



\*ALL TEAM MEMBERS MUST CHECK-IN PRIOR TO COMPETITION\*

## CARNIVAL CHALLENGE 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.
- Team will complete all 3 challenges.
- Total team score will be placed against the Division.
- **Tiebreaker:** Sudden Death Playoff
  - In the event that 2 or more teams are tied in Total Score, 1 member from each team will compete in the 3-point challenge to determine a winner.

### Equipment:

- All Challenge equipment provided.

### Sport Specific Rules:

- Bucket Challenge
  - Blue – 100 pts
  - Yellow – 200 pts
  - Red – 300 pts
  - Each player will shoot six shots from designated shooting area.
  - Kickball must bounce at least one time before landing in the bucket to score.
  - Balls that bounce in, then out of the bucket count as 0 pts.
  - Ball will remain in bucket if the shot is made.
- 2 Minute Drill
  - Completed Pass – 400 pts
  - **BONUS:** Field Goal – 500 pts
  - Select 1 team member to throw. Other team members stand in designated target areas.
  - The QB will throw six passes in the following target order:
    - 20 – 30 – 40 – 20 – 30 – 40
  - Pass must be caught and secured with one-foot down within the designated target zone.
  - Select 1 other team member throw, and repeat the Challenge.
  - Only 2 team members are required to throw to complete the Challenge.
  - **BONUS:** Select any teammate to attempt 35-yard Field Goal for bonus points.
    - Ball – Youth Football, 11 in. length, 19 in. circumference
    - Goal – 6 ft. height, 6.5 ft. width
    - Holding Options: Teammate may hold (ground / 1 in. tee / 2 in. tee), or may use a kickoff tee (soccer style / straight-on).
- 3-Point Challenge
  - Regular Balls – 100 pts
  - Money Ball – 500 pts
  - Each member of your team will attempt 3 shots from the 4 designated shooting areas on the 3-point arc.
  - Toe must be behind the 3-point line for shot to count.
  - Shot may be made from either side of the ball rack.
  - Various sizes & types of basketballs will be used.
  - The FINAL ball on the FINAL rack will be designated the “Money Ball” and will be worth 500 pts if made.



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**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.

**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.**