE COURSE (FINAL EVENT DAY)**

Relay Race, Fastest Team Time  
Four (4) Participants  
2 Males and 2 Females



## **EVENT POINT SYSTEMS**

### **CORPORATE CUP POINTS**

Points will be awarded to those teams entering the Corporate Cup and not for Independent or Additional teams.

Independent and Additional teams are eligible for awards issued for the individual events only.

#### ***Scoring System***

#### **Mini Golf, Pop-A-Shot, Footgolf, Skee-ball, Video Game Gauntlet, Bowling, 10K Relay, Obstacle Course (Non-Elimination Events)**

1st place - 10 points  
2nd place - 8 points  
3rd place - 6 points  
4th place - 4 points  
5th place - 3 points  
6th place - 2 points  
1 for participation

#### **Softball, Cornhole, Sand Volleyball, Kickball, Tug-of-War (Double Elimination Events)**

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

If you win only 2 games and don't place - 3 points  
If you win only 1 game - 2 points  
If you don't win a game - 1 point  
A forfeit is counted as a win.



## 2017 Cleveland Corporate Challenge: Independent Division Dates & Deadlines

<b>Event</b>	<b>Date(s)</b>	<b>Registration Deadline</b>
SOFTBALL	Sunday, June 11	Wednesday, May 31
MINI GOLF	Monday, June 12 –Wednesday, June 14	Wednesday, May 31
POP-A-SHOT	Thursday, June 22	Wednesday, June 7
CORNHOLE	Saturday, June 24	Wednesday, June 14
FOOTGOLF	Sunday, June 25	Wednesday, June 14
3v3 BASKETBALL	Tuesday, June 27 – Wednesday, June 28	Wednesday, June 14
SAND VOLLEYBALL	Sunday, July 9	Wednesday, June 28
SKEEBALL	Thursday, July 13	Wednesday, June 28
KICKBALL	Saturday, July 15	Wednesday, July 5
VIDEO GAME GAUNTLET	Thursday, July 20	Wednesday, July 5
BOWLING	Wednesday, July 26	Wednesday, July 12
10K RELAY	Saturday, July 30	Wednesday, July 19
OBSTACLE COURSE	Saturday, July 30	NO INDEPENDENT
TUG OF WAR	Saturday, July 30	NO INDEPENDENT
1 MILE WALK	Saturday, July 30	NO INDEPENDENT





## **SOFTBALL RULES**

1. A 50 minute time limits will be enforced for each game played. No new inning may begin if time limit is reached. The time limit will begin with the first pitch. If the game is tied after 5 innings or time expires and the game is tied, a one pitch rule will be enforced.
2. A total of 10 players can be on the field for the defensive team at one time (5 males and 5 females). You may play with a minimum of 8 players (4 males and 4 females). You must always play with the same number of males and females.
3. There are no restrictions regarding positions of players in the field.
4. A total of 10 players can be in the batting order (same players that are playing the field) (5 males and 5 females).
5. If your team is reduced at any point before, or during the game, you can continue to play the field, but the player(s) absent from the batting order will be considered out. Prior to first pitch, teams may place the outs anywhere in the batting order. This will remain the batting order for the entire game.
6. If you start the game with less than 10 players, you can add the two additional players anytime during the game.
7. Re-Entry Rule - Players may substitute during the game for the same player in the batting order. There is a one re-entry rule that will be enforced. (Ex. Player A comes in for Player B, Player B can only come back in the game for Player A. Once Player B comes out of the game for the second time, he/she cannot re-enter the game).
8. Each team will pitch to their own team. The batter will receive three pitches and must hit one of those pitches in play, or will be declared out.
9. The pitcher is not in the batting lineup, unless they also play a defensive position. If the pitcher is in the batting order, another pitcher may replace him/her when he/she is up to bat.
10. The batting orders must alternate male and female.
11. There will be no designated hitters.
12. The ball used for competition will be supplied.
13. Base runners must give up or slide. If a runner tries to "run over" the fielding player, the base runner will be ejected from the game.
14. In case of inclement weather, the game may be modified to a one pitch tournament and/or single elimination.
15. If a team is leading by 10 or more runs after 3 full innings of play, the game will be over.
16. If a team is late, they will be given exactly 10 minutes before the game is forfeited.
17. A courtesy runner can be used but must be the same sex as current runner. Any player, whether in the game or not, can courtesy run. Limit is 1 total per inning.
18. If the ball strikes the pitcher, the batter is out.
19. NO METAL CLEATS.
20. Legal Bats: Only ASA or USSSA approved bats will be allowed. Bat length/weight can be no greater than -3.
21. Only 3 Home Runs allowed per game at State Road Park. Every Home Run after 3 is an out.

