



2019 CLEVELAND CORPORATE CHALLENGE TEAM MANUAL

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General Information

Participation Requirements

Must be at least 18 years of age. Participating team members **MUST** be an employee of the organization they are competing on behalf of. Employee is defined as full time, part time, temp, or intern. A spouse, or significant other of an employee is also eligible to compete on behalf of that organization. Note: Players may only represent **ONE TEAM ONLY** on any given event day.

Corporate Cup Divisions

Registering your company for the Corporate Cup will give your company a team slot in each event in the series. Once registered, your company will be placed in a division based on the size of your company [# of employees in participating office(s)]. Final division placement of the company is at the Cleveland Corporate Challenge Director's discretion, but division placement can be determined using the following breakdown:

- Division 1 (0-100 employees)
- Division 2 (101-200 employees)
- Division 3 (201-300 employees)
- Division 4 (301-600 employees)
- Division 5 (601-1500 employees)
- Division 6 (1501+ employees)

Independent Division

By entering your company into the Independent Division, you are entering one (1) team into the specific event selected. This team will compete in a division separate from the Corporate Cup teams, but will compete in the same format and style of event. Independent Teams are for companies who would like to place additional teams in a specific event with high demand, OR, for companies who would only like to participate in one, or a few, of the events. Independent Teams may be purchased along with the Corporate Cup, but **DO NOT** earn points toward your Corporate Cup total.

Event Dates & Locations

Each event will occur over multiple days, but your division will compete on only one of the days. The date and time that your division will compete in each event is predetermined at the beginning of the season. A calendar is posted with designated dates for each division to compete in each event, but also refer to each event page on the Corporate Challenge website for specific information about start time & location. The event locations are posted further in this booklet. Some events occur at multiple locations, so make sure to review the event page.

Event Format & Team Size

The format for each event is listed further in this booklet. Every event is co-ed and requires a specific number of male and female participants to be eligible to compete, these team sizes are listed below. Each event will be formatted one of two ways; Double-Elimination Tournament, or Non-Elimination Competition.



Event Scoring System

Your company team will be awarded points based on your performance against your division in each event. These points will be kept on the Overall Scoreboard which is displayed on the event website. The Event Scoring System breakdown is listed further in this booklet.

Prizes & Charities

Event Awards: Top 3 Teams in each division, in each event, will receive a personalized plaque award.

Corporate Cup Awards: Top 3 Teams in each division, based on Corporate Cup point total at the end of the season, will receive an engraved cup-style trophy, and a donation to the charity of their choice!

Waiver

Prior to the start of each event, all participating teams must turn in a completed waiver form with each participant listed, signed and dated. Your team will not be eligible to compete unless this form is completed and turned in. This form will be available at check-in on event days, or can be printed from the Corporate Challenge website, and brought to the event.

Volunteering

Volunteering for events is a great way to get involved in the Games, and provides a boost to your team as well! Volunteers for events **MUST** sign-up through the volunteer sign-up sheet available on the Corporate Challenge website. Volunteering for an event will earn you an official Corporate Challenge Volunteer T-Shirt, as well as, 2 points toward your companies Corporate Cup total. Each company can earn a maximum of 10 points for volunteering, and no more. Should an individual sign-up to volunteer, and not show up for their shift, this will deduct 1 point from the TOTAL POSSIBLE volunteer points you are able to earn.

Practice Opportunities

Some of our partner venues offer practice opportunities for Corporate Challenge companies to bring their team in for practice or try-outs. Exclusive discounts to practice at our competition venues will be posted on the individual event web page, if available.

Rules of Play

The Rules of Play for each event can be found further in this booklet, as well as, on each individual event webpage. Please have your team captain review the rules of play and share them with the rest of the team prior to competing in each event.



2019 Cleveland Corporate Challenge: Corporate Cup Schedule of Events

see website for your exact Division competition date

Deadline to Register for the Corporate Cup: May 27, 2019

Event	Date(s)	Format
SOFTBALL	June 1, June 2, June 8	Double Elimination Tournament
MINI-GOLF	June 3, June 4, June 5, June 6	Non-Elimination Tournament
POP-A-SHOT	June 10, June 11, June 12, June 13	Non-Elimination Tournament
FOOTGOLF	June 15	Non-Elimination Tournament
CORNHOLE	June 19, June 20	Double Elimination Tournament
SHUFFLEBOARD	June 22, June 23	Double Elimination Tournament
SAND VOLLEYBALL	June 29, June 30	Double Elimination Tournament
PRO-KARTING	July 8, July 9, July 10, July 11	Non-Elimination Tournament
KICKBALL	July 13, July 14	Double Elimination Tournament
SKEEBALL	July 15, July 16, July 17, July 18	Non-Elimination Tournament
BOWLING	July 22, July 23	Non-Elimination Tournament
10K RELAY	July 27	Non-Elimination Tournament
1 MILE WALK	July 27	Non-Competitive Event
OBSTACLE COURSE	July 27	Non-Elimination Tournament
TUG-OF-WAR	July 27	Double Elimination Tournament



