



# ***CORPORATE CHALLENGE***

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

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## 2018 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.



**2018 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

- **CORNHOLE**

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

- **POP-A-SHOT**

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

- **SHUFFLEBOARD**

Forest City Shuffleboard Arena & Bar – 4506 Lorain Ave, Cleveland, OH 44102

- **3v3 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

- **PRO-KARTING**

BOSS Pro-Karting – 18301 Brookpark Rd, Cleveland, OH 44142

- **KICKBALL**

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

- **SKEEBALL**

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

- **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 & 2 Females

### **SHUFFLEBOARD**

First to 45, Double Elimination  
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  
Best of 3 Games (Winners Bracket)  
Single Game (Losers Bracket)  
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

### **PRO-KARTING**

2 Qualifying Races / Racer (Fastest Lap Time)  
Four (4) Racers 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 Female



## **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, Pro-Karting, Skee-ball, 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, Shuffleboard, 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.



## 2018 Cleveland Corporate Challenge: Independent Division Dates & Deadlines

<b>Event</b>	<b>Date(s)</b>	<b>Registration Deadline</b>
SOFTBALL	Sunday, June 3	Monday, May 28
MINI GOLF	Thursday, June 14	Monday, June 4
CORNHOLE	Saturday, June 16	Monday, June 11
POP-A-SHOT	Thursday, June 21	Monday, June 11
SHUFFLEBOARD	Saturday, June 23 – Sunday, June 24	Monday, June 18
3v3 BASKETBALL	Monday, June 25 – Wednesday, June 27	Monday, June 18
SAND VOLLEYBALL	Sunday, July 1	Monday, June 25
PRO-KARTING	Thursday, July 12	Monday, July 2
KICKBALL	Saturday, July 14	Monday, July 9
SKEEBALL	Thursday, July 19	Monday, July 9
BOWLING	Monday, June 23 – Wednesday, June 25	Monday, July 16
10K RELAY	Saturday, July 28	Monday, July 23
OBSTACLE COURSE	NO INDEPENDENT	NO INDEPENDENT
TUG OF WAR	NO INDEPENDENT	NO INDEPENDENT
1 MILE WALK	NO INDEPENDENT	NO INDEPENDENT





## SOFTBALL RULES

### Format:

- 10 players (5 male + 5 female)
  - May play with a minimum of 8 players (4 male + 4 female), may NOT play with 9 players
  - Substitute players are ENCOURAGED.
- Double-Elimination Tournament
- 5 inning games, no new innings after 40-minute time limit
- Extra Innings – If game is tied at the end of 5 innings, or after time expires: Game will be modified to 1-pitch, and the player who recorded the last out in the previous inning will start on 2<sup>nd</sup> base.
- Mercy Rule – A team leading by 10 or more runs after 3 innings will be declared winner

### Equipment:

- NO METAL CLEATS ALLOWED (Rubber or Molded Cleats, or Tennis Shoes ONLY)
- Game ball will be provided.
- Bats – Bring your own. Must be USSSA, ASA, or NSA regulated.
- Glove/Mitt – Bring your own.

### Sport Specific Rules:

- **Batting**
  - The batting order must alternate male/female/male/female
  - 3-Pitch Rule
    - A member of your team will pitch to your batters.
    - You will receive a maximum of 3 pitches per at bat. One of them must be in play (not a foul ball) or you will be declared out.
  - You may only have 10 players in the batting order at a time.
  - The pitcher can be substituted at any time.
  - Base runners must “give up” or slide. MAY NOT run over the fielder.
  - If the ball strikes the pitcher off the bat, the batter is out.
  - Courtesy runners may be used once per inning (must be same sex).
  - Bunting is NOT ALLOWED.
- **Fielding**
  - There are no restrictions regarding player positioning on the field (Must have catcher)
  - The runner has a right to the base path. If a fielder disrupts a runners path to the base, the runner will automatically be awarded that base.
  - Runner will be awarded one base on an overthrow out of play.
- **Other**
  - Re-Entry Rule – players may substitute during the middle of any inning. Players that substitute must remain in/out for one full inning.
  - In case of inclement weather, tournament will be modified to 1-pitch.
  - Safety Line: This is an extended first base line, past the plate toward the back stop.
    - Runners advancing to home, will cross this line instead of touching home plate.
    - Runners that touch home plate will be declared out.
    - Plays made at home will be a force out, using home plate as the base.
  - **INDEPENDENT TOURNAMENT ONLY**
  - **Only 3 HR's allowed per game by each team on field #2 and #4. (250' fences)**