***After your first two rounds, game times are subjected to change. If not present at the start of your game, your game will be forfeited!***

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all softball rules and regulations.***



## **MINIATURE GOLF RULES**

1. Teams will consist of four participants (2 males and 2 females).
2. Each person on the team will participate on each of the 17 holes (we will not play the 18 hole because it is one that sends your ball back to the clubhouse).
3. Teams will be divided up as one male and one female will play with another team (i.e. 1 male and 1 female from Company A will play with 1 male and 1 female from Company B).
4. The combined score of all four golfers will be added together and the team with the lowest score wins.
5. Players may bring their own putters, but will use only the balls provided by the mini golf facility.
6. Players shall not be permitted to switch clubs or balls at any time during the competition.
7. Only the putter head of the putter may strike a ball. Players must line up and take their first shot from the starting pad at each hole. Players may putt from any of the points provided in that area.
8. If a player's ball rolls all the way back to the starting point but does not leave the playing area, play will resume from that point. If a ball rolls off playing area a one-stroke penalty will be incurred and he or she may restart from the starting point.
9. If a ball should leave the playing surface, it must be placed at the closest place to where it left the course and a one-stroke penalty will be incurred.
10. If the ball is hit into the hole but bounces out, it counts as a finished turn.
11. A player is entitled to move his or her ball a club head length from any side wall.
12. The maximum number of strokes a player can take is 6. If you already have 6 strokes and have not made your ball in the cup, you are to pick up your ball and mark your score as a 6.
13. If the tournament ends in a tie, each team (all 4 players) will replay hole number 1 to break the tie. (then hole #2 and so on, if no winner is determined)

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all miniature golf rules and regulations.***



## **POP A SHOT RULES**

1. Each player will shoot three (3) games. A game equals the time limit for the machine.
2. Each team will record their scores on the official scoresheet. Scores will be tracked by the machine.
3. Every ball must be shot from behind the machine with both feet located behind the machines.
4. Total team score (all 4 players, all 3 games) will determine who will make the final round.
5. Finals: Top six (6) team scores will move on to finals. Each team will start with zero (0) points. Team will shoot three (3) games and highest score wins.
6. In the event of a machine malfunctions, the participant will be granted a re-do.

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## CORNHOLE RULES

**\*Team members=** 2 males and 2 females, standing at opposite targets and remaining there for the entire game. One teammate will throw 2 beanbags, and then the other teammate will throw 2 beanbags- the order of tossing the beanbags between teammates does not matter, alternating throws is acceptable. Teams will alternate throws beginning with the team who had the most points in the previous round.

Example: Team A (either player) will throw, then Team B (either player) will throw, then Team A, then Team B....until all bags have been thrown.

Once all bags have been thrown, points will be tallied. Points will cancel out. (Ex. Team A scores 6 points on their throws, Team B scores 3 points with their throws. Team A will be awarded 3 points for the round.)

**NO SKUNK RULE.** All games will be played to 21, no bust. This means the first team to score 21 points, or more, will advance in the tournament.

The opposite side will then do the same.

1. The team with the highest score in the previous round throws the lead toss for the round.
2. Both teams' alternate tosses until all eight bags have been tossed. (This concludes a round.)
3. Player's feet should not project past the front of the target during a toss.
4. Boards will be placed 27' from front to front.