2019 Cleveland Corporate Challenge: Independent Division Dates & Deadlines (Independent ONLY)

Event	Date(s)	Registration Deadline
SOFTBALL	Saturday, June 1	May 27
MINI-GOLF	Thursday, June 6	May 31
POP-A-SHOT	Thursday, June 13	June 7
FOOTGOLF	Saturday, June 15	June 7
CORNHOLE	Wednesday, June 19 – Thursday, June 20	June 14
SHUFFLEBOARD	Saturday, June 22	June 14
3v3 BASKETBALL	Monday, June 24 – Wednesday, June 26	June 14
SAND VOLLEYBALL	Sunday, June 30	June 21
PRO-KARTING	Thursday, July 11	July 5
KICKBALL	Saturday, July 13	July 5
SKEEBALL	Thursday, July 18	July 12
BOWLING	Monday, June 22 – Tuesday, June 23	July 19
10K RELAY	Saturday, July 27	July 19
1 MILE WALK	NO INDEPENDENT	NO INDEPENDENT
OBSTACLE COURSE	NO INDEPENDENT	NO INDEPENDENT
TUG-OF-WAR	NO INDEPENDENT	NO INDEPENDENT



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

- **Mini-Golf**

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

- **Pop-A-Shot**

Dave & Busters – 25735 1st St, Westlake, OH 44145

- **Footgolf**

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

- **Cornhole**

Force Sports Eastlake – 34650 Melinz Pkwy, Eastlake, OH 44095

- **Shuffleboard**

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

- **3v3 Basketball (Independent Only)**

Cleveland State University Recreation Center – 2420 Chester Ave, Cleveland, OH 44115

- **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 6th Street, Cleveland, OH 44113

- **Bowling**

RollHouse 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

Pre-Season informational meeting and Q&A. Visit website for more information.

Closing / Awards Party

Post-season banquet and award ceremony. Visit website for more information.



Event Format

Softball

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

Mini-Golf

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

Pop-A-Shot

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

Footgolf

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

Cornhole

First to 21, Double Elimination Tour.
Four (4) Players Per Team
2 Females & 2 Males

Shuffleboard

First to 45, Double Elimination Tour.
Four (4) Players Per Team
2 Females & 2 Males

3v3 Basketball (Independent Only)

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

Sand Volleyball

Best of 3 Games (Winners Bracket), to 21
Single Game (Losers Bracket), to 21
Double Elimination Tour.
Six (6) Players Per Team
3 Females & 3 Males

Pro-Karting

2 Qualifying Races / Racer (Fastest Lap Time)
Four (4) Racers Per Team
2 Females & 2 Males

Kickball

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

Skeeball

Five (5) Rounds, High Team Score
Three (3) Player Per Team
1 Male & 2 Females or 2 Males & 1 Female

Bowling

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

10K Relay (Final Event Day)

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

1 Mile Fun Walk (Final Event Day)

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

Tug-of-War (Final Event Day)

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

Obstacle Course (Final Event Day)

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



Event Scoring System

Corporate Cup Points

Your company team will be awarded points based on your performance against your division in each event. These points will be kept on the Overall Scoreboard which is displayed on the event website.

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

Non-Elimination Events

Mini Golf, Pop-A-Shot, Footgolf, Pro-Karting, Skee-ball, Bowling, 10K Relay, Obstacle Course

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

Double Elimination Events

Softball, Cornhole, Shuffleboard, Sand Volleyball, Kickball, Tug-of-War

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.

Other Events

1 Mile Fun Walk – 5 points for each team represented

3v3 Basketball – This event is NOT part of the Corporate Cup, therefore no points will be awarded for performance.



SOFTBALL RULES

Format:

- 10 players (5 male + 5 female)
 - May play with 9 players (4 male + 4 female min.)
 - May play with a minimum of 8 players (4 male + 4 female)
 - 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: A new inning will be started, and the player who recorded the last out in the previous inning will start on 2nd base.

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)
 - If courtesy runner is in batting order, and is still on base for their turn to bat, their at-bat will be declared an out.
 - Bunting is NOT ALLOWED.
- **Fielding**
 - Each team MUST have a catcher. There are no other restrictions to defensive set-up.
 - 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.



