CORPORATE CHALLENGE
HANDBOOK

2027

40 YEARS
LAS VEGAS
CORPORATE CHALLENGE
GAMES

LASVEGASNEVADA.GOV/CORPORATECHALLENGE

CITY OF LAS VEGAS
NEVADA

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CORPORATE CHALLENGE COORDINATORS,
ANDREA ANZALONE | VOICE: 702-229-6706 • FAX: 702-387-1202
JENNIFER WINDER | VOICE: 702-229-5177 • FAX: 702-387-1202

The city of Las Vegas proudly supports the Americans with Disabilities Act. Athletes inquiring about event/rule modifications, please call Andrea Anzalone at 702-229-6706.

HOW TO ENTER CORPORATE CHALLENGE

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

DIVISION	# EMPLOYEES	EARLY BIRD OCT. 5, 2026 - JAN. 8, 2027	ENTRY FEE JAN. 9 - FEB. 12, 2027
A	1000+	$2,400	$2,700
B	300-999	$2,100	$2,300
C	1-300	$1,800	$2,000

ENTRY DEADLINE

REGISTRATION IS ACCEPTED FROM OCT. 5, 2026 - FEB. 12, 2027.

All checks must be made payable to the city of Las Vegas.

REGISTRATION - ELECTRONIC REGISTRATION IS REQUIRED

Entry fee (if paying by check) must be delivered to:

Department of Parks, Recreation and Cultural Affairs
City of Las Vegas Corporate Challenge
451 E. Bonanza Road
Las Vegas, NV 89101

Information: 702-229-5177

FUNDING FOR CORPORATE CHALLENGE

Corporate Challenge is planned, organized and directed by the Department of Parks, Recreation and Cultural Affairs. The games are financed by entry fees and sponsorship contributions.

SPONSORS MAKE A DIFFERENCE...

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

AS A SPONSOR, YOU RECEIVE A VARIETY OF BENEFITS.

For complete details, please call

CORPORATE CHALLENGE COORDINATORS,

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HOW CORPORATE CHALLENGE WORKS

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

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

THE COMPANY COORDINATOR...

- handles company registration
- attends Corporate Challenge Coordinators' meeting
- selects team captains

THE TEAM CAPTAIN...

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

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

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

PARTICIPANT REQUIREMENTS

- Minimum age is 18
- Must not be attending high school
- Work at least 20 hours per week
- Work in the Southern Nevada metropolitan area
- A player cannot participate on more than one team/company regardless of work situation.

IDENTIFICATION: **Participant must carry proof of employment at all times. Acceptable identification is either a work photo identification card or a driver's license with current paycheck stub**.

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

Retirees may compete for the company from which they retired. They must carry photo identification plus a letter on official company stationery stating...

- that they are retired
- the date of retirement, and
- the length of employment with the company.

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

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

Continues on next page...

How Corporate Challenge Works (continued)

INSURANCE AND RELEASE OF LIABILITY: Insurance is the responsibility of each team and individual player. There is no league coverage provided by the city of Las Vegas Department of Parks, Recreation and Cultural Affairs.
All participants must sign a waiver of liability when registering at the beginning of the Games.

POINT SYSTEM AND AWARDS: Individual points determine the winning team in an event. Only the top six teams in each event receive team points. Team points determine team standings. In the case of a tie, points are divided.

POINT SYSTEM:

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

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

As of this year, the point system will be attributed to new events.

TIES: Ties in the overall division standing will be broken in the following order:

1. The team with the most first places.
2. The team with the most second places.
3. The team with the most third places.
4. The team with the most fourth places.
5. The team with the most fifth places.
6. The team with the most sixth places.

BONUS POINTS:

Companies can earn one bonus point for:

- Attending the Company Coordinators' meeting
- Attending Captains' meetings
- Participating in the Torch Relay
- Participating in the Executive Relay
- Participating in the Vitalant Blood Drive
- Participating in the Volunteer System
- Participating in the Charity Challenge
- Participating in the American Red Cross Blood Drive

EVENT AWARDS: Awards and medals for each event are identical in each division. The individual or team who places first, second, or third receives a gold, silver or bronze medal at the end of the event. The 1st place team of each event receives a plaque at Closing Ceremonies.The top three teams in each division receive a trophy at Closing Ceremonies.

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ORGANIZING YOUR TEAM

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

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

VERIFICATION OF EVENTS FORM:

Complete the electronic form when registering. We use this form for scheduling and bracketing. If the information is incorrect or late, your team may be ineligible for specific events.

TEAM ROSTER:

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

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

PARTICIPANT WAIVER (BY EVENT):

Each participant must complete and sign a waiver at the time they register for events. Waivers will be supplied at each event.

TEAM SUPPLIES:

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

UNIFORMS:

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

CHECK IN:

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

If you have any questions, please call.

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THE GAMES

SCHEDULING AND SEEDING:

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

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

FORFEIT TIMES:

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

PROTESTS:

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

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

UNSPORTSMANLIKE CONDUCT:

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

Saturday, March 6, 2027

OPENING CEREMONIES

ACTIVITIES START AT 5:30 P.M.

AGENDA

• Family Fun •

• Executive Relay [earn one bonus point] •

• Corporate Challenge Opening Ceremonies •

• Music Entertainment •

We encourage all companies in Corporate Challenge to join us in this symbolic opening of the games. If you wish to participate in Opening Ceremonies and earn a bonus point, please call 702-229-6706 and submit your verification form to participate in the Parade of Banners.

CLOSING CEREMONIES

"A Tribute to All Challengers"

SATURDAY, MAY 15 • 9:30 A.M.

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

PRESENTATIONS

• Division Winners •

• "Person of the Year" •

• Director's "Sportsmanship Award" •

• United Blood Services Top Donors •

• American Red Cross Top Donors •

• "Volunteers of the Year" •

• Team Jersey Contest Winners •

Pertinent information will be sent to the Company Coordinator.

For more information, please contact:

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TORCH RELAY

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

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

If you wish to participate, please attend the first Corporate Challenge Captain's meeting at Dula Community Center to select a leg on the route. Legs are chosen on a first come, first served basis. One bonus point will be given for running a leg of the relay.

CORPORATE CHALLENGE IDOL

We are looking for someone to sing the National Anthem at the Corporate Challenge Opening Ceremonies. Auditions will be held Feb. 20, 2026, at the Dula Complex located at 451 E. Bonanza Road You must call 702-229-6706 to reserve your audition time or e-mail to aanzalone@lasvegasnevada.gov.

EXECUTIVE RELAY

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

CHARITY CHALLENGE

Are you not competitive? Do you not have an athletic bone in your body? If this is you, we have the perfect activity for you! Las Vegas has so many local charities that are in need of volunteers and this is a great way to be a part of the Vegas community.

By donating 10 hours of your time to the charity of your choice, you can earn one bonus point for your company. You may combine your hours with coworkers hours to equal the 10 hours. Maximum of 20 points per company may be earned.

The charitable organization must sign off on a provided Corporate Challenge form for all volunteer hours donated. Remember, this is to benefit a local charity and for a good cause. The Charity Challenge is based off the honor system and there should be no cheating.

JOIN THE TEAM!

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

Workers are needed for particular events only. First come, first served is the policy for all assignments. Check the game schedule for dates and times and then call the Corporate Challenge volunteer coordinator at 702.229.5182.

VOLUNTEER BONUS POINT SYSTEM

.25 bonus point per person with a one-hour volunteer service minimum per event.

Maximum of 10 points per team.

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

DIRECTOR'S SPORTSMANSHIP AWARD

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

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

The winner will receive a trophy at Closing Ceremonies.

40 YEARS
LAS VEGAS
CORPORATE CHALLENGE
★ GAMES ★

FOR DAILY RESULTS

for Corporate Challenge events, log on to
www.lasvegasparksandrec.com

BLOOD DRIVE

Every company in Corporate Challenge is invited to participate in sponsoring blood drives. The company in each division that compiles the most donations will receive trophies from Vitalant at the closing ceremonies. Each company that participates in a blood drive will also earn a Corporate Challenge bonus point.

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

To schedule a Blood Drive for your company, please call 702.808.9732 or email: ndewey@vitalant.org. For in-center donations and appointments, call 877.827.4376. Walk-ins are also welcome.

Vitalant *(formerly United Blood Services)* center locations include:

• 6930 W. Charleston Blvd. (near Rainbow) • 4950 W. Craig Road (near Decatur)

• 601 Whitney Ranch Drive, Bldg. D, Suite 20 (near Sunset)

BLOOD DRIVE, PREPAREDNESS, VOLUNTEER

Be Red Cross Ready AND earn points for the Corporate Challenge! Awards will be given to the company in each division that has earned the most points through any of the following Red Cross opportunities:

HOST A BLOOD DRIVE:

The American Red Cross is the primary blood supplier to 10 of the 14 Las Vegas hospitals. Host a blood drive to ensure patient needs are met.

DISASTER PREPAREDNESS:

Hold a disaster preparedness class at your place of business. The class can be tailored to fit your schedule, number of employees, etc.

VOLUNTEER:

Become a registered Red Cross volunteer and your hours will count toward the corporate challenge. Combine your hours with other colleagues, friends, family to earn more points.

HOLIDAY MAIL FOR HEROES, HOME FIRE CAMPAIGN, PILLOWCASE PROJECT:

The American Red Cross offers different ways for your organization to volunteer and participate

To host a blood drive call 702.522.4000.
For all other venues please call 702.791.3311.

PERSON OF THE YEAR

If you have someone on your team, a volunteer or coordinator who goes above and beyond to make Corporate Challenge the best it can be, you can nominate them for the Person of the Year. The Person of the Year will be asked to light the cauldron during Opening Ceremonies for the upcoming year.

TEAM JERSEY CONTEST

Are you proud of your team jersey? Do you and your team members wear it with pride? Then submit it for the Corporate Challenge Team Jersey Contest. T-shirt should be submitted to the Corporate Challenge office by April 28, 2026. T-shirt can be delivered or mailed to: Corporate Challenge, 451 E. Bonanza Road, Las Vegas, NV 89101 Attn: Andrea Anzalone.

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

SCORES, STANDINGS, AND ANNOUNCEMENTS

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

WHERE TO PRACTICE...

The following is a list of facilities that you might contact for practice times. Corporate Challenge does not provide any practice times or facilities.

5K RUN
Course is 3.1 miles. Suggest practicing at one of the high school tracks after school hours. Please call the school in advance.

8-BALL
Practice on your own. Event will be held at:
Cue Club ..... 953 E. Sahara Ave. 702.735.2884

AERIAL ROPES COURSE
Practice on your own.
Spy Ninjas HQ ..... 7980 W. Sahara Ave. 702.444.4800

ARCHERY
Practice on your own.
Aces & Arrows Archery ..... 980 American Pacific Drive, #107 ..... 702.778.4889

AXE THROWING
Practice on your own. Event will be held at:
Axeholes ..... 450 Fremont St., Ste 163 ..... 702.776.7640

BADMINTON
Desert Breeze 702.455.8334
Mirabelli Community Center 702.229.6359
Event will be held at:
Dula Gym ..... 451 E. Bonanza Road 702.229.6307

BASKETBALL
The following facilities are available by appointment only.
Durango Hills LSC * (YMCA) ..... 3521 N. Durango Drive 702.240.9622
Veterans Memorial LSC * ..... 101 N. Pavilion Center Drive 702.229.1100
Chuck Minker Sports Complex* .... 275 N. Mojave Road 702.229.6563
Doolittle Community Center* ..... 1950 N. J St. 702.229.6374
Dula Gym* ..... 451 E. Bonanza Road 702.229.6307
Mirabelli Community Center* ..... 6200 Hargrove Ave. 702.229.6359
Centennial Hills (YMCA) ..... 6601 N. Buffalo Drive 702.478.9622

BIGGEST WINNER
Practice on your own. Go to www.GetHealthyLasVegas.org for more information.

BIKE RACE
The course is a 12-14 mile road track race. Practice on your own.

BOCCE
First come, first served.
Justice Myron E. Leavitt and Jaycee Community Park ..... 2100 E. St. Louis Ave.

BOWLING
Practice on your own. Event will be held at:
Santa Fe Bowling Center ..... 4949 N. Rancho Drive 702.658.4900

** Subject to availability*

Continues on next page...

BPONG
Practice will be on your own. Event will be held at:
Joes Bar .....2851 N. Rancho Drive 702.780.8376

CHESS
Practice on your own. Event will be held at:
Dula Gym .....451 E. Bonanza Road.....702.229.6307

CORNHOLE
Practice on your own. Event will be held at:
Joe's Bar.....2851 N. Rancho Drive 702.780.8376

CURLING
Practice on your own. Event will be held at:
CurlVegas .....3525 E. Post Road, Unit 110.....702.614.9392

DODGEBALL
Practice on your own. Event will be held at:
Dula Gym .....451 E. Bonanza Road.....702.229.6307

ESPORTS
Practice on your own. Event will be held at:
Becker Tech. Center.....2221 Maverick St. 702.229.2200

FLAG FOOTBALL
Contact the city of Las Vegas Sports Office
for available practice times and locations at.....702.229.1642.