***After your first two rounds, game times are subjected to change. If not present at the start of your game, your game will be forfeited!***

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all cornhole rules and regulations.***



## **FOOTGOLF RULES**

1. A scramble means that all team members kick off on each hole and then decide which kick they like the best and mark the spot with a flag or ball marker.
2. The other team members pick up their balls and place them within 5 feet (no closer to the hole) of the marked spot. Each team member hits their next shot from the chosen spot of the prior shot.
3. If the ball you choose to play is in a hazard (sand, water, etc.), the rough, or out of bounds, you cannot drop the ball outside of the hazard or rough even if relief is within 5 feet away.
4. This procedure is followed on every shot for the remainder of the hole, including putts. The ball should be marked on the putting green also.
5. Putts need to be made within 3 inches of the marked spot (no closer to the hole). The first ball to go in the hole is counted for the team score. When putting, once any ball is holed out, no further strokes count. The team is cautioned not to make “tap” in putts until all team members have had the opportunity to attempt the team’s original putt.
6. Each player’s tee shot must be used at least once during the 9-hole competition.
7. Tennis Shoes must be worn - *NO CLEATS or TURF SHOES* - No bare feet.
8. **TIEBREAKER**
  - A. In the event of a tie within a division, a “card-off” will determine the overall winner.
  - B. The tied teams scorecards will be compared hole-by-hole from the 18<sup>th</sup> hole, in reverse order to the 1<sup>st</sup> hole. The team with the lower score at any point will win the tie-breaker.

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all footgolf rules and regulations.***



## **3 ON 3 BASKETBALL RULES**

1. A 30 minute time limits will be enforced for each game played. If the game is tied after time limit, the next point scored will win the game.
2. This is a double elimination tournament.
3. A coin toss / "rock-paper-scissors" determines the first possession.
4. Games will be to 13 points, win by two with a 17 point cap.
5. A successful basket from behind the "3 point line" is worth 2 points. The "take back" line is outside of the 2 pt. line above the foul line. Both of the shooter's feet must be clearly behind the line.
6. After a score, the ball must change possession, be taken out beyond the 2-point line and above the foul line, and be "checked" by the defense before play begins.
7. The ball must be taken back on every change of possession. Failure to take the ball back will result in a loss of possession.
8. After all fouls or out of bounds occurrences, the ball will be taken out at the "take back" line.
9. After a score, foul, or out of bounds, the ball must be passed from the person taking it out, to one of his/her other team members, to begin play again.
10. No dunking allowed. Observed dunking on any basket at any time may result in dismissal from the tournament.
11. Each team is allowed ONE 45 second time-out.
12. No stalling allowed. An unwritten 30-second shot clock is in effect at all times, and may be enforced by the official. Failure to attempt a shot and hit the rim within 30 seconds, after being advised by the official will result in the loss of possession.
13. Jump balls go to the defense.
14. The monitor will count and record all team fouls on the score sheet.  
FIRST 6 TEAM FOULS: Any foul, shooting or non-shooting, will result the fouled player receiving possession of the ball, restart play with a "check".  
TEAM FOULS AFTER 6: Any foul, shooting or non-shooting, will result in one (1) free throw, and possession of the ball, restart play with a "check".
15. Flagrant fouls or continuous misconduct may result in an immediate ejection. If the monitor or official rules a flagrant foul, the player fouled will shoot one free throw and retain possession. Two flagrant fouls will result in an automatic ejection. Anyone involved in fighting, for any reason, will be ejected.
16. There must be one person of each sex on the court at all times.
17. All games will have a certified official.
18. 3 second rules applies

***After your first two rounds, game times are subjected to change. If not present at the start of your game, your game will be forfeited!***

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all basketball rules and regulations.***