SOFTBALL RULES cont.

- **Other**
 - **Substitutions** – 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 3-inning games.
 - **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.
 - **HOME RUN RULE (Veterans Memorial Park ONLY)**
 - **Only 3 HR's allowed per game by each team on field #2 and #4. (250' fences)**
 - **Mercy Rule** – A team leading by 10 or more runs after 3 innings will be declared winner
 - **Inning Run Limit** – A team may only score a maximum of 10 runs per inning
 - Exception: Team can score unlimited runs in the Final Inning.
 - **Late Team / Forfeit Rule**
 - A team will receive a 10-minute grace period to take the field for their first game only.

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 rules and regulations.



MINIATURE GOLF RULES

Format:

- 4 players (2 male + 2 female)
 - 2 Players from your team will be paired with 2 Players from another team for play (no gender designation required).
 - Substitute players are NOT ALLOWED. Only 4 participants may compete in this event.
 - CANNOT play with less than 4 players.
- 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, 1 representative from each team 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 per hole. 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.
- **Late Team / Forfeit Rule:**
 - Teams must arrive by 6:15pm to be eligible to compete.

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POP A SHOT RULES

Format:

- 4 players (2 male + 2 female)
 - Substitute players are NOT ALLOWED. Only 4 participants may compete in this event.
 - CANNOT play with less than 4 players.
- 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.
- **Tiebreaker:** Sudden Death Playoff
 - In the event that 2 or more teams are tied at the end of 3 rounds, 1 person from each team will compete in a single round to break the tie. Play will continue the necessary number of games until the tie is broken.
- 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:

- One person from each team will play and complete 1 game before rotating to the next participant.
- Once all team members 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.

Other:

- **Late Team / Forfeit Rule:**
 - A team will be given a 5 minute grace period to compete at their scheduled time.

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FOOTGOLF RULES

Format:

- 4 players (2 male + 2 female)
 - Substitute players are NOT ALLOWED. Only 4 participants may compete in this event.
 - CANNOT play with less than 4 players.
- 9-hole Scramble
- Team score will be placed against the Division
- Tie-Breaker: Card-off
 - In the event two or more teams have the same score at the end of the round, their scorecards will be compared in reverse order (starting with the final hole). The team with the lower score, at any point during the comparison, will receive the advantage.

Equipment:

- Soccer Ball, size 5
 - Bring your own, or rent provided Corporate Challenge soccer balls (must leave ID as collateral)
- NO CLEATS, tennis shoes or indoor/outdoor turf shoes are allowed – no bare feet

Sport Specific Rules:

- **The Game**
 - Your team of 4 players will be paired with another random team of 4 players at tee-off.
 - In this four-person scramble format, each team member will hit from the tee box. Of the four hits that occur, your team will decide which ball to use for the location of their second shot. From that spot, all four team members will hit again, and choose the best shot. Each time completing this process will count as 1-stroke. Play will continue in this manner until the hole is completed.
 - Teams will alternate as follows:
 - Team A – all four players will kick
 - Team B – all four players will kick
 - Both teams proceed to choose their shot, and collect the other balls.
 - If the ball you choose to play is in a hazard (sand, water, etc.), the rough, or out of bounds, you must play the ball as it lies and may not take relief.
 - Each player's putt attempt must 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. Teams are cautioned not to make "tap-in" putts until all team members have had the opportunity to attempt the team's original putt.
 - **EACH PLAYER'S TEE SHOT MUST BE USED AT LEAST ONCE DURING THE COMPETITION.**

Other:

- **Late Team / Forfeit Rule:**
 - A team not present at their scheduled tee time will be skipped in the order to maintain the schedule.
 - Once your entire division has teed off, your team is no longer eligible to compete.

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CORNHOLE RULES

Format:

- 4 players (2 male + 2 female)
 - Players are NOT restricted to either side of the board.
 - Substitute players are ALLOWED in between games, however, same 4 players that start the game, must complete the game.
 - CANNOT play with less than 4 players.
- 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**
 - 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 points in the previous turn, will throw their first bag first.
 - Player may choose side of board to throw from, for each bag.
 - 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, Team B throws first
- **Other**
 - **Late Team / Forfeit Rule:**
 - A team will receive a 10-minute grace period to take the court for their first game only.

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!