GOLF
Practice on your own. Event will be held at:
The Club at Sunrise.....5483 Club House Drive 702.983.9220

HORSESHOE PITS (FIRST COME, FIRST SERVED)
Located at:
Bruce Trent Park.....Vegas Drive & Rampart Boulevard
Freedom Park.....Mojave Road & E. Washington Ave.
Hills Park .....Hillpointe Road (Summerlin)
W. Wayne Bunker Family Park.....Tenaya Way & Alexander Rd.

KICKBALL
Contact the city of Las Vegas Sports Office
for available practice times and locations at.....702.229.1642.

OUTDOOR VOLLEYBALL
Centennial Hills Park.....7101 N. Buffalo Drive.....702.229.1642
Sunset Park .....2601 E. Sunset Road 702. 568.2063

PICKLEBALL
Practice on your own. Event will be held at:
Durango Hills Park .....3545 N. Durango Drive

RACQUETBALL
Practice on your own. Event will be held at:
Minker Sports Complex.....275 N. Mojave Road..... 702.229.6563

Continues on next page...

RANGE SHOOTING

Practice on your own. Wed. & Thurs. 8 a.m. - 10 p.m.; Fri., Sat. & Sun. 8 a.m.- 5 p.m.
Clark County Shooting Complex.....11357 N. Decatur Blvd. 702.455.2000

SOCCER & SOFTBALL

Contact the city of Las Vegas Sports Office for available
practice times and locations at.....702.229.1642.

SOCCER

Kellogg-Zaher Soccer Complex*.....7901 W. Washington Ave.
Big League of Dreams.....3151 E. Washington Ave.....702.642.4448

SOFTBALL

Doc Romeo Park.....7400 Peak Drive
Lorenzi Park .....3333 W. Washington Ave.
Big League of Dreams.....3151 E. Washington Ave.....702.642.4448

SPEED PUZZLE COMPETITION

Practice on your own event will be held at:
West Las Vegas Library.....1861 N. Martin Luther King Blvd.....702.507.3980

SWIMMING

Please call the pools listed for availability.

City of Las Vegas Aquatics 702.229.6309
Clark County Parks & Recreation . . .702.455.2063
UNLV Aquatics Department 702.895.3636
City of Henderson..... 702.267.2133
YMCA 702.877.9622

TABLE TENNIS

Reservations required.
Dula Gym*.....451 E. Bonanza Road.....702.229.6307
Mirabelli Community Center* .....6200 Hargrove Ave. 702.229.6359

TENNIS

Angel Park .....100 S. Rampart Blvd.
Bob Baskin Park .....2801 W. Oakey Blvd.
Bruce Trent Park .....8851 Vegas Drive
Charleston Heights Park.....2221 Maverick St.
Darling Tennis Center .....7901 W. Washington Ave.
Hills Park .....9100 Hillpointe Drive
W. Wayne Bunker Family Park.....7351 W. Alexander Road

TRACK & FIELD

We suggest using one of the high school tracks after school hours.

TRAP SHOOTING

Practice on your own. Wed. & Thurs. 8 a.m. - 10 p.m.; Fri., Sat. & Sun. 8 a.m.- 5 p.m.
Clark County Shooting Complex.....11357 N. Decatur Blvd. 702.455.2000

Continues on next page...

TRIVIA CHALLENGE

Practice on your own. Event will be held at:

Dula Gym .....451 E. Bonanza Road.....702.229.6307

VOLLEYBALL

The following facilities are available by appointment only.

Minker Sports Complex* .....275 N. Mojave Road..... 702.229.6563

Dula Gym*.....451 E. Bonanza Road.....702.229.6307

Mirabelli Community Center* .....6200 Hargrove Ave. 702.229.6359

Veterans Memorial LSC*.....101 N. Pavillion Center Drive 702.229.1100

WALK RACE

Course is relatively flat and approximately 2.5 miles. Practice on your own.
We suggest using one of the high school tracks after school hours.

ZOMBIE APOCALYPSE VR

Practice on your own

Spy Ninjas HQ.....7980 W. Sahara Ave.....702.444.4800

** Subject to availability*

5K RUN

FORMAT: Coed teams may consist of two runners in each category; total 40 runners, plus wheelchairs. No alternates.

CATEGORIES:

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

RULES:

1. Runners must start at the same time and run the same course as marked.
2. Runners cannot cut corners or deviate from the designated course. Violators will be disqualified.
3. Participants will be running against time.
4. Water and first aid are provided at aid stations along the course and at the start/finish line.
5. All runners will compete in the proper age group. Running up or down in age groups is not permitted.
6. 1 1/2 hour maximum run time.
7. There is no pacing of runners. You must be a registered participant to compete.

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

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

NO STROLLERS, BICYCLES OR PETS ALLOWED.

8-BALL

FORMAT: Coed team: 1 man and 1 woman (can have 2 male & 2 female alternates). Total 6 players

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

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

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

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

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

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

RULES:

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

Continues on next page...

8-Ball (continued)

9. Ball frozen to cushion: If a ball is frozen on a cushion, the player must be notified. When playing such a shot, the player must contact the frozen ball and:
    a. Pocket the frozen ball
    b. Cause the cue ball to contact a cushion, or
    c. Drive the frozen ball to another cushion, or
    d. Cause another object ball to contact a cushion, or
    e. Pocket another object ball from either his or her opponent's group.

    Failure is a foul and ball-in-hand will apply.
10. Frozen cue ball: When the cue ball is in contact with a player's object ball, player may play directly at the object ball in contact with cue ball and must accomplish one of the five alternatives shown under "Ball Frozen to Cushion." Failure is a foul.

Fouls

a. One foot is not on the floor.
b. Anytime the cue ball or object balls are jumped off the table.
c. Failure to contact a rail with a ball after contacting one of player's object balls.

11. Time limit: 50-minute time limit on all matches. After that, the time on each player shall take one turn each to determine a winner based on remaining balls on the table.

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

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

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

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

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

GAME TIME: Game time is forfeit time. This rule shall be enforced. Players must be prepared to play or have their alternate standing by to start a game. Upon agreement of teams, an official may allow a match to start late up to 10-15 minutes. (Arrive 15 minutes early for your second match.)

Continues on next page...

8-Ball (continued)

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

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

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

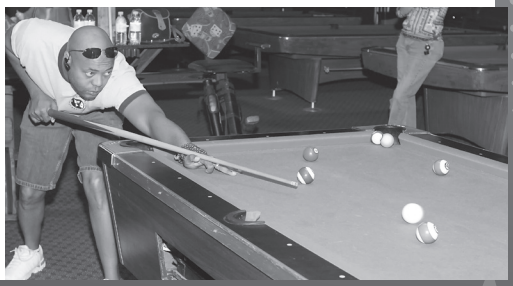
PROTEST: Any protests shall be dealt with immediately. The judgment on all protest decisions shall be final and a mature and fair conduct from all participants following that decision is expected.

COACHING: Coaching from the side is not permitted. A playing woman and man team may discuss any play options only among themselves; they are not allowed to accept outside team member advice. Each player must line up his or her own shot. No physical manipulation of the cue stick will be allowed by the other team member. Violations shall result in warning or in forfeiture.

BYES: The tournament bracket is done in four (4) divisions. This will mean that “byes” may be placed in the bracketing. An unbiased draw by the city of Las Vegas Department of Parks, Recreation and Cultural Affairs will determine who is awarded a bye.

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

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



AERIAL ROPE COURSE RELAY

LOCATION:

Spy Ninja HQ
7980 W Sahara Ave., Las Vegas, NV 89117 • Phone: 702.444.4800

The team runs a designated circuit through the Aerial Rope Course in relay format. Player 1 must complete their section and hit a buzzer, or pass the baton or tag, before the next player may begin their segment.

FORMAT: Team consists of 6 racers and 2 alternates. Timed relay race.

SCORING:

- Scored strictly by lowest total team time.
- Time penalties, for example plus 10 seconds, are added for falling off obstacles or failing to complete a specific section.

SAFETY REGULATIONS:

- Closed toe shoes are strictly required.
- Maximum participant weight is 300 pounds.
- Participants must safely fit into the provided safety harnesses.

AWARDS: Medals will be given to the top 3 teams in each division.

ARCHERY

LOCATION:

Aces & Arrows Archery, Inc.
980 American Pacific Drive, #107 Henderson, NV 89014 • Phone: 702.778.4889

All new archers will be required to complete a Safety Class prior to the tournament at Aces & Arrows Archery. If a new archer is not safe by the end of the class additional classes may be required before competition. For archers that competed in last year's corporate challenge archery event, it is only required that they do a safety brief. However the classes are still available to returning archers.

SAFETY BRIEF: FREE

- 2-10 minute check rules and archers personal equipment.

BASIC SAFETY CLASS: $20

- 30-minute basic introduction to safe handling of a bow, range safety rules, and technique. A recurve bow, equipment, and range time are included.

INTRO TO ARCHERY BEGINNER CLASS: $40

- One hour beginner class that will give participants a more thorough understanding of technique and equipment. Taught by a USA Archery certified coach, this beginner class will give those new to archery a solid understanding of form and technique. Includes recurve rental, equipment and range time. This class may be taken in lieu of the archery safety class and is recommended for beginners or those who haven't shot in a long time (last corp. challenge).

For those that have completed either the safety or beginner class and want to practice, rental bows are available to corporate challenge participants at a reduced rate of $8 an hour plus range fees $10 an hour. Rental bows will be provided free of charge on the day of the competition. Archerys must have completed a Safety Class or Beginner Class prior to the day of the competition to be eligible for a rental. Times are limited so schedule in advance.

FORMAT: 4 Archers Max: 1 woman minimum per team. Participants compete in any 1 of the 4 equipment categories according to their equipment type. Teams can be made up of any mix of the equipment types. Teams may have substitutes in case one archer can not make it the day of competition. Archers must have their own/ rental equipment; archers may not share bows or arrows. ***Note:*** All rentals will be Bare-Bow .

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

- A team will consist of 4 archers of any equipment type; minimum 1 women from a participating company.
- Teams with less than four archers may compete; but an archer may shoot in only one equipment type.
- Archers shooting within the same equipment category compete individually against others in their division only.
- Each team member must have their own equipment. No sharing.

EQUIPMENT CATEGORIES AND DESCRIPTIONS:

BARE-BOW: (Recurves and Longbows). A single string, no cables or cams. No sight, no stabilizer, no kisser button. An arrow rest and plunger is permitted. Fingers, glove, or

Continues on next page...

Archery (continued)

tab are allowed for releasing an arrow. No mechanical releases. Use World Archery rulebook *https://www.worldarchery.sprot/rulebook/article/793*

BOWHUNTER LIMITED: (Compound). Bows can have up to 5 fixed pins. You cannot adjust your sight after you start shooting an official round. Can have a front stabilizer up to 12 inches. No restrictions on rear stabilizers. You may use a sight clicker or level. Use USA Archery Fixed Pins Definition *http://www.usaarchery.org/events/rules*

FREESTYLE RECURVE: (Recurve only). Any stabilizer or V-bar is allowed. Sights with pins, scope are allowed magnification is not allowed. Clickers are allowed. Sight adjustments are allowed. Fingers, glove, or tab are allowed for releasing. No mechanical releases. Use World Archery rulebook.

FREESTYLE COMPOUND: (Any Bow) Virtually unlimited class. You can shoot any bow with a movable sight, any length stabilizer, and use a release aid. The sight can be magnified. No electronics. Use World Archery rulebook.

GAME: Each archer is allowed 6 practice arrows all from 18 meters. A sight adjustment can be made at this time before the competition begins.

TARGETS FOR EACH CATEGORY:

BARE-BOW: 60cm target @18 meters
BOWHUNTER FREESTYLE: 40cm or "Vegas" 3 spot @18 meters
FREESTYLE RECURVE: 40cm or "Vegas" 3 spot @18 meters
FREESTYLE: 40cm or "Vegas" 3 spot @18 meters

SCORING: *WE ARE USING NFAA SCORING*

X Ring . . . . . 10 Points (used for tie breakers)
Gold . . . . . 10 points and 9 points
Red . . . . . 8 points and 7 points
Blue. . . . . 6 points and 5 points
Black. . . . . 4 points and 3 points
White. . . . . 2 points and 1 point

ALL Team members must shoot at the same time. The archery range can accommodate 36 people per round. (10 teams max)

Round 1: Registration open 8:30 a.m. • Start at 9 a.m.

Round 2: Registration open at 10:30 a.m. • Start at 11 a.m.

Round 3: Registration open at 12:30 p.m. • Start at 1 p.m.

Round 4: Registration open at 2:30 p.m. • Start at 3 p.m.

Round 5: Registration opens at 4:30 p.m. • Start at 5 p.m.

* *additional rounds may be added as needed.*

** *There is no room for spectators. If an archery needs physical support or an arrow agent they are welcomed.*

Teams will be assigned to one of the rounds listed above. Teams may call 702.778.4889 beginning the Friday before the event
The Corporate Challenge Round consists of 10 ends of 3 arrows at 20 yards.
The maximum score possible is 300 points.
The top three archers, by raw score, in each equipment category, in each division, will receive medals.

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Archery (continued)

TIE-BREAKER: Determined by X count.

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

FREESTYLE COMPOUND:. 1.00
FREESTYLE RECURVE: 1.05
BOWHUNTER FREESTYLE:. 1.01
BARE-BOW: 1.35

NOTE: Weighted scores do not exceed 300 points.