***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!***



## **MINIATURE GOLF RULES**

### **Format:**

- 4 players (2 male + 2 female)
  - 2 Players from your team (1 Male & 1 Female) will be paired with 2 Players from another team for play.
- Each player will play 17 Holes, Lowest Combined Team Score will be placed against the field
- Tie Breaker: Sudden Death Playoff
  - In the event that two or more teams have the same score at the end of the round, each team (all 4 players) will replay hole number 1 to break the tie. Play will continue the necessary amount of holes to determine a winner.

### **Equipment:**

- May bring your own putter.
- Sweeties Golfland Putters will be available on-site.
- Players must use a Sweeties Golfland Ball for play.

### **Sport Specific Rules:**

- Players are to start and complete the hole before the next player takes his or her turn.
- Players may not switch clubs or balls at any time during the competition.
- Only the putter head of the putter may strike the ball.
- Players must start each hole from the starting pad.
- If a Player's ball roll back to the starting point, but does not leave the playing area, play will resume from that point. If a ball rolls off the playing area, a one-stroke penalty will be incurred, and he or she may restart from the starting pad.
- If a ball should leave the playing surface, it must be placed at the closest point to where it left the course, and a one-stroke penalty will be incurred.
- A player is entitled to moved his or her ball a club head length away from any side wall, or obstacle.
- If a ball bounces off the bottom of the cup, and out of the hole, the putt counts as a make.
- 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.

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



## **POP A SHOT RULES**

### **Format:**

- 4 players (2 male + 2 female)
- Each team member will play 3, one-minute rounds.
- Total team score will be placed against the Division. Top 6 move on to Championship Round.
- Championship Round:
  - Scores reset at 0.
  - Each team member will play 3, one-minute rounds.
  - Total team score will be placed against the other 5 teams.

### **Equipment:**

- Pop-A-Shot Machines, Provided.

### **Sport Specific Rules:**

- Your team will be matched up with another team on one of the machines.
- One person from each team will play and complete 1 game before rotating with the other team.
- Once all team members for both teams have 3 scores tallied on the scorecard, the scores will be totaled and posted.
- The Top 6 teams in the Division will then move on to the Championship Round.
- In the event of a machine malfunction, the participant will be granted a redo.

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



## CORNHOLE RULES

### **Format:**

- 4 players (2 male + 2 female)
  - 1 male + 1 female from your team will pair up and choose a side.
- Double-Elimination Tournament
- Object of the Game: Score 21 Points before the opposing team
  - NO BUST – The first team to 21 or more points wins. There is NO penalty for exceeding 21 points.
  - NO SKUNK – There is NO mercy rule. All games will be played to 21 points.

### **Equipment:**

- Cornhole Bags (1 lb., Real Corn), Provided
- Cornhole Boards, Provided

### **Sport Specific Rules:**

- **Team Members**
  - Splitting your team into partners (1 male + 1 female each), choose which board you would like to stand beside.
  - Bags will be thrown one at a time until a complete stop on the board, alternating teams each throw.
  - Each member of your team will be responsible to throw 2 bags each turn. These throws may be alternated in any way you would like.
  - The team that scored more points in the previous turn, will throw their first bag first.
  - Player's feet should not project past the front of their board during a toss.
  - Any bag that hits the ground prior to landing on the surface of the Cornhole Board do not count as a legal throw, and are to immediately be removed from the landing area.
- **Scoring**
  - Bags that progress through the hole of the board: 3 points
  - Bags that land on the surface of the board: 1 point
  - All bags that are thrown must remain where they are until points are tallied.
  - Points are tallied by totaling up each teams total for the round, and awarding the difference to the team with the higher score.
    - For example,
      - Team A throws four bags. 3 bags land on the board, 1 travels through the hole. TOTAL: 6 points
      - Team B throws four bags. 2 bags land on the board, 2 travel through the hole. Total: 8 points
      - Team B is awarded 2 points for this round. Bags are collected, and it's the other side's turn.