## **SAND VOLLEYBALL RULES**

1. Double-Elimination tournament, rally scoring.
  - a. WINNERS BRACKET GAMES: Best of 3, Win by 2 (To: 21, 21, 15) (Cap: 25, 25, 19)
  - b. LOWER BRACKET GAMES: Single Game, Win by 2 (To: 21) (Cap: 25)
2. The positioning of the players shall be alternating male and female.
3. Under no circumstances may a team play with less than 6 players on the court.
4. Unlimited substitutions may be made (male for male, female for female) ONLY at the server position. Players DO NOT need to make a full rotation prior to subbing out. Injured players may sub out from any position.
5. If there are not six players at the scheduled start of the match, the first game will be a forfeit. There is a 10-minute limit to start the second game. If 6 players are not present at the end of the 10 –minute period, the second game and the match will be a forfeit.
6. A coin flip will start each game. Winner of the flip will choose to serve, or choose their side of the court. Teams will switch sides of the court in-between each game.
7. Service may be made anywhere along the end line.
8. The server should call the score with each service.
9. When a ball is played more than twice by a team, a female player must make at least one of the contacts.
10. The ball must be clearly seen in the hands of the server and be clearly hit for service.
11. The ball may contact any part of the body on or above the waist providing such contact is simultaneous and the ball rebounds immediately.
12. Scooping, lifting, pushing, or allowing the ball to roll on the body will be considered a held ball and illegal.
13. Two time-outs per game will be allowed for 20-seconds each.
14. Blocking can only be done by front row players. Attacking the ball in front of the 10-foot line can only be done by front row players.
15. The receiving team on a serve cannot attack the serve. The first hit by the receiving team shall be a bump or set.
16. Only the team captain may address the officials.
17. To help ensure player safety, blatant interference by a player (in the judgment of the official) with an opposing player who is in the progress of playing the ball, shall be declared a fault and a sideout or point will be awarded.
18. Misconduct shall result in: first infraction-team warning; second infraction-point or sideout; third infraction-forfeit of game.
19. All decisions of the official are final.

***After your first two rounds, game times are subjected to change. If not present at the start of your game, your game will be forfeited!***

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all sand volleyball rules and regulations.***



## **SKEEBALL RULES**

1. Each player will throw five (5) games. Nine (9) balls per game.
2. Every ball must be rolled while standing with both feet located behind the machines. Kneeling is permitted as long as the player is behind the machine.
3. Balls that fail to enter the scoring zone and roll or otherwise return to the thrower are able to be re-thrown.
4. Each team will record their scores on the official score sheet. Skee-ball scores presented on the skeeball machines will be divided by 100 (last three zeroes dropped) to simplify scoring.
5. Total team score (all 3 players, all 5 games) will determine the winner.
6. FINALS: Top six (6) from each division will advance to the finals. Scores will be reset to zero (0). Teams will again roll five (5) games, highest score wins.

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all skeeball rules and regulations.***