ARCHERY RULES: Use World Archery rulebook unless noted otherwise
http://www.worldarchery.sport/ruleboook

1. No alcoholic beverages may be carried or consumed on the range.
2. Only archers participating in the competition are allowed at the shooting line.
3. Ground quivers may be placed at the shooting line while the archer is shooting, but must be removed while others are shooting. No other equipment is allowed around the shooting line.
4. Archers will straddle the shooting line when firing.
5. An archer may not advance to the target until all arrows have been shot and the command "CLEAR" is given.
6. In addition to verbal commands. Two whistle blasts: archers may proceed from the waiting line to the shooting line. One whistle blast: archers may place an arrow on the bowstring and begin shooting. Three whistle blast: archers may walk forward, score and pull their arrows. Four or more whistle blasts: Stop shooting immediately.
7. In the event of equipment failure, a time limit of 15 minutes for repairs is given. Practice arrows are allowed after repairs (one end of 3 arrows). An archer can make up missed arrows at the break or after the round is completed. More than one equipment delay disqualifies the archer.
8. Have extra arrows on hand. One archer or squad will not unduly delay the competition looking for lost arrows.
9. We reserve the right to refuse service to any customer, for any reason. Disruptive and/or disrespectful actions towards any staff or shooter by any archer will result in a full team disqualification.
10. Any archer exhibiting unsafe behavior will be warned once before being asked to step offthe line and will be disqualified from competing.

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Archery (continued)

SCORING RULES:

1. A target captain is selected at each target. The target captain calls the arrows of each archer in the squad. Archers need to verify the target captain's calls of their arrows.
2. No shooter may touch any arrow prior to ALL scores being recorded.
3. After all the scores are recorded, the archers may pull their arrows.
4. Scores are called from high to low.
5. An arrow must touch the line to score the higher value.
6. The arrow shaft determines the value scored; not the hole the arrow makes penetrating the target face.
7. The field judge will decide questionable scoring calls. Decisions of the field judge are final.

AWARDS:

Medals will be awarded to the top three individuals in each category.

AXE THROWING

LOCATION: Axehole Vegas – Indoor Axe Throwing on Fremont
450 Fremont St., Ste 163, Las Vegas, NV 89101 • Phone: 702.776.7640

All throwers will be recommended to complete an Axe Throwing Session to learn safety and technique prior to the tournament at Axehole Vegas. Safety and training will not be provided during the tournament.

CLASS AND RENTAL FEES: Initial Axe Throwing Session: $35/person. Group of 5 or more get 10% off.

One hour session will give participants a more thorough understanding of technique and equipment. Taught by Axehole Vegas' professional Axe Throwing trainers, this session will give those new to Axe Throwing a solid understanding of form and technique. Includes standard wooden hatchets and range time.

DAY OF THE EVENT IS FREE ENTRY.

FORMAT: 6-person team with two people minimum per team. Participants compete in 1 round of 5 throws

RULES: The Axe Throwing Competition is governed by the Rules of the Corporate Challenge Round.

- A team can consist of 6 throwers max.
- Throwers compete for individual scores and team scores. They will only compete against others in their division.
- Teams with less than 6 throwers may compete. This will only affect team scores.
- Closed toed shoes are required on the day of the event.

EQUIPMENT CATEGORIES AND DESCRIPTIONS: Throwers may not bring their own axe. Axehole will be provide axes free of charge on the day of the competition. They are 1.5lb wood handled axes that the facility makes.

Each thrower is allowed 3 practice throws. Any adjustments can be made at this time before the competition begins. Each thrower will participate in 5 throws.

TARGETS: 26in target.

- Axehole will try to pick the best targets most similar in size and quality allotted at the time. However, there is no guarantee the targets will all be free of knots or the same exact size.

SCORING:

Bulls-Eye (5th Ring). . . . . 5 Points
4th Ring . . . . . .4 points
3rd Ring . . . . . 3 points
2nd Ring. . . . . 2 points
1st Ring . . . . . 1 point

- Any Tiebreakers will be handled with a throw off. 1 Throw, highest score wins

AWARDS: Medals will be awarded to the top three teams in each division. Team Scores will be the only scores used for awards.

BADMINTON

FORMAT: Men's Doubles, Women's Doubles, and Mixed Doubles

***NOTE:** You can only participate in one doubles team.

Teams are encouraged to field all three matches; however, it is not required to field all three in order to participate. Badminton match comprises the best of three (3) games. A coin is tossed before the first game, and the winner of the toss may serve first or pick an end of the court. The winning team needs 11 points to win the game, Rally Scoring.

GAME: Badminton games are self-officiated. Each player must have knowledge of all rules and is responsible for making calls on their own side of the net.

* **Each player must supply his/her own badminton racket and gym shoes.**
* **Each Team must provide their own traditional feather birds (shuttlecocks)**

RULES:

1. Double elimination
2. Best of three games.
3. First side to score 11 point wins.
4. All serves must be made in a continuous underhand motion, (no fakes allowed) and must keep part of both feet in a stationary position on the floor.
5. When one side reaches 11 points, players are entitled to a 60 second break.
6. Under no circumstances shall play be delayed to enable a player to recover strength or wind or to receive advice.
7. Once a player has started tournament play, he/she may not be substituted.
8. Players call their own lines. Officials will not be on site.
9. Players are the only people permitted on the playing floor.
10. IBF Code of Conduct rules will be adhered to throughout the tournament.

TO START A GAME:

Toss a coin or shuttle, or spin the racket. The winner has a choice of :

1. to serve or receive first.
2. ends.

POSITION ON COURT AT THE START OF A GAME:

Server stands inside the service court on the right side (facing the net). Receiver stands inside the service court on the opposite right side (facing the net). Partners may stand anywhere on either side providing they do not block the view of the receiver.

TO START THE PLAY:

The server on the right side serves to the receiver on the opposite right side. The server must not serve until the receiver is ***ready***. The receiver must not move until the server hits the shuttle.

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Badminton (continued)

SERVER MUST:

1. Keep part of both feet in a stationary position on the floor.
2. Hit the base of the shuttle first.
3. Hit the shuttle below the server's waist.
4. Hit the shuttle with all of the racket's head clearly below the hand that holds the racket.
5. Have the racket move continuously forward (no fake allowed).

TAKE A "LET" IF:

1. The server or receiver is on the wrong side and wins the rally.
2. There is outside interference (shuttle from another court lands on the playing area).
3. The shuttle goes over the net, catches and stays on or in the opposite side of the net (except on the serve).

FAULTS:

1. Shuttle lands outside the court boundaries (head of the shuttle landing on the line is a good shot).
2. Racket or clothing touches the net while the shuttle is in play.
3. Player reaches over and hits the shuttle on the opposite side of the net (when it is hit on player's side, follow-through over the net is legal).
4. Shuttle is clearly carried on the racket and thrown over.
5. Shuttle hits with two strokes by one side (two hits on one stroke is legal).
6. Shuttle hits the player, player's clothing, ceiling, or the surrounding court area.
7. Interfering with the shuttle, misconduct, or stalling after one warning (penalty – lose serve or give opponents a point).
8. Receiver's partner hits the service.
9. Server swings and misses the shuttle.

SERVER OR RECEIVER ON WRONG SIDE:

Play a let, correct the error, if the person who made the mistake wins the rally and it is discovered before the next service. The score stands if the person who made the mistake loses the rally, in which case, the players will remain on the "wrong" side. If the next serve has been made, the score stands and the players remain on the "wrong" side.

SHUTTLE IS IN PLAY:

From the time it hits the server's racket until it:

1. hits the floor.
2. hits the ceiling, or outside the court area.
3. hits person or clothing.
4. hits net on hitter's side and starts to drop on hitter's side.

NOTE: A shuttle hitting the net on the serve and going over, is a good serve, provided the shuttle lands in the service court.

Continues on next page...

Badminton (continued)

POSITION OF THE SERVER:

When a team's score is even, that team is in their starting positions.
When odd, reverve positions.

DURING PLAY

If the team serving wins the rally, a point is scored, and the server switches service court position and continues to serve. If they lose the rally, the partner serves from the other side and no point is scored. After the team serving loses two rallies, the serve goes to the opponents. Note: At the start of the game in doubles, the side which begins the serve has only one server.

SCORING

RALLY POINT SYSTEM FOR DOUBLES:

Doubles or Mixed Doubles Match using the Rally Point Scoring System.

The side winning a rally shall add 1 point to its score ***and*** they get to serve next.

Plays shall serve from their respective ***right*** service courts when their score is ***even***, and from their respective ***left*** service courts when their score is ***odd.***

NOTE: This means that whichever partner is on the appropriate side shall serve.

The side that first scores 11 points in a game shall win that game.

All players are entitled to a 2-minute break between the first and second games, and another 2-minute break between the second and third games.

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

BASKETBALL

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

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

Players must wear a corporate shirt **WITH PRINTED NUMERALS**. A numbered shirt is required to keep track of fouls.

ROSTERS: Due one week before scheduled event.

*** TEAMS WILL BE RESPONSIBLE FOR PAYING OFFICIAL FEES.**

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

PLAYERS/COACHES CODE OF CONDUCT: Any player or coach who strikes an official or staff member is automatically suspended for life from Corporate Challenge. Any player who uses unnecessary rough tactics against an opposing player and/or who receives one technical foul, which may involve abusive language, will be suspended from the tournament.

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

BIGGEST WINNER

FORMAT: A team is composed of 5 participants (not gender specific).

The Competition: The Biggest Winner is a 12-week weight loss competition. This is team competition with the winners having the greatest percentage of combined weight loss.

RULES:

1. All team members must be present at both weigh-in sessions.
2. NO SUBSTITUTES! Only original team members' weight loss will count towards team total.
3. Scoring is based on percent of body weight loss per team (not the number of pounds lost). You can figure out your percentage by dividing what you have lost into your beginning weight.
4. Calibrated digital scales will be provided for both weigh-in sessions.
5. Apparel for weigh-in sessions may only include a T-shirt and shorts or pants without pockets. No shoes, jewelry or accessories may be worn during the weigh-in.
6. You cannot have undergone "reduction of weight" surgery within the past year.
7. You cannot use surgical means to reduce your weight (e.g., bariatric surgery). If you undergo surgery to reduce your weight, you will be withdrawn from the competition.

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

**You agree that losing weight may result in health complications; you should always consult a doctor and get his/her approval before entering a weight loss program. If you experience any complications while participating in the competition, you agree the city of Las Vegas or its affiliates are not responsible. You alone are responsible for your health.*

BIKE RACE

FORMAT: Each team may have a total of 40 riders, but only 2 per category.

*** TEAMS MUST PROVIDE THEIR OWN EQUIPMENT. NO ALTERNATES.**

* Teams must register all participants at http://teams.topguntiming.com

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

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

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

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

AWARDS: Medals awarded individually according to age groups.

BOCCE

FORMAT: 4 person team (plus 2 alternates)

GAME:

1. The games will consist of ten points.
2. Games will be played on any available court.
3. Teams can be all men, women, or mixed.

RULES:

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

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Bocce (continued)

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

   The captain of each team is responsible for:
    - keeping the score sheet,
    - reporting the results of the game, and
    - submitting the score sheet to a designated location.
9. **MEASUREMENTS:** All measurements are made from the inside dimension of the bocce ball to the inside dimension of the pallino.
    - Only an official and ONE representative from each of the opposing teams may be present during measurements
    - All other players MUST remain behind the foul line at all times

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

BOWLING

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

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

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

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

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

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

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

BOWLING SHOES: Bowlers are responsible for their own shoes. Rental shoes are available for a fee of $6.

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

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

After the event begins, flash photography is not allowed.

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

WHEELCHAIR BOWLING

CHECK-IN TIME: 30 minutes prior to starting time.

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

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

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

BPONG

FORMAT: 2 person team with 1 team referee. The team referee will not referee own team game. The play will be a "double-elimination" tournament.

EQUIPMENT: Items listed below will be provided

- Tables: 8' x 2' x 27.5" BPONG Tables
- Balls: 40 mm 3-Star Tournament Grade BPONG™ Balls
- Cups: BPONG™16 oz. cups
  Top width: 3-5/8" | ***Height:*** 4-5/8" | ***Base width:*** 2-1/4"
- Racks: BPONG Racks

GENERAL RULES: These rules are designed with three purposes in mind:

1. Fairness to all players.
2. Efficiency in running a maximum number of games simultaneously.
3. Minimization of possible disputes between participants.
4. The winner of the coin toss chooses if they want choice of side or first possession.

GAME SETUP:

Cup Formation:

1. 10 cups per team
2. Starting formation is a "tight triangle" formation (rims touching), pointing towards the opposing side. BPONG Racks are used to maintain formations.
3. The 10-cup triangle must be centered on the table and the back of the rack must be in line with the back edge of the table.
4. Cups must not be tilted or leaned against the surrounding cups.

CONTENT OF CUPS:

For the Corporate Challenge B Pong event, approximately 24 ounces of water will be used per team and will be distributed evenly in the 10 cups on each side of the table. These water cups are not for consumption–they are to be reused every round.

PLAYING THE GAME:

Shooting and Table Sides

1. A coin toss will determine who chooses to shoot. The loser of the coin toss chooses table side.
2. The team with first possession will get one (1) shot. Each team will get two (2) shots for each turn thereafter, one shot per team member, subject to any other rules below.

GRABBING:

The ball in play may not be grabbed.