***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.***



## **SHUFFLEBOARD RULES**

### **Format:**

- 4 players (2 females and 2 males) with opposite gendered pairs on each side
- Play to 75 points
- Double-Elimination Tournament
- Object of the Game: Score 75 Points before the opposing team
  - NO BUST – The first team to 21 or more points wins. There is NO penalty for exceeding 75 points.
  - NO SKUNK – There is NO mercy rule. All games will be played to 75 points.

### **Equipment:**

- Shuffleboard, provided
- Tangs and biscuits, provided

### **Sport Specific Rules:**

- **Scoring**
  - In order to score, a biscuit must be completely within a numbered area.
    - Any biscuits touching lines DO NOT count.
  - Points are based on the respected numbered value containing that biscuit.
  - Scores are counted after all biscuits have been shot.
  - Scoring options are: 7, 8, and 10 points.
- **Gameplay**
  - White shoots first to start play
  - Flip a coin for who is white, team alternates shots.
  - Players shoot from their respected half of the baseline.
  - Players may prevent opponents from scoring by knocking their biscuits out of the scoring area.
- **Fouls**
  - Each biscuit in the kitchen loses 10 points.
  - A biscuit shot over the baseline loses 10 points.
  - Shooting out of turn loses 10 points.
  - Interference while opponent is shooting loses 10 points.

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

## **3 ON 3 BASKETBALL RULES**

### **Format:**

- 3 Players (at least 1 female on the court at all times)
  - Substitute players are ENCOURAGED.
- Double-Elimination Tournament
- Play to 13 points, Win by 2, or First to 17.

### **Equipment:**

- Game Basketballs, Provided. (Bring your own for shoot-around)

### **Sport Specific Rules:**

- **Scoring**
  - Shot made from behind the 3PT Line: 2 points
  - Shot made from inside the 3PT Line: 1 point
- **Gameplay**
  - Coin Flip / “rock-paper-scissors” determines first possession.
  - Ball must be checked to start play.
  - Ball must be passed off the check. Shooting or driving off the check will result in change of possession.
  - Takeback Line – Free-throw extended
    - After each possession, the ball must be taken back behind the Takeback Line.
    - The Takeback Line is defined: Outside of the 3PT line + above the free-throw line.
    - Failure to take the ball back will result in loss of possession.
  - After a score, the ball must change possession, and be checked behind the Takeback Line to resume play.
  - After all fouls or out-of-bounds occurrences, the ball will be taken out at the Takeback Line.
  - Each team is allowed ONE 45-second timeout.
  - NO STALLING ALLOWED. Referees will keep a 30-second shot clock. Failure to attempt a shot that hits the rim within the shot clock will result in loss of possession.
  - Jump Balls go to the Defense.
  - All games will be refereed by a certified official.
- **Fouls**
  - The scorekeeper / referee will record all team fouls on the score sheet.
  - FIRST 6 TEAM FOULS:
    - Shooting:
      - Ball goes in: Point counts, foul recorded, ball changes possession
      - Ball misses: Foul recorded, ball possession stays, restart with a check
    - Non-Shooting
      - Foul recorded, ball possession stays, restart with a check
  - TEAM FOULS AFTER 6:
    - Shooting



- Ball goes in: Point counts, ball possession stays
- Ball misses: 1 Free-Throw Attempt, ball possession stays
- Non-Shooting
  - 1 Free-throw attempt, ball possession stays
- Unsportsmanlike Conduct penalties will result in EJECTION.
- NO DUNKING ALLOWED. Observed dunking on any basket at any time may result in EJECTION.

***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!***

## **SAND VOLLEYBALL RULES**

### **Format:**

- 6 players (3 male + 3 female)
  - CANNOT play with less than 6 players. No Exceptions.
  - Substitute players are ENCOURAGED.
- Double-Elimination Tournament
  - Winners Bracket Games: Best of 3 Games, Win by 2 (To: 21, 21, 15) (Cap: 25, 25, 19)
  - Lower Bracket Games: Single Game, Win by 2 (To: 21) (Cap: 25)

### **Equipment:**

- Game Volleyballs Provided. Please bring your own to warm up with.