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SHUFFLEBOARD RULES

Format:

- 4 players (2 male + 2 female)
 - Players are NOT restricted to either side of the court.
 - Substitute players are ALLOWED in between games, however, same 4 players that start the game, must complete the game.
 - CANNOT play with less than 4 players.
- Double-Elimination Tournament
- First Team to 40 points or highest team score at 20 min. time limit
- **Tiebreaker:**
 - In the event the score is tied at the end of the 20-minute time limit, play will continue turn by turn, until one team has gained the advantage.

Equipment:

- Shuffleboard, Tongs & Biscuits (provided)

Sport Specific Rules:

- **Gameplay**
 - White shoots first to start play
 - Flip a coin for who is white, team alternates shots 1 biscuit at a time.
 - Players shoot from their respective half of the baseline.
 - Players may prevent opponents from scoring by knocking their biscuits out of the scoring area.
- **Scoring**
 - Scores are counted after all biscuits have been shot.
 - In order to score, a biscuit must be completely within a numbered area.
 - Any biscuits touching lines DO NOT count.
 - Points are counted for BOTH teams. (Points DO NOT cancel out)
 - Scoring options are: 7, 8, and 10 points.
- **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.

Other

- **Late Team / Forfeit Rule:**
 - A team will receive a 10-minute grace period to take the court for their first game only.

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!

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3v3 BASKETBALL RULES

Format:

- 3 Players (at least 1 male + 1 female on the court at all times)
 - Substitute players are ENCOURAGED.
 - CANNOT play with less than 3 players.
- 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 a 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 per game.
 - 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



3v3 BASKETBALL RULES cont.

- 3-second violation is in effect.
- Unsportsmanlike Conduct penalties will result in EJECTION.
- NO DUNKING ALLOWED. Observed dunking on any basket at any time may result in EJECTION

Other:

- **Late Team / Forfeit Rule:**
 - A team will receive a 10-minute grace period to take the court for their first game only.

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!

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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.
- **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.
 - The ball DOES NOT need to be contacted by a member of each sex during volley.
 - 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-forfeit of game; third infraction-ejection from remainder of tournament.
 - Two time-outs per match will be allowed for 20-seconds each.
 - Only the team captain may address the officials.
 - All decisions of the official are final.



SAND VOLLEYBALL RULES cont.

- **Other**
 - **Late Team / Forfeit Rule:**
 - 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 5-minutes will then be granted for the team to fully arrive. If 6 players are not present at the end of the total 10-minute period, the second game and the match will be a forfeit.

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 rules and regulations.



PRO-KARTING RULES

Format:

- 4 racers (2 male + 2 female)
 - Substitute racers are NOT ALLOWED. Only 4 participants may compete in this event.
 - CANNOT race with less than 4 racers.
- Each racer will complete 2 Qualifying Races for FASTEST LAP TIME (approx. 5 minutes per race)
- Each racer's fastest lap time, from either qualifying heat, will be individually placed against the field and given a ranking #. The Top 8 teams with the LOWEST total TEAM 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 team 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 2nd fastest time, the 5th fastest time, the 12th fastest time, and the 15th 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.



PRO-KARTING RULES cont.

Other:

- **Late Team / Forfeit Rule:**
 - If no team members are present, each individual heat will be forfeited as the schedule progresses. There will be no opportunity to make up a missed heat at a later time.

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KICKBALL RULES

Format:

- 8 players (4 male + 4 female)
 - May play with 7 players (3 male + 3 female min.)
 - May play with a minimum of 6 players (3 male + 3 female)
 - 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 2nd base.

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).
 - If courtesy runner is in batting order, and is still on base for their turn to bat, their at-bat will be declared an out.
 - 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.



KICKBALL RULES cont.

- **Other**
 - **Bunt Line (NEW FOR 2019)**
 - The bunt line is a horizontal line in front of the pitchers mound that extends to the baseline on either side of the field.
 - Batters: In order for a Kick to be legal (not a bunt) the ball must roll on or past the bunt line before coming to a complete stop.
 - Fielders: May not move in front of the bunt line until the ball is kicked. If the ball is touched by a fielder inside the zone before it comes to a complete stop, the ball is live and in play. The fielder can choose to make a play on the ball, or take a chance the ball will stop before the bunt line.
 - **Substitution 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 3 innings.
 - **Mercy Rule** – A team leading by 10 or more runs after 3 innings will be declared winner
 - **Inning Run Limit** – A team may only score a maximum of 10 runs per inning
 - Exception: Team can score unlimited runs in the Final Inning.
 - **Late Team / Forfeit Rule**
 - A team will receive a 10-minute grace period to take the field for their first game only

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.

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SKEEBALL RULES

Format:

- 3 players (2 male + 1 female OR 2 female + 1 male)
 - Substitute players are NOT allowed. Only 3 participants may compete in this event.
 - CANNOT play with less than 3 players.
- 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.