1. Bounce Shots: Players ARE allowed to let their shots bounce off of the table before making it to the cup. Bounce-shots may not be interfered with while in play. It should be noted that bounce-shots do NOT count for two cups.
2. Balls may not be interfered with while inside of a cup. i.e., no fingering.

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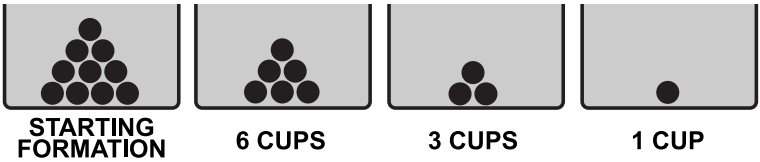
BPong (continued)

REFORMATION:

1. Cups must be reformed at 6, 3, and 1 cups remaining according to the diagram below:



2. Racks must be aligned to the center of the table. When one cup is remaining, the cup shall *always* be pulled back to within an inch of the end of the table, and it shall be placed in the center of the table.
3. Reformation is to take place as soon as applicable, even in the middle of a turn (i.e. mid-turn reracks).
4. Cups should be removed as soon as they are hit, even in the case where a reformation is not warranted. It is the responsibility of the shooting team to wait until a hit cup is removed to take their next shot.

ROLLBACKS – THE POPE'S RULE:

1. In general, if both players on a team sink his/her shot on the same turn, that team will get one (1) additional rollback shot, not two. The only exception to this rule is during redemption.
2. Either teammate may take the rollback shot.

LEANING WILL BE PERMITTED, WITH THE FOLLOWING CONSIDERATIONS:

1. A player may not place a hand/foot/leg/whatever on the table in order to gain additional reach and/or leverage. A player's hand may touch the table after a shot is released.
2. Players may not edge themselves around the table when they throw.
3. Under no circumstances may a player shoot with any part of his or her body on (against is permitted) the table.
4. Players may not move cups out of position in order to gain a leaning advantage.

DISTRACTIONS:

1. Distractions are permitted with the following restrictions (*subject to a one cup penalty*)
    a. Players may not cross the plane of play (the imaginary plane which runs vertically and separates you from your cups) with any part of their bodies, clothing, or other objects, while the other team is shooting. To avoid violating this rule, just stand back a few feet from your cups.
    b. Players may not fan, blow, or otherwise intentionally create an air current surrounding the cups in play.
    c. Players may not approach the opposing team members in an unsportsmanlike manner.

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BPong (continued)

BALLING YOUR OWN CUPS:

1. In the event that a player who has possession of the ball drops that ball into his own cups either accidentally or intentionally, no penalty is taken.
2. In the event that a player who does not have possession of the ball comes in contact with the ball and as a result that ball enters one of his own cups, such as by unintentionally acting as a backboard, that shot IS counted.

INTERFERENCE:

Ball Interference

a. Interference is defined as any contact, intentional or otherwise, between game pieces (balls or cups) and any other objects.
b. In the event of player interference prior to the ball making contact with a cup, a one-cup penalty will be imposed for the interference. The thrower who had his or her shot interfered with may choose the cup to be removed.

Cup Interference

a. In the event that a player knocks over his or her own cups, those cups are to be counted as though sunk and removed from the table. With the use of BPONG racks, if the entire rack is knocked off of the table, all of the cups are counted as hit, unless this occurred during reformation, in which case the cups are replaced.
b. In the event that cups are knocked over by any non-player, those cups are not counted as sunk, and are to be refilled and replaced in their appropriate positions on the table.
c. Cup Adjustment: Cups may NOT be moved or adjusted while the ball is being released, or while the ball is in mid-flight. Doing so incurs a 1-cup penalty.

Interference During Reformation

a. Players are not allowed to shoot until the opposing team has clearly finished reforming. In the event that the thrower shoots before this:
    i. A cup made does not count and the opposing team receives possession of the ball.
    ii. A missed shot is counted as a miss and the opposing team receives possession of the ball.

Table Interference

a. Players may not make contact with the table while their opponents are shooting.

ENDING THE GAME:

Redemption (A.K.A. Rebuttal) & Overtime

a. As soon as the last cup is hit, the opposing team has the opportunity to try and bring the game into Overtime. Either player may take the first shot; the ball is rolled back until a player misses. As soon as a miss occurs, the game is over. Players MUST alternate throwers in the event of multiple hits- one player may NOT take all the redemption shots. The only exception to

Continues on next page...

this rule occurs when there are three cups remaining when redemption begins. In this case, the first two shots must be alternated (i.e., the player who shoots first cannot shoot second), but the final shot may be taken by either player.

b. Redemption results in initiation of a 3-cup overtime, with the dominant team (the team which would have won had their opponents not redeemed), selecting possession.

Overtime (3-cup)

a. Overtime formation is a tight triangle.
b. The dominant team (the team which would have won had their opponents not redeemed) selects which side shoots first.
c. The same redemption and rollback rules apply during overtime as apply pre-overtime.

ABSENTEE PLAYERS:

In the event that a player is temporarily absent, no substitution may be made. The game continues without the missing player; i.e. that team receives only one shot per side until the missing player returns.

DISPUTES:

A dispute is not considered to be valid unless witnessed by two or more individuals. In the event of a valid dispute, that game is considered paused and an official must be notified. Any witnesses to the event in question must remain at the table until the dispute has been resolved. All calls made by the referee are final. Intentional abuse of game rules and/or disputation without adequate cause is grounds for ejection from the tournament.

CONDUCT:

All players are to conduct themselves in a matter respectful to other players, referees, and the sport of BPong. Unacceptable conduct will result team disqualification. Unacceptable conduct includes, but is not limited to fighting, abuse of referees, unreasonably throwing balls at opponents, abuse of other players, etc.

INTERPRETATION OF RULES:

Final interpretation of these rules is made at the sole discretion of the tournament director.

THESE RULES ARE BASED UPON THE WSOBP RULES, AVAILABLE AT: BPONG.COM.

CHESS

TEAM TOURNAMENT FORMAT & RULES FORMAT: Each team consists of four players from a fixed roster. The tournament begins with a three-round Swiss format, ensuring all teams face multiple opponents.

After three rounds, teams earning less than 1.5 match points will be eliminated. Remaining teams advance to a single-elimination bracket to determine final standings.

PLAYER RANKINGS: Each team captain must rank their four players from strongest (Board 1) to weakest (Board 4).

- The board order must remain fixed for the entire event.
- If a team is found to be playing out of board order following a valid protest, those games will be forfeited for that round.

PAIRING: Pairing rules mirror those used in individual events.

- Color assignments apply starting with Board #1 and alternate down through Board #4.

TIME CONTROL: All games will be played under a strict 10 minutes per player time control, with no additional time increment. Players are responsible for managing their own clocks and flag fall results in a loss.

TEAM CAPTAIN RESPONSIBILITIES:

- Ensure the team arrives on time for each round.
- Verify players are seated in correct board order.
- Report all game and match results to the Tournament Director.
  Captains will receive a results sheet each round listing their team members, opponents, individual outcomes, and team scores.

SCORING SYSTEM:

Individual Games:

- Win: 1 point
- Draw: ½ point
- Loss: 0 points

Teams Results

- Win: 2½–4 points or more
- Draw: 2–2
- Loss: 1½ points or fewer

DISPUTES/PROTESTS: All disputes follow FIDE rules. Protests will be reviewed immediately and the Tournament Official's decision is final.

TIE BREAKER:

1. Team match points
2. Total team game points (all matches)
3. Modified median (exclude the highest and lowest match scores, sum the remaining game points)

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

CORNHOLE

FORMAT:

Teams of two. Four alternates are also allowed (total of 6 players).

This tournament is double elimination with a maximum of three (3) games in a match. The winning team is the first to score two wins (2 out of 3).

Loser bracket is single elimination.

Teams must bring one set of official cornhole bags. Measurements 6" x 6", weight 1 lb.

THE GAME:

Cornhole doubles play consists of two teammates that are partners against another team of two. In play, one member of each team pitches from one cornhole platform and the other members pitch from the other cornhole platform.

Every cornhole match is broken down into innings of play. During each inning there is a top and a bottom round of play. In doubles play, the top of an inning is completed when both contestants pitching from the first cornhole platform pitch all four corn bags; the bottom of the inning is completed when the remaining contestants (pitching from the other cornhole platform) pitch all four corn bags. An inning is never completed until all contestants pitch all four corn bags.

VALUE OF THE CORN BAG:

Corn Bag In-The-Hole: A corn bag in-the-hole is a bag which is thrown through the hole in the cornhole platform or otherwise comes to rest inside the cornhole platform (knocked in by other player). A corn bag in-the-hole has a value of three points.

CORN BAG IN-THE-COUNT: A corn bag that is not in-the-hole but lands with any portion of the corn bag resting on the cornhole platform is in-the-count (sometimes called on-the-board). A corn bag in-the-count has a value of one point. For a corn bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the cornhole platform. If the bag touches the ground before coming to rest on the cornhole platform, it is a foul and must be removed from the cornhole platform prior to continuation of play.

CORN BAG OUT-OF-THE-COUNT:

A corn bag which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value. A corn bag which is declared to be a foul is considered to be out-of-the-count (no matter where is comes to rest) and must be removed from the cornhole surface prior to the continuation of play.

DELIVERY OF CORN BAGS DURING PLAY:

Start of play is determined by a coin flip. In doubles play, the first side of contestants alternate pitching corn bags until they have thrown all four corn bags then the remaining contestants (pitching from the other cornhole platform) continue to alternate in the same manner until all four corn bags are delivered and the inning is completed. A contestant may deliver the corn bag from either the left or the right of the pitcher's box but in any one inning, all corn bags must be delivered from the same pitcher's box.

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CORNHOLE (continued)

PITCHING ROTATION DURING THE GAME

The contestant who scored the most points in the preceding inning shall pitch first in the next inning. If no points are scored during the inning, the contestant that pitched second (last) in the preceding inning shall pitch first in the next inning.

LENGTH OF GAME/SCORING:

All corn bags that are in-the-hole or in-the-count will have point values for both teams. No point cancellations will be done in this tournament. (All points count) First team to score 21 points or more after the completion of the inning wins the game. The game can never end in the middle of an inning. Thus, if a team that pitches first reaches or exceeds 21 points, the game cannot end until the other side is allowed to pitch all of their corn bags and the inning is completed.

If the Cornhole match is tied at 21 or more at the end of an inning, play continues until one team or the other achieves a higher score at the end of an inning and wins the match.

No “skunks” during this tournament.

CALL YOUR OWN:

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

BRACKETS:

The tournament bracket is done for each division. This will mean that “byes” may be placed in the bracketing. An unbiased draw by the city of Las Vegas tournament coordinator will determine who is awarded a bye.

AWARDS:

Medals will be awarded to the top three teams in each division. The top six teams will receive points toward their overall team’s progress.

CURLING

LOCATION: Curl Vegas 3525 E. Post Road #110 Phone: 702-614-9392

FORMAT:

Each team consists of 4 players (male or female) and can have two alternates if wanted.

All teams must complete the how to/safety course at Curl Vegas before they can participate in the event.

THE GAME:

What is this game of rocks and brooms all about? Curling is a sport in which two teams of four players each slide (called throwing) 42-pound granite rocks (also called stones) down a sheet of ice toward a target at the other end. Each team tries to get more of its stones closer to the center of the target than the other team.

- **THROWING ROCKS:** Each player on the team throws (slides) two stones in each end. (An end is similar to an inning in baseball.) Each team throws 8 stones in an end. The players alternate throwing with their opposite number, the player on the other team who plays the same position they do.
- **CURLING ROCKS:** When you throw a rock down the ice, depending on its rotation — which is applied intentionally — it will curl, one way or another. How much (or little) a rock curls, depends largely on the conditions of the playing surface.
- **SWEEPING:** Sweeping makes a rock curl less and travel farther. The lead, second, and third all take turns sweeping the rocks. The skip, who is like the team's quarterback, is the only one who doesn't regularly sweep stones.
- **KEEPING SCORE:** Once all 16 rocks have been thrown down the narrow sheet of ice, the score for that end is counted based on the final positions of the stones in the house, (the group of circles on the ice that looks like a bull's eye). Only one team can score in an end. A team scores one point for every rock that it has closer to the center of the house than the other team.

STRATEGY:

Generally, the skip determines a team's strategy. During the game, the skip stands at one end of the sheet and tells his or her other three players where they should place their shots. A team's strategy doesn't always go according to plan! And that's part of what makes curling so much fun. No two games are alike; the unpredictability is always appealing

WINNING THE GAME

The game is won by the team that scores the most points after all the ends are complete. Most curling matches take place over six to eight ends. If the scores are level after the allotted number of ends then an extra sudden-death end is played.

RULES OF CURLING

- Teams of four take turns to curl two rocks towards the target area with the score for an end being counted after all 16 rocks have been sent down the ice.
- The stone must be released before its front edge crosses a line called the hog. Foul throws are removed from the ice before they have come to rest or in contact with other rocks.

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CURLING (continued)

- Sweeping may be done by two members of the team up to the tee line, whilst after that point only one player can brush. After the tee one player from the opposing side may also sweep
- A stone touched or moved when in play by a player or their broom will either be replaced or removed depending on the situation.
- At the beginning of an end, no stone that is outside of the house can be removed until the sixth rock in the end has been thrown (this is known as the Free Guard Zone.)
- The team to go first is decided by coin toss. Subsequently the team that failed to score in the previous end has the advantage of going last, called the hammer throw.
- A team may concede if they feel they cannot win, although depending on the event and stage of event they may have to wait until a certain number of ends have been completed.
- Fair play is of huge importance so there is a culture of self-refereeing with regards fouls and this is a big part of curling.