### **Sport Specific Rules:**

- **Starting the Game:**
  - 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.
  - If there are not six players present within 5 minutes of the start of the match, the first game will be a forfeit. An additional 10-minutes will then be granted for the team to fully arrive. If 6 players are not present at the end of the 10 –minute period, the second game and the match will be a forfeit.
- **Game Play**
  - The positioning of the players shall be alternating male and female.
  - 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.
  - Service may be made anywhere along the end line.
  - The server should call the score with each service.
  - When a ball is played more than twice by a team, a female player must make at least one of the contacts.
  - The ball may contact any part of the body to remain in play. (Kick balls = Legal)
  - Scooping, lifting, pushing, or allowing the ball to roll on the body will be considered a held ball and illegal.
  - 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.
  - The receiving team on a serve cannot attack the serve. The first hit by the receiving team shall be a bump or set.
  - 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.



- Misconduct shall result in: first infraction-team warning; second infraction-point or sideout; third infraction-forfeit of game.
- Two time-outs per game will be allowed for 20-seconds each.
- Only the team captain may address the officials.
- 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!***

## **SKEEBALL RULES**

### **Format:**

- 3 players (2 male + 1 female OR 2 female + 1 male)
- Each player will play 5 games, total of 15 games per team.
- Total team score will be placed against your Division. Top 6 scores from each division will move on to the Championship Round.
- Championship Round
  - Scores will reset at 0.
  - Each player will play 5 games, total of 15 games per team.
  - Total Team Score will be placed against the other 5 teams in the Championship Round.

### **Equipment:**

- Skee-ball Machines provided at Dive Bar.

### **Sport Specific Rules:**

- Your team will be matched up with another team on one of the machines.
- One person from each team will play and complete 1 game before rotating with the other team.
- Once all team members for both teams have 5 scores tallied on the scorecard, the scores will be totaled and posted.
- The Top 6 teams in the Division will then move on to the Championship Round.

In the event of a machine malfunction, the participant will be granted a redo.

***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

### Format:

- 8 players (4 male + 4 female)
  - May play with a minimum of 6 players (3 male + 3 female), may NOT play with 7 players.
  - Substitute players are ENCOURAGED.
- Double-Elimination Tournament
- 5 inning games, no new innings after 35-minute time limit
- Extra Innings – If game is tied at the end of 5 innings, or after time expires: Game will be modified to 1-pitch, and the player who recorded the last out in the previous inning will start on 2<sup>nd</sup> base.
- Mercy Rule – A team leading by 10 or more runs after 3 innings will be declared winner

### Equipment:

- NO CLEATS ALLOWED – Tennis Shoes ONLY
- Game ball will be provided.

### Sport Specific Rules:

- **Batting**
  - The batting order must alternate male/female/male/female
  - 3-Pitch Rule
    - A member of your team will pitch to your batters.
    - You will receive a maximum of 3 pitches per at bat. One of them must be in play (not a foul ball) or you will be declared out.
  - You may only have 8 players in the batting order at a time.
  - The pitcher can be substituted at any time.
  - Base runners must “give up” or slide. MAY NOT run over the fielder.
  - If the ball strikes the pitcher off the kick, the batter is out.
  - Courtesy runners may be used once per inning (must be same sex).
  - Bunting is NOT ALLOWED.
  - All kicks must occur at or behind home plate. Kicks made in front of the plate will be declared foul, and count as 1 of your 3 available pitches.
- **Fielding**
  - There are no restrictions regarding player positioning on the field
  - The runner has a right to the base path. If a fielder disrupts a runners path to the base, the runner will automatically be awarded that base.
  - Runner will be awarded one base on an overthrow out of play.
  - Fielders can record an out in any of the following ways:
    - Catching a fly ball
    - Stepping on lead base while in possession of the ball
    - Tagging batter/runner with the ball while not on base
    - Striking batter/runner with the ball, below the neck, while not on base
      - If the batter/runner is struck by the ball in the head/neck area while sliding, ducking, or dodging the ball, the runner will be declared out.
- **Other**
  - Re-Entry Rule – players may substitute during the middle of any inning. Players that substitute must remain in/out for one full inning.
  - In case of inclement weather, tournament will be modified to 1-pitch.