## **KICKBALL RULES**

1. Tennis Shoes must be worn - NO CLEATS or TURF SHOES - No bare feet.
2. A runner touched by the ball or who touches the ball while he or she is not on base while the ball is in play is out. (this includes the ball bouncing off the ground into the runner)
3. The infield fly rule is in effect.
4. There will be one extra base given on an overthrow into foul territory (umpire discretion).
5. There are no restrictions regarding positions of players in the field.
6. A total of 8 players may play in the field (same players in the batting order) (4 males and 4 females). You may play with a minimum of 6 players in the field (3 males and 3 females).
7. A total of 8 players must be in the batting order (same players that are playing the field) (4 males and 4 females).
8. If your team is reduced at any point before, or during the game, you can continue to play the field, but the player(s) absent from the batting order will be considered out. Prior to first pitch, teams may place the outs anywhere in the batting order. This will remain the batting order for the entire game.
9. If you start the game with less than 8 players, you can add the additional players anytime during the game.
10. The games will consist of five full innings.
11. Each team will pitch to their own team. The kicker will receive three pitches and must kick one of those pitches or will be declared out.
12. The kicking orders will alternate male and female.
13. Re-Entry Rule - Players may substitute during the game for the same player in the batting order. There is a one re-entry rule that will be enforced. (Ex. Player A comes in for Player B, Player B can only come back in the game for Player A. Once Player B comes out of the game for the second time, he/she cannot re-enter the game)
14. There will be no designated kickers.
15. All kicks must be made by foot and must occur at or behind home plate. Kicks made in front of the plate will be declared foul, and counts as 1 of the 3 available pitches. (Fouls will be enforced by the umpire's at each field)
16. Bunting is not allowed. (Bunting will be enforced by the umpire's at each field)
17. You can throw the ball at a runner below the shoulder down for an out.
18. Any balls thrown that hit the runner above the shoulder will result in advancement to the next base for the runner and NO OUT. If a runner is sliding, diving, or dodging and is hit above the shoulder, the runner is OUT.
19. Base runners must give up or slide. If a runner tries to "run over" the fielding player, the base runner will be ejected from the tournament.
20. In case of inclement weather, the game may be modified to a one pitch tournament.
21. If a team is leading by 12 or more runs after 3 full innings of play, the game will be over.

***After your first two rounds, game times are subjected to change. If not present at the start of your game, your game will be forfeited!***

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all kickball rules and regulations.***



## **VIDEO GAME GAUNTLET RULES**

All teams will turn in a score for the first three games below. The Top Six (6) teams in each division will move on to compete in the fourth game, Pac-Man 256!

1. Super Mario Bros.
  - a. Each player on your team will have three (3) minutes to complete the custom “Corporate Challenge” Mario level.
  - b. Your score will be calculated by the number of coins you collect, blocks you burst, and time it takes to complete the level.
  - c. All four team members scores will be added together for your teams Mario Score.
2. Duck Hunt
  - a. Each player on your team will have three (3) minutes to score as many points as possible.
  - b. Your score will be calculated by the number of ducks you hit/miss.
  - c. All four team members scores will be added together for your teams Duck Hunt Score.
3. Tetris (Co-op)
  - a. Teams will split in half (1 male & 1 female each) to participate. These two players will have 6 minutes to score as many points as possible (NO RESETS).
  - b. The two members of the team will work together to lay tetris blocks simultaneously, on the same board. Your score will be calculated by number of blocks placed, and number of lines cleared.
    - i. (Hint: Clearing lines in groups of 3 or 4 score higher than clearing just 1 or 2 lines).
  - c. The scores from each half of your team will be added together for your teams Tetris Score.
4. Pac-Man 256 (FINALS)
  - a. Top six (6) team scores (Mario Score + Duck Hunt Score + Tetris Score) will move on to the finals. Each team will start with zero (0) points.
  - b. All four members of your team will come together to play a 4-player, co-op version of Pac-Man.
  - c. Each team will have 10 minutes to score as many points as possible. (RESETS INCLUDED)
  - d. Your score will be calculated by the number of pellets gathered, number of ghosts eliminated, and number of bonuses gathered.
    - i. (Hint: Gathering pellets in a row without stopping, or missing, scores higher)
  - e. This game will include three basic power-ups to be displayed, and described on-site.
5. In the event of a game console malfunction, the participant will be granted a re-do.

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all video game gauntlet rules and regulations.***



## **BOWLING RULES**

1. Each team shall consist of four participants, (2 male and 2 female).
2. Each player will bowl two games, league style.
3. The combined score of both games for all four bowlers will be added together to give the team one total score.
4. In case of a tie, one bowler from each team involved will bowl the 10th frame and the winner of that frame will be declared the winner.