CURLING ETIQUETTE

Start with a handshake. At the beginning of the game, greet the members of the opposing team with a handshake, tell them your name, and wish them “Good Curling”.

Finish with a handshake. When the game is over, offer each of the players a hearty handshake and move off the ice. The winning curlers traditionally offer their counterparts some refreshments.

Keep the ice clean. Change your shoes. Sand, grit and dirt are the ice’s worst enemy. The shoes you wear should only be used for curling. Keep them clean.

Compliment good shots, no matter which team makes them. Respect your opponent.

Be ready. Take your position in the hack as soon as your opponent has delivered his/her stone. Keep the game moving; delays detract from the sport.

Be prepared to sweep as soon as your teammate releases the rock.

After delivering your stone, move to the side of the sheet between the “hog“ lines, unless you are the skip. Leads and seconds are not permitted in “house” or “rings”, except when sweeping or to remove the stones after the count has been determined by the vices.

Be courteous. Don’t distract your opponent in the hack. Sweepers should stay on the sidelines between the hog lines when not sweeping.

AWARDS:

Medals will be awarded to the top three teams in each division. The top six teams will receive points toward their overall team’s progress.

DODGEBALL

(Modified NADA Rules)

TEAM: Teams will be made up of 6 to 10 players. Six (3 men • 3 women) players will compete on each side; additional team members will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of an injury.

THE GAME: The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders, NO HEAD SHOTS. If you get hit in the head, you are not out and may have a one-minute timeout to recover if deemed necessary by the official.
2. Catching a LIVE ball thrown by your opponent before it touches the ground. *Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc.).*
   Once a player is declared "OUT", they are NOT allowed back in until the next game.

THE OPENING RUSH: Game begins by placing the dodgeballs along the center line – Three on one side of the center hash and three on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three balls to their right of the center hash. Once a ball is retrieved it must be taken back to the end line before it can be legally thrown. Violation will result in an out.

FIELD OF PLAY: The playing field dimensions will be 60' long and 30' wide (Identical to a volleyball court), divided into two equal sections by a center-line and NEUTRAL ZONE lines 2 feet from, and parallel to the center line. Players may retrieve the ball from this zone, but may not throw from this zone. Balls retrieved from the Neutral Zone must come back to the baseline before being thrown, violation results in an out.

THE KITCHEN:

- Players cannot throw a ball while inside of the kitchen.
- Players will be called out if one foot or whole body in the kitchen while throwing a ball.
- A player will not be called out if their follow through takes them into the kitchen.
- Throughout the game players are able to retrieve dead balls in the kitchen. They must return outside of the kitchen before throwing a ball.

EQUIPMENT: The official ball used will be an 8.25 inch rubber-coated foam ball. All players must dress in athletic attire, with non-marking athletic shoes.

BOUNDARIES: During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. Violation will result in that player being declared OUT.

TIMING AND WINNING A MATCH: The first team to legally eliminate all opposing players will be declared the winner. A four minute time limit has been established for each game. If neither team has been eliminated at the end of the four minutes, the team with the greater number of players remaining will be declared the winner. Each match will consist of the best two out of three games.

FORMAT / PAIRINGS: This event will use a double elimination format created from a

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Dodgeball (continued)

blind draw of all teams with in the same division.

TIME-OUTS & SUBSTITUTIONS: Each team will be allowed one 30-second timeout per game. At this time a team may substitute players into the game. Players that are declared OUT may not substitute at this time.

10-SECOND VIOLATION: Players are not able to bounce the ball. A ball must be thrown or dropped before the 10 second throw clock expires.

BALL CONTROL:

- The team controlling the greater number of balls is considered to have "ball control" and has the burden to give up control.
    - Example: If Team A has 5 balls and Team B has 2, then Team A must deliver at least 2 balls to surrender control.
- Control occurs at any time where 4 or more balls are on one side of the court, in or out of bounds, in possession of players or not.
- Any mode of delivery, excluding kicking, is acceptable to deliver ball control. Throwing, rolling, bouncing – all can give balls to the other team.

OVERTIME

- During playoff eliminations, if your match is tied at the end of 4 minutes, the match will go into a 2-minute overtime.
- Teams must re-rush for ball control before starting the OT game.
- The team with the most live players left on the court at the end of OT wins. The final whistle signals the end of the match.

SUDDEN DEATH

- If both teams have the same number of players at the end of OT, the match moves into sudden death with the remaining players on the court. The next team to lose a player by any means loses the entire match.
- Any IN player who wanders off the court and is not present for the final count cannot reenter the court unless they were shagging a ball prior to the final whistle being blown.
- If the refs can clearly determine a winner and an OUT player enters the court before the winning team is announced, the game is NOT automatically forfeit.
- If the refs cannot clearly determine a winner because an OUT player has entered the court before the winning team is announced, the team of the out player automatically forfeits

RULE ENFORCEMENT: All matches will be officiated by no less than two referees. These referees will rule on all legal hits, out-of-bounds and 10-second violations. THE COURT REFEREES DECISION IS FINAL – NO EXCEPTIONS.

CODE OF CONDUCT / SPORTSMANSHIP:

1) Understand, appreciate and abide by the listed rules of the game
2) Respect the integrity and judgment of the game referees and CLV Staff
3) Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4) Be responsible for your actions and maintain self-control
5) Do not taunt or bait opponents and refrain from using foul or abusive language.
6) VIOLATIONS OF THIS CODE OF CONDUCT MAY RESULT IN EJECTION FROM THE TOURNAMENT AND OR TEAM DISQUALIFICATION. **CLV CORPORATE CHALLENGE EVENT COORDINATOR'S DECISIONS ARE FINAL, NO EXCEPTIONS.**

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

ESPORTS

LOCATION: Ernest & Betty Becker Family Technology Center and Recreation Park 2221 Maverick St. Las Vegas, NV 89108 Phone: 702.229.2200

A team will consist of a maximum of 4 coed players- (1) player for Super Smash on the Switch, (2) players for Fortnite Duos on the PlayStation 5, and 1 substitute that can play in one of the 2 events. No player can play in more than 1 event. All Teams are required to pre-register their team before the event to receive a pool play schedule.

The elimination bracket for all bracket games will be generated randomly and executed by onsite staff.

CONTACT EVENT COORDINATOR FOR FURTHER INFORMATION

SUPER SMASH BROS. ULTIMATE (NINTENDO SWITCH)

FORMAT:

- 1 v 1 Gameplay
- Individual/Coed Player Pre-Registration Required
- Pool Play with Single Elimination Bracket

MATCH RULES:

- All matches will be played as a best-of-3 series with a 6 minute time limit per game.
- Game Settings will be set to the following:
  - First to 1 win with 3 Stocks/Lives
  - All Items, Stage Hazards, Final Smash Meter, Spirts, Damage Handicap, Underdog Boost, Score Display, Custom Balance, and Pauses will be set to OFF
  - Stage Selection: Random (ANY)
  - Launch Rate: 1.0x
  - % Show Damage: YES
  - Radar: Big

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FORTNITE DUOS BATTLE ROYALE (PS5)

FORMAT:

- Duo Team (2) v Duo Team (2) game play - 1 substitute
- Individual/Coed Player Pre-Registration Required
- Pool Play with Single Elimination Bracket

MATCH RULES:

- All standard Fortnite Battle Royale rules apply:
  - Teams will be seeded based on their highest average finish position for pool play games. A single elimination bracket will be scored as the team with the highest finishing position moving on.
  - Game Mode: Battle Royale - Zero Build Duos

DISPUTES/PROTESTS:

Any protests shall be dealt with immediately and onsite staff and official decisions shall be final.

AWARDS:

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

8 vs 8 COED FLAG FOOTBALL

FORMAT: This is a single elimination event. A team will consist of a maximum of 18 players. The game shall be played between 2 teams of 8 players, 4 men and 4 women. To avoid forfeit, 6 players (3 men and 3 women) are required. A team cannot play with more than 4 men.

* **Teams will be responsible for paying official fees.**
* **Forfeit Fee: Forfeit win fee will be required to advance to next game.**

Each player must sign the participants unconditional waiver at the check-in table. Each player must have a picture ID (driver's license) and proof of employment at every game.

GOVERNING RULES: Tournament Director reserves the right to make rule or schedule changes on the spot. Play will be governed by the city of Las Vegas Adult Flag Football Rules and Regulations. The following are modifications and highlights of these rules.

LENGTH OF GAME: Playing time will be 30 minutes in duration divided into two 15 minute periods, with a five minute half-time intermission. In the case where overtime is used, there will be a two-minute intermission.

THE BALL: The official ball will be pebble-grained leather or rubber covered and will meet the recommendations for size and shape for a regulation football. (Nike 3005 or Wilson 1001)

FLAGS: If flags fall off inadvertently, one handed touch rule will be in effect.

MALE-TO-MALE COMPLETION: During the offensive team's possession there may not be 2 consecutive legal forward pass completions from a male passer to male receiver. If a male passer completes a legal forward to a male receiver, the next legal forward pass completion or run must involve a female passer, a female receiver or a female runner. There are no other restrictions concerning a male passer completing legal forward pass to a female receiver or a female to female, or female to male.

PENALTY: Illegal forward pass, 5 yards from spot where the second consecutive male-to-male completed legal forward pass is released and a loss of down. Any foul, whether accepted or declined, shall have no effect on whether the next legal forward pass completion is "open" or "closed."

GENDER: Males may only guard males; females may guard males or females. This does not apply once a female has possession of the ball. There must be a male on each side of the ball. Males cannot line up all on one side. The center does not count as male on a side.

PENALTY: Illegal Procedure, 5 yards.

NO CONTACT: Contact with an opponent is prohibited. Screen blocking is allowed; hands and arms must be behind the back allowing one normal step between the blocker and an opponent. Linemen and rushers must try and avoid contact at all times.

PENALTY: Illegal contact, 10 yards from the line of scrimmage or point of infraction (whichever is greater) followed by a possible ejection.

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8 vs 8 Coed Flag Football (continued)

FIRST DOWNS: Each team will have four downs to gain 20 yards. The first offensive possession will start at their own 30-yard line unless the defensive team intercepts a pass. In this case, the intercepting team will take possession where their flags are pulled. After the first possession, teams can start at the 30-yard line.

PUNTING: On fourth down, the team can either declare to go for it or punt. If a punt is declared, the ball is moved to the opposite 30-yard line, and possession changes.

DEFENSE: Zone defense is not allowed. The defense must play man-to-man, and each defensive player must line up within 5 yards of the line of scrimmage in front of the players they are guarding.

RUSHING THE QB: The rusher must be at least 5 yards off the line of scrimmage. If the QB is female, the rusher must also be female. If the QB is male, the rusher must be male, and an additional female can rush the QB."

MALE RUNNER: A male runner cannot advance the ball through the line of scrimmage. There are no restrictions: during a run by a male runner once the ball is beyond the line of scrimmage; during a run by a female runner; and after a change of possession.

POINTS: The following methods will be used in scoring a game.

Touchdown – 6 points
Female touchdown – 9 points
Safety – 2 points
Successful try-for-point
Running or passing from 5 yards – 1 point
Running or passing from 10 yards – 2 points
Forfeited game – 6 points

OVERTIME: A coin toss will determine which team has the options, as in the beginning of the game. Each team will start either from the 5-yard line for 1 point or 10-yard line for 2 points. An overtime period consists of one play for each team. The process will be repeated until a winner is determined.

MERCY RULE: If a team is 25 or more points ahead with 5 minutes left in the second half, the game shall be officially called. If a team scores during the last 5 minutes of the second half and that creates a point differential of 23 or more, the game shall be officially called.

PENALTY: Illegal procedure, spot of the male advance, 5 yards..

MINIMUM LINE PLAYERS: The offensive team must have at least 5 players on their scrimmage line at the snap.

PENALTY: Illegal procedure, 5 yards.

TIMEOUTS: 1 per half.

AWARDS: Medals will be awarded to the top three teams in each division. Team points awarded for 1st-6th place.

GOLF

FORMAT: Coed teams - scramble twosomes. One foursome per company.

A, B and C divisions will field only four players: two male and two female

CHECK-IN TIME: 30 minutes prior to scheduled tee time.

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

NOTE: No galleries or coolers on the course.

* **Participants must provide own equipment.**
* **Participants must pay $47 for additional course fees (1) week before event. A credit card must be on file for no shows.**

FORMAT (SCRAMBLE TWOSOMES):

1. Teams are divided into twosomes; males together and females together.
    - Same sex twosomes from opposing teams play against the same sex twosomes from other teams. Best lie of each twosome is selected.
2. Players must begin and end the round with the same partner.
    - If one player begins the round, the player may be joined by their partner at the conclusion of the hole.
    - If only one player is fielded, that person may play alone, one hit per lie, score is recorded as a team score.
3. In a trap or hazard, the selected ball is played by each player from the point where it lies or as close as possible to that point. Traps may be raked between shots.
4. On the green, the ball selected is marked and each putt is played from that spot.
5. A shot near the hole that is tapped in counts for the team score on that hole (no additional putts).
6. In fairways, the ball is placed no closer to the hole than one club length of preferred lie. If preferred lie is in the rough, the same rule applies, ball runnings in the rough.
7. Teams must pickup after double bogey and that score is recorded.
8 Slow play rules: first warning - no penalty; 2nd warning -2 strokes per team.
9. Men will use the (championship) tees. Women will use front tees.
10. **TIE BREAKER:** a comparison of scores beginning with the No. 1 Championship handicap hole is used.