***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.***



## **PRO-KARTING RULES**

### **Format:**

- 4 racers (2 male + 2 female)
- Each racer will complete 2 Qualifying Races for FASTEST LAP TIME (approx. 5 minutes per race)
- Each racer's fastest lap time will be individually placed against the field and given a ranking #. The Top 8 teams with the LOWEST total ranking #, will move on to the Championship Race.
- Championship Race:
  - Each team in the Top 8 will select ONE (1) driver from their team to compete.
  - The Top 8 Racers will be positioned based on Team Ranking in the Qualifier.
  - The Championship Race will be a 12-lap RACE FOR POSITION, to determine the final standings. (NOT FASTEST LAP TIME).

### **Equipment:**

- Pro-Kart provided.
- Helmet & Head sock provided.
- Optional Racing Suit provided.

### **Sport Specific Rules:**

- Prior to arrival, ALL RACERS must register with the facility to participate. Online pre-registration links are available on the website event page, and is recommended. On-site registration on the day of the event will also be available.
- Upon arrival, each racer must check-in at the front desk to enter the competition as a racer.
- Racers will then be assigned a race number for each of their qualifying heats.
- Prior to your first qualifier, your heat will be instructed on the proper use of equipment and operation of the pro-kart.
- Once all teams have qualified one racer, the second racer from each team will turn in a qualifying lap time, and so-on until each team has qualified each racer one time.
- Prior to your second qualifier, your heat will receive tips and instruction on how to best navigate the track in order to turn in your best time.
- Once all teams have qualified their first racer for the second time, the second racer from each time will turn in a qualifying lap time, and so-on until each team has qualified each racer twice.
- Each individual racer will be ranked based on their FASTEST LAP TIME in the 2 qualifying races. The individual rankings will then be combined to form your Team Total.  
(For example: Team A racers finished with the 2<sup>nd</sup> fastest time, the 5<sup>th</sup> fastest time, the 12<sup>th</sup> fastest time, and the 15<sup>th</sup> fastest time. This makes their total team rank 34 (2+5+12+15).)
- The Top 8 teams with the LOWEST TEAM RANK after qualifying races will move on to the Championship Round.
- CHAMPIONSHIP ROUND:
  - Each team in the Top 8 will elect ONE (1) racer to compete in the Championship Race.
  - Racers will be lined up on the track based on their Qualifying Team Rank.
  - This race will be a 12-lap RACE FOR POSITION to determine the final standings.  
The Top 6 finishers will determine the Corporate Challenge team rankings for this event.

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



## **BOWLING RULES**

### **Format:**

- 4 players (2 male + 2 female)
- Each player will bowl 2 games, league style (switching lanes every frame)

### **Equipment:**

- Bring your own Bowling Ball + Shoes.
- Lane Balls + Lane Shoes available on-site.

### **Sport Specific Rules:**

- Each team shall consist of 4 participants.
- Each player will bowl two games.
- The combined score of both games, for all four bowlers, will be added together to give the team one total score.
- In case of a tie, one bowler from each team involved will bowl the 10<sup>th</sup> frame. Winner of that frame will be given the advantage.

*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**

### **Format:**

- 6 different runners (3 male + 3 female)
- Relay-Race (1 mile loop each leg)

### **Equipment:**

- Bib, provided (must be worn by anchor runner)

### **Sport Specific Rules:**

- The first runner for each team will run approximately 1.2 miles. Each runner after that will complete the 1-mile loop.
- The exchange will take place in a clearly designated zone.
- Runners must "tag" their teammate in the exchange zone to complete the relay.
- The anchor, or last runner, must wear the official Cleveland Corporate Challenge race bib, and must end their run in the finish-line chute. Runners must remain in order of finish in the chute until their bib tag has been pulled by race officials.
- Scoring and determination of finish will be based on final elapsed time for all members of the relay team.
- All participants must wear their assigned bib on the front of their shirt or shorts.

***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**

### **Format:**

- Participation is **REQUIRED**
- At least 1 representative.
- Five (5) points will be awarded to each Corporate Cup team participating in the 1 Mile Fun Walk.
- 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.
- This is a non-competitive event.

### **Equipment:**

- None Required.

*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.***