Other:

- **Late Team / Forfeit Rule:**
 - A team will be given a 5 minute grace period to compete at their scheduled time.

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BOWLING RULES

Format:

- 4 players (2 male + 2 female)
 - Substitute players are NOT ALLOWED. Only 4 participants may compete in this event.
- 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 10th frame. Winner of that frame will be given the advantage.

Other:

- **Late Team / Forfeit Rule:**
 - If no members of the team are present at the start of the competition, the team will forfeit their first game. Team is still eligible to play second game.
 - If team members are late, the missing individual can be skipped in the order using the 'skip' function on the scoreboard. This team member has until the beginning of frame 5 in the first game to arrive. Once the bowler arrives, allow them to catch up in the game. If they are too late, they must be skipped the remainder of the game, and are eligible to play in the second game.

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10K RELAY RULES

Format:

- 6 different runners (3 male + 3 female)
 - CANNOT race with less than 6 runners.
- 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.

Other:

- **Late Team / Forfeit Rule:**
 - A team not checked-in at the start of the race will be forfeit.

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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.

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TUG – OF – WAR RULES

Format:

- 10 Tuggers (5 female + 5 male), +1 Cadence Caller
 - May tug with 9 Tuggers (4 male + 4 female min.)
 - May tug with a minimum of 8 Tuggers (4 male + 4 female)
 - Substitute tuggers are ENCOURAGED.
- Double-Elimination Tournament
 - Each team will continue tugging until recording two losses.

Equipment:

- Tug Rope (provided)
 - The rope will be 2 inches in diameter, 150 feet long, made of hemp.
- Long-sleeved shirts MUST be worn by all participants.
- Gloves are HIGHLY RECOMMENDED.
- NO CLEATS, SPIKES, STUDS, HOBNAILS, or METAL FITTINGS. Boots must be worn (combat, hiking, etc.)

Sport Specific Rules:

- 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 safely tied in by event staff.
- Males and females will be alternate positions on the rope.
- One Cadence Caller per team will be permitted on the line to assist the team. It will be the Cadence Callers responsibility to notify the official that the team is ready to tug.
- The tug will be started on the command of the official. The team that pulls the rope 12 feet from the center first, will be declared the winner. A whistle or horn will signal the end of the tug.
- There will be a 90-second time limit on each tug.
- Prior to the beginning of the pull, no participant may "dig-in" to the ground.
- The anchor is the only member of the team who may touch the ground with his/her hands.
- No other team member is permitted to sit on the ground for more than 5 seconds, including the anchor.
- All tugs will be conducted on a natural grass surface.
- No electric sound systems, horns, whistles, etc. may be used in encouraging teams. This means anything other than the human voice is not permitted.
- No sticky substances may be used on hands or gloves.
- A minimum of 5 minutes rest between tugs will be permitted.

Other:

- If there is a question on allowable footwear, gloves or other apparel, check with the Tug of War official before the event. This can be done at the Tug Clinic in advance of Final Event Day, or at the Captains Meeting prior to the start of the tournament.
- **Late Team / Forfeit Rule:**
 - A team that is not present at the start of their divisions' tournament will be forfeit.

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!

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OBSTACLE COURSE RULES

Format:

- 4 Runners (2 female + 2 male)
 - Substitutes are NOT ALLOWED. Only 4 participants may compete in this event.
 - CANNOT run with less than 4 runners.
- Relay Race
 - Each team member will complete their station of obstacles, then tag their teammate to complete the next station.

Equipment:

- Obstacles (provided), see website for Obstacle Course Map
- NO CLEATS (tennis shoes, or turf shoes only)

Sport Specific Rules:

- Teams will designate one participant per station on the course.
- Each participant must complete their station of obstacles before tagging their next team member to complete the next station.
- Destruction of Obstacle will result in 5 seconds to be added onto your total team time.
- The order of males and females DOES NOT MATTER.
- Scoring will be based on final elapsed time for all members of the relay team to complete the course.
- Each team will run the course one time. The Top 6 teams will advance to the championship round.
- Championship Round:
 - All qualifying times will be discarded and the Top 6 teams will run the course once more for time.
 - The same 4 participants who ran in the qualifying race MUST run in the championship race.
 - Participants are allowed to switch obstacle stations if desired.

Other:

- **Late Team / Forfeit Rule:**
 - A team that is not fully present at their scheduled run time will be skipped in order to maintain the schedule.
 - A team is not full present by the end of their division's first run-through will forfeit.

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