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

HORSESHOES

FORMAT: Teams consist of Men's, Women's and Coed Divisions. Players in Men's or Women's teams cannot play in Coed Doubles.
No alternates.

DATE AND TIMES: Each company will play according to their respective day (see Corporate Challenge calendar for dates). National Horseshoe Pitcher's Association of America rules apply with some modification to ensure an effective event. See Event Coordinator for specific changes.

NOTICE:

- Participants must wear closed-toe shoes at all times during the tournament.
- No glass bottles in the park.
- No smoking or drinking in the pits.
- Closed-toe shoes must be worn at all times.
- * Only participants inside fence area, no children, pets or spectators.

*** TEAMS MUST SUPPLY THEIR OWN HORSESHOES.**

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

AWARDS: Medals will be awarded to the top three teams in each event. *All three teams* (Men's, Women's and Coed Doubles) make up final score.

KICKBALL

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

Teams will be responsible for paying official fees.

DEFINITIONS:

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

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

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

OUTFIELD: The grass area located around the infield.

VISITING TEAM: The team that kicks first to begin the game and usually is in the first base dugout.

HOME TEAM: The team that kicks second after the game has begun and usually is in the third base dugout.

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

TIED GAMES: If the score is tied after 45-minutes, another inning will be played with the last completed batter starting at second base. Innings will be played until winner is decided.

MERCY RULE: A 10 run rule will be in effect at the end of the 4th inning.

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

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

FORCED OUTS: The ball may not be thrown at a runner after he/she is forced out. During a forced out situation, defense must step on the base or tag the runner resulting in the out. If the ball is thrown at the runner during a forced out situation, the runner will get that base, plus 1 base.

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Kickball (continued)

FOULS: A ball will be considered foul when it travels past the first or third base on the outside or if a player standing outside the first and third base lines picks it up before the ball reaches the bases. If a player picks up or touches the ball while any part of his/her person is still inside the baselines then the ball is considered fair. Once the ball travels past the inside of first and third base on the ground it is a fair ball even if it travels outside the baseline after it has reached the bases. A fly ball is considered fair if it lands inside the first and third baselines, or if a player positioned with any part of his body in fairground touches a ball that is going to land in foul territory. NO BUNTS! Full kicks will only be accepted. If the kicker bunts, this will result in an out. If the ball is kicked from in front of home plate, this will result in an out. Four fouls will equal an out.

METAL CLEATS: Metal cleats are not permitted.

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

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

BALL SIZE: 10"

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

OUTDOOR VOLLEYBALL

FORMAT: Corporate Challenge Outdoor Volleyball will be using United States Volleyball Association (USAV) rules as a guideline. Rules will be changed or modified where needed. ***The tournament director reserves the right to change rules on the spot.***

1. Type of tournament will be ***six-person coed*** pool play tournament. The number of teams in each pool will be determined the day of event. The top teams in each pool will go into a single elimination playoff.
2. Teams will be made up of three men and three women. You may start the match with four players as long as you have two women. You may play with five players as long as you have more women than men. Height of the net will be set to men's height (7' 11 5/8").
3. Each match in the pool will be one game to 15 or 21 points rally (depending on pool size) win by one. The winner of the pool will be determined by win/loss record. Tie breaker will be based on result of head-to-head play. Play will be continuous and teams should be prepared to play back-to-back if scheduled.
4. Each team is authorized 12 players. You are allowed to substitute in the middle back position; man for a man or woman for woman.
5. Refereeing is the responsibility of the teams in the pool. Refusing to referee or leaving the court area without contacting the event coordinator will result in team disqualification. The referee must keep the score and keep play safe (calling nets, contact under the net, and two guy rule). Officiating includes playoffs. If you are required to officiate during playoffs and leave, your team will forfeit all Corporate Team points which you have acquired.
6. Each team is allotted one 30-second time-out per game. Players are allowed to take one "sand" time-out (10-15 seconds).
7. Coed hitting rule is enforced. If the ball is hit two or three times before going over the net, at least one hit must be by a female.

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Outdoor Volleyball (continued)

8. Players are not allowed to step into the adjacent court at any time. If so, play will stop and the official will award point and serve to the opposing team.
9. Any contact with the ball, other than a block at the net, is considered a hit.
10. A player may not cross the center line under the net. ***Incidental*** contact under the net is a fault.
11. If a player has served, or is serving out of order, the correct order is reinstated without penalty and the correct alignment must be established.
12. The receiving team may request that the serving team shift its position to allow a clear line of sight to the server.
13. Server is allowed one toss per serve (no reserves are allowed). Serve also may touch the net and remain in play.
14. The ball is in bounds if it lands within the court boundary or causes the boundary line to move.
15. The ball may be played off any part of the body. This includes using the feet.
16. You ***may not*** double contact the serve, using finger action. This means, **NO MATTER WHAT**, you may not set the serve.
17. You may momentarily lift or carry any ***hard driven ball***. Hard driven ball is considered a ball that has downward trajectory from contact. It may not go up at all. Also it is the referee's discretion if considered hard driven (this is a judgment call).
18. You ***may not*** double contact any first ball over, unless hard driven. Refer to rules 16 and 17.
19. ***Consecutive Contacts:*** At the first hit of the team, provided it is not made overhand with fingers, consecutive contacts are permitted provided that the contacts occur during one action. During the first hit of the team if it is played overhand using fingers, the ball may NOT contact the fingers/hands consecutively, even if the contacts occur during one action.
20. All protests will be mediated by the event coordinator at the time of the protest. The event coordinator's decision is final.
21. All players are responsible for understanding the rules. Clarifications will be made during the team captain's meeting scheduled prior to the event date.
22. All players must conduct themselves in a courteous, cooperative and sportsmanlike manner or risk being ejected from the tournament.
23. All players must show proof of employment at time of check-in. **NO EXCEPTIONS**.
24. First, second and final calls for team check-in will be announced. **NO GRACE PERIOD WILL BE GIVEN**.

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

To obtain additional information about the United States Volleyball Association, write to the following:

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

PICKLEBALL

FORMAT: One Women's Doubles Team (2 women); One Men's Doubles Team (2 men); and, One Mixed Doubles Team (one woman & one man). Each Company may enter a maximum of 6 players, 3 Women & 3 Men. (A player may not compete in both categories; men's/women's doubles and mixed doubles).

GAME: All games will be self-refereed. Players will make line calls on their side of the net only. Code of conduct states that opponent gets the benefit of the doubt on shots "too close to call."

EQUIPMENT: Players must bring their own paddle(s) and balls.

PLAY: This will be a double-elimination tournament.

1. Games are to 11 points; must win by two points. (Exception: a win by One Point rule may be imposed on day of tournament.)
2. Points are only scored by serving team. (Exception: depending on number of teams entered, a Rally scoring system may be used where points are won or lost on every "rally." If the Rally scoring format is used, games will be played to either 15 or 21. This will be announced on day of tournament.)
3. One game constitutes a match. A game is won by the team to first score 11 points by a margin of two. Rally scoring games are also by a margin of two points.
4. First team to serve will be by mutual agreement. Non-serving team chooses side. Sides will change after first team to score 6 points (8 or 11 points if Rally scoring). The Team Player on the right side of the court starts service. At the beginning of a new game, only one member of the team starting service will serve for points. When a point is not won, "side out" is called and the ball is awarded to the other team for service. Thereafter, both team members will serve for points. The team member serving will continue to serve as long as the team continues to win rallies. After a point is won, the team member will then serve to the opposite court and continue switching sides and serving as long as points are won. If the rally is lost, the second team member begins service and will continue to serve and switch courts as long as points are won. After both team members serve and a point is not won, it is
"side out."
5. Calling the Score: All players shall clearly announce the score before serving the ball. The sequence is: a) say your score; b) say opponent's score; and c) say server number 1 or 2. For example, 0-0-2; 1-0-2; 2-0-2; side out, 0-2-1; 1-2-1; server change, 1-2-2; 2-2—2; 3-2-3; side out; 2-3-1; server change, 2-3-2; 3-3-2; 4-3-2; side out, etc.
6. Each team is entitled to one time-out lasting no more than 2 minutes.
7. Official Rules of the Game can be viewed on the USAPA website at www.usapa.org.

AWARDS: Medals will be awarded to the top three teams.

ABBREVIATED RULES FOR PICKLEBALL: The serve must be hit underhand and each team must play their first shot off the bounce. After the ball has bounced once on each side ("double bounce rule"), both teams can then either volley the ball in the air or play it off the bounce. The "double bounce rule" requires that the ball must hit the court surface twice (once on each side of the net) before it can be volleyed. This eliminates the serve

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Pickleball (continued)

and volley advantage and prolongs the rallies. To volley a ball means to hit it in the air without first letting it bounce. Sequence: 1) serve; 2) bounce, return service; 3) bounce, return the return of service; 4) volleys are now permitted.

The non-volley zone (kitchen) is the 7-foot zone on both sides of the net. No volleying is permitted within the non-volley zone. This rule prevents players from executing smashes from a position within the zone. When volleying the ball, the player may not step on or over the line. It is a fault if the player's momentum causes the player or anything the player is wearing or carrying to touch the non-volley zone. It is a fault even if the ball is declared dead before the player touches the non-volley zone. A player may be in the non-volley zone at any other time. The non-volley zone is sometimes referred to as the kitchen.

The server must keep both feet behind the baseline during the serve with at least one foot on the court surface at the time the ball is struck. The serve is made underhand. The paddle must contact the ball below the navel. The serve is made diagonally cross court and must clear the non-volley zone. A serve landing in the non-volley zone or hitting the non-volley zone line is a fault. All other lines are good at all times. Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve, and lands on the proper service court). Let serves are re-played.

At the start of each new game, only one player (Player on right-hand side of court) on the first serving team is permitted to serve and fault before giving up the ball to the opponents. Thereafter, both members of each team will serve and fault before the ball is turned over to the opposing team. When the receiving team wins the serve, the player in the RIGHT hand court will begin the serving sequence.

Points are only scored by the server or serving team. (See Rally Scoring exception). When the server wins a point, the server continues serving and moves to the other side of the court. Note that if the serve rotation is done properly, the serving team's score will always be even when the player that started the game on the right side is on the right side and odd when that player is on the left side.

Rallies are lost by failing to return the ball inbounds to the opponent's court; the serving team striking the ball before allowing it to bounce on the return of serve; stepping into the non-volley zone and volleying the ball (fault), or by violating the double-bounce rule (fault). The hand is considered an extension of the paddle. The player loses the rally if the ball hits any other part of his body or clothing.

A traditional game is played to 11 points and a team must win by 2 points. To speed up play, games can be played by scoring a point during every rally (Rally Scoring). Under Rally Scoring, games are typically played to 15 points, and team must win by 1 point.

DECLARING THE SCORE BEFORE THE SERVE: The Server announces his or her score, opponent's score, and server number. At the start of a new game during team play, the server would announce: 0, 0, 2. The "2" technically means "second server" meaning only one member of the team will serve at the start of a new game. Thereafter, the server will announce his or her team's score, the opponent's score, and the server number (1 or 2). Remember, the player on right always starts the serving sequence.

SINGLES PLAY: The server serves from the right side when his or her score is even and from the left side when his or her score is odd.

RACQUETBALL

FORMAT:

- Double elimination
- Bracketing will take place on site.

CATEGORIES:

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

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

EQUIPMENT:

Teams must provide their own equipment.

- Protective eye guards (mandatory)
- Racquetball racquet only, with tether (tennis, squash or other types of racquets not permitted)
- Each team must provide one can of Penn Ultra Blue Balls

CHECK-IN TIME:

30 minutes prior to match time.

1. U.S.R.A rules will be followed. Tournament director reserves the right to make changes on the spot. Please visit www.usra.org for a printable copy.
2. A match will consist of 1 game to 15 points
3. Championship match will consist of the best two out of three games to 15 points, game three tie breaker to 11 points
4. All matches are self-officiated, but players may be required to assist as needed.
5. Protective eye guards must be worn at all times.
6. All racquets must have a tether attached to the handle
7. Home facility court rules may apply

AWARDS:

- Medals will be awarded to the top three teams in each category.
- Team points are awarded for 1st-6th place (no medals).

RANGE SHOOTING

FORMAT: Team consists of four individuals. Any combination of male and female is allowed. Only one team per company can compete. A competitor may provide his/her own gun and ear and eye protection or purchase ***mandatory*** ear and eye protection at the facility.

FEES:

- Range fee: $18 per person
- Handgun rental fee: $12 per person/hr. *Limited Sig Sauer autos w/2 magazines are now available in 9mm and .45 caliber, 1st come, first served.*
- Eye protection: $5 to purchase, or you may provide your own.
- Ear protection: $.50, or you may provide your own.
- Target: $2
- Ammunition: retail price

PRACTICE FEES: $13 daily range fee at the public range. All other fees are the same.