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all bowling rules and regulations.***



## **10K RELAY RULES**

1. A team will consist of 3 males and 3 females, each participant running 1 mile except for the 1st runner who will run 1.2 miles. Each participant may only run one leg of this race.
2. The exchange will take place in a clearly designated zone. Only 10K runners will be allowed in the exchange zone.
3. Runners must "tag" their teammates in the exchange zone.
4. The anchor, or last runner, must wear the official Cleveland Corporate Challenge race bib and must end in the finish-line chute. Runners must remain in order of finish in the finish line chute until their bib tag has been pulled by race officials.
5. Scoring and determination of finish will be based on final elapsed time for all members of the relay team.
6. All participants must wear their assigned number on the front of their shirt or shorts. Only registered participants may run in this event.

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all 10K relay rules and regulations.***



## **1 MILE WALK RULES**

Participation is **REQUIRED**. 5 points will be awarded to each Corporate Cup team for participating in the Eaton One Mile Fun Walk. A minimum of 1 person must walk for each company.

Anyone is eligible to walk. The purpose of the event is to encourage all company employees and their families to participate in the Corporate Challenge. All walkers will report to the starting line at Edgewater Park following the 10K Relay and will be directed on the one mile course. This is a non-competitive event. 5 points will be awarded for each company represented.

*Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all one mile fun walk rules and regulations.*



## **TUG – OF – WAR RULES**

1. The rope will be 2 inches in diameter, 150 feet long and made of hemp. It will be marked with red, blue, and white tape.
2. All tugs will be conducted on a natural grass surface.
3. No electric sound systems, horns, whistles, etc. may be used in encouraging teams. This means anything other than the human voice is not permitted.
4. Long-sleeved shirts must be worn by all participants. Gloves and belts are optional.
5. Boots may be worn including combat, hiking, or other types with vibram soles. No spikes, cleats, studs, hobnails, or other metal fittings will be permitted. This includes soccer or football shoes with rubber cleats. If there is a question on allowable footwear, check with the Tug of War officials before the event. Tug of War officials reserve the right to disallow participation if unsafe conditions are deemed to exist.
6. No sticky substances may be used on hands or gloves.
7. Each team is allowed up to 19 players on their roster, 1 of which is the cadence caller. Only 10 players will tug at one time, 5 males and 5 females. Once an alternate replaces a participant, that participant may not re-enter the competition. A minimum of 8 players can tug (4 males / 4 females)
8. Teams will be lined up so that the rope will be pulled on the right side (under the participants' right arms). The anchor (the last person) will be permitted to tie in, and is the only member who can touch the ground with only his hands. No other team member is permitted to sit on the ground for more than five seconds, this includes the anchor.
9. Males and females will be alternated in positions on the rope.
10. One coach per team will be permitted on the line to assist with organization. It will be the coach's responsibility to notify the official that the team is ready to tug.
11. The tug will be started on the command of the official. The team that pulls the rope 12 feet from the center will be declared the winner. A whistle or horn will signal the end of the tug.
12. There will be a 90-second time limit on each tug.
13. All tugs will be timed. These times will be considered in the final result tabulation.
14. Prior to the beginning of the pull, no participant may "dig-in" to the ground.
15. This will be a double-elimination tournament. Each team will continue tugging until the team records two losses.
16. A minimum of 5 minutes rest between tugs will be permitted.

***After your first two rounds, game times are subjected to change. If not present at the start of your game, your game will be forfeited!***

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all tug-of-war rules and regulations***



## **OBSTACLE COURSE RULES**

1. A team will consist of 2 males and 2 females, each team will run once through the obstacle course.
2. Each participant must complete their station of obstacles. Teams will designate one participant per station. Failure to complete an obstacle correctly will result in restarting the obstacle. (TIME WILL NOT STOP)
3. When a participant finishes his or her obstacles, he or she will touch hands with the next person on the relay team.
4. The order of the males and females DOES NOT MATTER.
5. Scoring and determination of finish will be based on final elapsed time for all members of the relay team.
6. The top 6 teams will compete a second time to determine the top 6 finishers.
7. NO CLEATS.
8. The same 4 competitors who compete in the competition MUST compete in the finals. Competitors may switch obstacles for the finals if they choose.

***Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as interpret, modify, and enforce all obstacle course rules and regulations.***