- **Teams must provide their own equipment.**
- **All team members must have a Range Card from the Public Rifle/Pistol Center at the Clark County Shooting Complex. This requires reading and signing a waiver, and viewing a 5 minute video. Be sure to arrive early enough to obtain the card before checking in for the event.**
- **Check-in 15 minutes before scheduled time or your team may be bumped.**
- **Range Event is held at the Education Center 1/4 mile east of Public Range.**

WHEN CHECKING IN FOR CORPORATE CHALLENGE RANGE EVENT YOU MUST:

- **Show ID to confirm employment with the company.**
- **Read and sign range safety rules and city of Las Vegas liability waiver.**
- **Fill out score card and return it to Corporate Challenge Staff.**

1. All firearms must be factory stock center fire handguns with barrel length not to exceed 8-3/8", **no scopes and laser sights or aim points**. (Exception: target grips, adjustable sights, and action jobs.) No .22 caliber or 5.7 mm guns are allowed. Tracer rounds, incendiary rounds, armor-piercing rounds are NOT allowed on the range. Violators will be disqualified from the event.
2. Participants must complete the course proficiently and safely "under Range Master supervision"
3. Course of fire:

   (1) 15 yards..... 12 rounds 35 seconds

   (2) 10 yards ..... 12 rounds 35 seconds

   (3) 7 yards ..... 12 rounds 35 seconds
4. Scoring as hit: 0, 7, 8, 9, 10 X (possible maximum score is 360). Score will stand. Range Master has final decision.
   - Shooter must reload after six rounds in each course of fire. It is suggested that the participant have two magazines or speed loader. Spare magazines are not available for rent.

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Range Shooting (continued)

- Maximum shots – 36. If a competitor fires more than the required number of shots, the required number of hits of lowest value will be scored.
- Shots fired after the 35-second limit will result in a 10-point deduction per shot.
- Posting of scores: Captains have the option to stay and wait or come back and sign off on the targets/ score sheets prior to posting. If contested, the team captain must wait until the scoring Range Master is available to re-check the targets. Targets/ Score Sheets not signed by the end of the days shoot will be posted as is. No further contention will be considered.

5. Team members must shoot at the same time between 9 a.m. and 3 p.m. Reservations for team shooting times must be made in advance by calling CCSR. The last time to check-in to shoot is 2:30 p.m. If more than four shooters attempt the course of fire, the team will be disqualified.
6. Range shooting event is a "no alibi" event.
   - If a cartridge fails to fire, misfires, or a pistol fails to function in timed or rapid fire, the competitor is not allowed to re-fire.
   - The competitor may complete the string by manually cocking the pistol or operating the slide, but if the competitor does so, the pistol must remain pointed toward the target at all times. This must take place within the allotted time. (N.R.A. RULE 10.10)
7. Tie breaker: In the event of a tie, the number of "Xs" will be counted to serve as the tiebreaker. Should a tie still exist, a "team shoot off" will be required. Date and time will be announced.
8. Shooters must use only one firearm. The chosen firearm must be used for all distances
9. **Absolutely no handling of firearms inside the Education Center. All firearms must be holstered or cased upon entry of any of the structures at the Shooting Complex.**
10. Team practice may be scheduled at the Public Range during the week prior to the day of the event. Practice round range fee: $12 per person, all other listed fees will apply.
11. Photographs: Due to safety considerations, flash photography must be approved by the range master before the shoot.

AWARDS:

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

6 VS 6 COED SOCCER

FORMAT: Single Elimination

- **All teams must be checked in and ready to play by 5:45 p.m. Games will start at 6 p.m. on assigned date of play.**
- **Each team is required to fill out a team roster card before the game starts.**
- **Each player must have a photo ID, e.g. driver's license, and proof of employment at every game.**
- **All teams are responsible for paying the officials fees.**
- **Bracket will be done on site.**

All teams should have a first aid kit.

1. This is pool play followed by single elimination tournament.
2. The game is played with six players per team on the field at a time, including the goalkeeper.
   a. Teams are limited to 15 players in uniform (on the sidelines) during a game.
   b. Each team must have three men and three women in uniform on the field at the start of the game.
3. The game consists of two 20-minute periods and a 5-minute half time.
   a. There is a running clock throughout the game.
   b. No game may end in a tie.
4. Game time is forfeit time.
5. Jerseys: All team members must have matching colored jerseys with a permanent number on the back of the shirt that is 6"-8" high.
   a. If a team logo on the back of the shirt prohibits the placement of a number, it may be placed on the upper sleeve near the shoulder.
   b. Numbers on the sleeve must be at least 4" high. Taped numbers are not allowed.
6. Each team must supply one regulation size-5 soccer ball.
7. No unsafe shoes, casts, helmets, jewelry, etc. may be worn.
8. The 5-foot rule is in effect.
   a. A man and a woman may both charge the ball.
   b. Once a woman has control, a man cannot come within five feet until she enters the penalty box.
   c. The man may not tackle, run alongside, shadow in front of the woman, or intimidate in any manner.
   d. If the man steals or kicks the ball away from a woman outside the penalty box, it will be considered a yellow card offense.

Continues on next page...

6 vs 6 Coed Soccer (continued)

9. Slide tackling is not allowed.
    a. The penalty is a direct free kick.
    b. Any slide tackle is an automatic red card offense.
    c. Any slide may be a minimum yellow card offense, except when the goalkeeper is attempting to retrieve the ball in his or her own penalty area.
    d. The goalie may not be charged at any time.
    e. It is at the official's discretion to determine if any slide warrants a penalty.
    f. Blue cards are issued to serve as a preliminary caution for any abusive behavior or language, as well as any delay of game tactics.
10. All free kicks during a game will be "direct" and must be taken by a woman player, including penalty kicks.
    a. There is no "offside."
    b. Goal kicks cannot cross the centerline without first being touched by a teammate or by an opposing player. If this violation occurs, a direct free kick for the opposing team will take place on the center line at the point of crossover.
11. The goalkeeper may not touch the ball with his or her hands if it has been deliberately kicked back to them by a teammate.
    a. This violation will result in a direct kick by the opposite team from the point of infraction at the nearest edge or the penalty box.
12. Substitutions: A substitute can enter play during stoppage of the game with permission from the referee.
13. Injury (blood): Any player who sustains an injury, in which blood is visible on the skin area, must leave the game when observed by the referee.
    a. The player may not re-enter the game until the injury is covered or the bleeding stopped.
    b. Normal substitution rules prevail.
14. The referee has the authority to control the spirit of the game and may stop it at any time to keep complete control.
15. Playing area measurements:
    a. Field size: approximately 60 yards long by 40 yards wide.
    b. Penalty area: 9 yards by 22 yards.
    c. Goals: approximately 8 feet high and 20 feet wide.

RED CARD:

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

Continues on next page...

6 vs 6 Coed Soccer (continued)

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

TIED GAMES:

One coin toss will determine the overall kick-off possession for the entire overtime procedure. The captain/coach will determine which players will continue for 1 "sudden death" 3-minute period (in single elimination only). If still tied, straight to penalty kicks. Order of penalty kicks (female, male, female, male, female).

PROTESTS:

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

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

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

Revised 2016

COED SOFTBALL

FORMAT:

Coed, pool play with single elimination tournament.
Top team(s) in each pool will advance to a single elimination playoff.

CHECK-IN:

Team coaches or representative must report to the official tournament information table to verify all information and/or changes in the tournament. Only the first scheduled game time is guaranteed as an official game time.

EQUIPMENT:

Teams must provide their own equipment.

UMPIRE FEES:

Teams will be responsible for all umpire fees. Umpire fees are $13 per team per game and paid on the field directly to the umpire or AFA representative.

IDENTIFICATION:

It is mandatory that each softball participant show proper identification before each game is played. Participants must have identification available at all times during play. Any participant without proper identification will be considered ineligible to play. Acceptable identification include: work photo ID card or paycheck stub and driver's license.

ADMINISTRATIVE RULES:

1. Each team is limited to 20-player roster. The official team roster/liability waivers must be submitted to CLV tournament staff prior to the start of your first scheduled game.
2. Illegal Players: Any player who participates on more than one team or who participates within another division will be suspended from the tournament. The team who allows an illegal player to participate will not be allowed to receive any awards or points.
3. Start of Game: Each team may start with a minimum of eight players, provided that four are male and four are female. If at any time for any reason, a team is unable to field a minimum of eight players, the game will result in a forfeit
4. Batting Order: The head coach or team captain must provide a line-up card to the umpire before the start of the game. The card must show the player's first name and last name.
5. Ties in pool play will be determined by: head-to-head, run differential, coin toss. Medals are awarded to the top three teams in each division.
6. Game times as listed on the official tournament schedule, is considered forfeit time.
7. Coin flip will determine Home and visiting teams for each game
8. Time Limit: All games will be 60 minutes or seven innings, whichever comes first.
9. Mercy rule: The game shall be called if:
    a. A team is 20 or more runs ahead after the third inning.

Continues on next page...

Coed Softball (continued)

   b. A team is 15 or more runs ahead after the fourth inning.
   c. A team is 10 or more runs ahead after the fifth inning.
10. Championship games will be regular games.
11. Forfeits: Any team that forfeits a game during pool play will be eliminated from the tournament, no exceptions. If for any reason your team is not ready to play at the scheduled game time on the official tournament schedule, it will be considered a forfeit. There is no grace period during tournament play for any reason, such as finding the park, scheduling, finding a parking space, proper ID, etc.
12. Game time request: We cannot accommodate any special game time requests, such as early games, late games.
13. Infield practice is not allowed between games or between innings.
14. All valid protests must be submitted before the completion of the game in question. Protest based solely on the judgment of the umpire/official will not be received or considered. Protest based on the misinterpretation or misapplication of playing rules shall be received and considered. Payment in the amount of $50 from the protesting team must be submitted to the city of Las Vegas within 24 hours of the initial protest.
15. Unsportsmanlike conduct is not tolerated. Examples include, but are not limited to: Verbal threatening or harassment of an opposing player, coach, umpire or city staff, unnecessary rough tactics, fighting, etc. Depending on the severity of the act, any participant, coach or player may be ejected from the game, expelled from the tournament, removed from the park/facility and/or prevented from ever participating in a city of Las Vegas-sponsored recreational program.
16. Coaches or team captains are expected to lead by example and are ultimately responsible for maintaining control of their team before, during and after games. This includes proper communication with program coordinators, game officials and city staff.
17. In case of inclement weather, coaches should contact Municipal Sports (702.229.1642) for the most current information available regarding field conditions and/or cancellation of games.

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Coed Softball (continued)

PLAYING RULES:

Corporate Challenge Coed Softball will be fully governed by AFA, American Fastpitch Association, rules and regulations except as noted. The AFA umpire will judge his or her game without interference from CLV staff during a regulation game, unless there is an infraction dealing with CLV rules only.

1. Equipment: The official game ball is a 12-inch regulation softball. The city will provide teams with a list of approved bats for the tournament. All players must wear a company jersey or tee shirt, preferably alike in color. Weather will dictate specialty wear, i.e. jackets, sweatshirts, head wear, etc. The program coordinator will rule on this.
2. Courtesy runners: Teams may use one courtesy runner per inning, provided that it is the last person to record an "out" in the previous inning. Gender for gender only.
3. Tie breaker: If extra innings are required, the following rules apply:
    a. Visiting team will start inning with no outs.
    b. Visiting team shall place the player who recorded the previous inning's last out at second base.
        i. A "courtesy runner" is not allowed until that runner has reached third base.
        ii. If no substitution is available, the "courtesy runner" is the one who recorded the second out in the previous inning.
    c. Each offensive player will enter the batting box with a two-ball/one-strike count.
    d. Play will continue in the "tie breaker" format until a winner is determined, regardless of the time elapsed.
4. Home Run Classification:
    a. Divisions A and B teams are permitted to hit five home runs per game. Each home run hit beyond the limit will result in an out.
    b. Divisions C and D teams are permitted to hit three home runs per game. Each home run hit beyond the limit will result in an out.
5. Pitching Arc: A legal pitch must have a discernible arc of at least six feet and a maximum height of 10 feet from the playing surface, as judged by the umpire. Balls and strikes are judged by the umpire; strike mats will not be used.
6. Extra Players: Each team may use up to 12 offensive players in the batting order (six men, six women); but may only use 10 defensive players in the field (five men, five women).
7. Line up: All teams which begin the game with 10 or 12 players may reduce the lineup to as few as eight players (four men/four women).
8. Batters will come to the plate with one ball, one strike count. Batters will have one foul ball to waste with two strikes.
9. Defense: Two men and two women must take defensive positions in both infield and outfield. The pitcher and catcher must be of different gender. Any fielder may make a defensive play.
    a. An infielder is a fielder who defends the area around first, second, third or

Continues on next page...

Coed Softball (continued)

shortstop areas.

b. Outfielders must take position behind the deepest infielder.

10. Home Plate: Any player can cover plays at home plate. Coed plays at home plate will be handled as force outs. A perpendicular line six feet in length will be drawn halfway between home and third base; this is the commit line. If a runner advances past the line, he/she must advance and attempt to score by touching the base placed seven feet from and evenly with the home plate. This rule also applies on fly ball/tag situations. Runners who touch home plate will be declared "out." No appeal necessary.
11. Walk Rule: Any walk to a male batter will result in one base award. If a male batter walks on three straight balls, then and only then, will the female batter have her choice of batting or receiving an automatic walk.

AWARDS:

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

SPEED PUZZLE COMPETITION

LOCATION:

West Las Vegas Library
1861 N. Martin Luther King Blvd. • Phone: 702.507.3980

The Speed Puzzle Competition is a timed team challenge that tests teamwork, communication, problem-solving, and attention to detail. Teams will compete to complete a designated puzzle as quickly and accurately as possible

TEAM REQUIREMENTS:

- Each team must consist of 4 participants.
- Teams must check in with event staff before the competition begins.
- Only registered team members may participate.
- Team members may communicate and collaborate throughout the event.

FORMAT:

- Each team will receive:
  - One identical 500 pieces puzzle in a secured bag
  - A designated workspace
  - A timer controlled by event officials
- Teams may begin only after the official start signal.
- The objective is to complete the puzzle correctly in the fastest time possible.

MATCH RULES:

Allowed: Team members may:

- Sort puzzle pieces
- Organize pieces by color, pattern or edges
- Communicate strategies
- Work on different sections simultaneously

Not Allowed: Team may not:

- Receive assistance from spectators or other teams
- Use phones, internet searches, or outside resources
- Remove puzzle pieces from the competition area
- Damage, mark, or alter puzzle pieces
- Interfere with another team's workspace

TIMING RULES:

- The official timer begins when the event staff announces "GO."
- The official timer stops when:
  - The puzzle is completely assembled.
  - A team member raises their hand to signal completion.
  - An official verifies the puzzle is complete.
- Teams should not leave their workspace until verification is completed.

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Speed Puzzle Competition (continued)

PUZZLE COMPLETION VERIFICATION:
A completed puzzle must meet the following requirements:

- All pieces must be used
- All pieces must be correctly connected
- No missing or incorrectly placed pieces
- Final image must match the original puzzle image

Event officials have final authority on completion verification.

SCORING:
Teams will be ranked based on: Primary Score:

- Fastest verified completion time

Example:

Place	Team	Time
1st	Team A	18:42
2nd	Team B	21:15
3rd	Team C	23:08

TIE-BREAKER RULES: If two or more teams complete the puzzle in the same time:

1. Official review of completion time down to seconds.
2. If still tied, a sudden-death challenge may be conducted.

SPORTSMANSHIP: All participants are expected to:

- Encourage teamwork and positive competition.
- Respect event staff, volunteers, and other teams.
- Follow all rules and instructions.

Unsportsmanlike behavior may result in team disqualification.

EVENT OFFICIALS:
Event officials are responsible for:

- Explaining rules before competition begins.
- Starting and stopping official timers.
- Verifying completed puzzles.
- Resolving disputes.

All official decisions are final.

SAFETY GUIDELINES:
Participants should:

- Keep their workspace organized.
- Avoid blocking walkways.
- Return all puzzle pieces and materials after completion.

AWARDS:
Medals will be awarded to the top 3 teams in each Division.

SWIMMING

FORMAT:

Each company may enter one male and one female per event in each age category.

MALE/FEMALE AGE CATEGORIES:

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

EVENTS, LISTED IN SWIM ORDER

200 yard Freestyle

50 yard Breaststroke

100 yard Freestyle

200 yard Coed Medley Relay-no age limit (Back, Breast, Fly, Free)

100 yard Individual Medley (Fly, Back, Breast, Free)

50 yard Freestyle

50 yard Backstroke

200 yard Coed Freestyle Relay- no age limit

The pool is a 25-yard pool.

United States Swimming Association rules apply in all events.

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

Listed below are a few key items to keep in mind when participating in the swimming event:

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

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Swimming (continued)

9. The decisions of the meet judges are final.
10. Teams may enter more than one relay per event, but only one relay score will count.

LIFEGUARDS ARE PRESENT AT ALL TIMES.

POINTS AND MEDALS:

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

TABLE TENNIS

FORMAT: Men's Singles, Women's Singles, Men's Doubles, Women's Doubles.
For doubles, one team of men and one team of women are allowed for each company.

(A player may not compete in both singles and doubles.)

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

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

EQUIPMENT:

- Tables are provided. Players must provide their own racquet and balls.
- The racquet must be made of wood and may be covered by rubber or foam.
- Sandpaper racquets are not allowed.
- We will be using International Table Tennis Federation standard balls, 40 millimeters in diameter and 2.7 grams in weight (orange color).

PLAY: This is a double-elimination tournament.

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

INTENTIONAL DELAY OF GAME: 20-Second Rule: After the completion of a point, the next serve must be made within 20 seconds.

The following penalties are imposed for intentional delay of games:

- 1st offense constitutes a verbal warning
- 2nd offense results in a loss of point
- 3rd offense results in a loss of game
- 4th offense is a loss of match

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Table Tennis (continued)

COACHING:

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

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

The following penalties will be imposed for accepting coaching during a game:

- 1st offense - Both player and coach will be warned.
- 2nd offense - Player will lose a point and the coach will be directed to leave the area.
- 3rd offense - If the coach refuses to leave the area, play will be suspended, resulting in a loss of match.

ADDITIONAL RULES:

In addition to the rules listed, the following USA Table Tennis Rules apply as stated on their website at www.usatt.org/rules/index.shtml.

- Players are the only people permitted on the playing floor. All others must be seated in the bleacher area.
- ***No*** flash photography is permitted during play.

AWARDS:

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

TENNIS

FORMAT:

- Men's Singles, Women's Singles and Coed/Doubles
- Teams may not have more than two men and two women on a roster.
- Teams are encouraged to field all three positions; however, it is not required to field all three in order to participate. Draws will be made prior to the event based on these statistics.
  (A player may not compete in both singles and doubles)

TEAMS MUST PROVIDE THEIR OWN EQUIPMENT.

EQUIPMENT NEEDED:

Each team must supply a new can of balls to the tournament director at registration. These will be used to conduct the tournament.

RULES:

1. Tournament is single elimination.
2. Best of eight games, first player(s) reaching five games wins the match.
3. If tied at 4-4, a 12-point tiebreaker is played. The first player/ team to win seven of the 12 points, wins. The player/ team must win by two points.
4. No-Ad Scoring
   a. For singles play at deuce: The Returner has the choice of where the server must serve (Duece or Ad Court).
   b. For doubles play at deuce: Female serves to Female, Male serves to Male.
5. Once a player has started tournament play, they cannot be substituted.
7. Players call their own lines. Officials will not be on site.
8. The tournament shall be governed by USTA Code of Conduct rules.

AWARDS:

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

TRACK AND FIELD

All participants MUST be pre-registered (entered into Track Meet Manager) or they will not be able to participate. NO substitutions or additions the day of the event.

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

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

- Compete in as many track events as desired.
- Starting blocks not permitted.
- No spikes or cleated shoes allowed.

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

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

800 METER: One male and one female entrant per company, per age group.

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

400 METER (4 X 100M) RELAY: One team per company of two men and two women, each running 100 meters.

100 METER SPRINT: One male and one female entrant per company, per age group. Starting blocks are provided.

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

400 METER RUN: One male and one female entrant per company, per age group.

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

SOFTBALL THROW: One male and one female entrant per company, per age group.

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

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

LONG JUMP: One male and one female entrant per company, per age group.

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

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

SHOT PUT: One male and one female entrant per company, per age group.

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

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Track and Field (continued)

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

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

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

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

Total team points determine the team champion.

Points for ties are determined as per examples:

Two-way tie for 1st place:

10 pts. (1st) + 8 pts. (2nd) = 18 pts. divided by 2 = 9 pts. each.

Two-way tie for 4th place:

4 pts. (4th) + 3 pts. (5th) = 7 pts. divided by 2 = 3.5 pts. each.

Three-way tie for 2nd place:

8 pts. (2nd) + 6 pts. (3rd) + 4 pts (4th) = 18 pts. divided by 3 = 6 points each.

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

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

TRAP SHOOTING

FORMAT: Team (Squad) consists of five individuals. Any combination of male and female is allowed. Only one team per company can compete. A competitor may provide his/her own gun and ear and eye protection or purchase ***mandatory*** ear and eye protection at the facility. Each team member will shoot 50 targets, 2 rounds of 25 targets each from the 16 yard line.

Reservations can be made by emailing Steve Carmichael with the Clark County Shooting Complex (steve.carmichael@clarkcountyNV.gov).

FEES:

- Clay target fee: $20 per person
- Shotgun rental fee: $12 per person/hr
- Eye protection: $5 to purchase, or you may provide your own.
- Ear protection: $.50, or you may provide your own.
- Ammunition: retail price

PRACTICE FEES: $8.50 per 25 targets at the Shotgun Center. All other fees are the same.

Participants must check in at the facility on the day of the competition and:

Show ID to confirm employment with the company,

- Sign a city of Las Vegas liability waiver,
- Present Clark County Shooting Complex range card. First-time competitors must view a safety video and read and sign the Clark County liability waiver to receive a CCSC range card, if you have not done so on a prior visit,
- Fill out score card and return it to Corporate Challenge staff.

SPECIAL RULES FOR PARTICIPATING IN THE CORPORATE CHALLENGE TRAP EVENT AT THE CLARK COUNTY SHOOTING COMPLEX.

1. All new participants should consider visiting CCSC prior to competition day to view the safety video (about 5 min.) and read and sign the waiver to receive the range card. For hours of operation, please visit their website at www.clarkcountynv.gov/shootingcomplex.
2. Prior to the day of the Corporate Challenge Skeet event, it is advised that all new participants visit CCSC to shoot a minimum of one round (25 targets) of skeet under the supervision of their staff. Staff will provide helpful information and safety tips. One round of 25 targets is $8. You may purchase the ammunition from the facility or bring your own.
3. **EAR AND EYE PROTECTIONS ARE MANDATORY.**

GENERAL RULES OF TRAP:

1. Safety is of the utmost importance. Anytime you are carrying a shotgun at any facility, the breech should be open and the firearm completely void of ammunition. Pump guns and automatics should be carried with the muzzle carried pointing up until you arrive on your shooting station. Break-action guns, such as over/unders and single barrels, should be carried open and the muzzles facing down.

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Trap Shooting (continued)

2. When moving from the gun rack to your starting shooting station, carry your firearm as described above. Once at your shooting station, the muzzle of the gun should be pointed downrange. You may put a single shell into the chamber of your gun once at your shooting station, but do not close the action until it is your turn to shoot.
3. When it is your turn to shoot, close the action, bring the gun up to your shoulder, place your cheek on the stock to allow your eyes to line up the beads, and call "pull" for the release of your target. Once you have fired, bring the gun back down, eject the empty shell, and start the process over again. You will shoot at five targets from each of the five stations to comprise a 25-target round. Each time you change stations, the gun must be open and ammunition removed. When moving from station five to station one, you always walk behind the other shooters in your group. When you have completed your round, move back to the gun rack area carrying the firearm as described above.

TRAP TIPS:

The average target on a trap field is shot at a distance of 30 to 35 yards from you, so "modified" or "full" chokes are preferred, and barrel lengths of 30" to 34" are recommended. Most trap shooters prefer shot pellet size # 8 or 7.5. Trap targets are flying away from you at unknown angles, but will always fly the same distance (approx. 50 yards) and at the same height. Good basic instincts are helpful, but the game can be made much easier with a few rounds of practice. Trap and skeet both use the same physical target, but there are major differences in the layout of the field and shooting stations.

TRIVIA CHALLENGE

FORMAT:

4 person team with 1 table monitor (5 people total; not gender specific).

There will be three rounds with 10 preselected questions in each round. Each question is worth ten points; a total of 100 points in each round and 300 points total.

RULES:

1. Each table will consist of 4 teams member and one table monitor (from an opposing team)
2. No electronic or assistive devices of any kind (paper, visual, etc.) will be allowed.
3. Teams will be required to place any cell phones in the middle of the team table.
4. If a person must step out to take a phone call, email or text during the round, they must sit out that entire round.
5. Teams will designate a spokesperson from their team who will be the scribe.
6. Answers must be written legibly and close to spelling as possible (even if just phonetically).
7. A question will be called out and shown on a big screen.
8. Team will have 45 seconds to answer their question and write the answer down on the numbered answer sheet.
9. Once the 45 seconds answer period has passed, the announcer will not return to that question.
10. Answers will not be allowed to be changed or added after the 45 second time period.
11. If a question is unanswered within the 45 seconds answer period, the table monitor will mark through the numbered line on the question sheet with a red marker.
12. Once a round is complete, the table monitor will grade the questions at the table. Total points accrued from the round will be written on the score card.
13. Answers will be given by the announcer.
14. Once round is complete, room monitors will collect the round answer sheet.
15. At the end of all three rounds, points on the score card will be totaled by table monitor.
16. The winner will be the team with the most points at the end of the third round.
17. In an event of a tie for 1st - 3rd place, a question will be selected at random from a box of questions.
18. The tied teams will follow the same set of above mentioned rules for the tie rounds; sudden death format.

CHEATING:

If a person/persons get caught cheating, the entire team will be eliminated from the entire game and will be asked to leave.

AWARDS:

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

VOLLEYBALL

TEAMS: Coed teams composed of three men and three women. Each team is allowed 12 players on the roster. The entire team must register with the volleyball tournament director at the event check-in. **All team members must provide proof of employment, with picture ID on all team players at registration. Players must be in attendance during team check-in (roster complete, ID & signatures).**

UNIFORMS: Shirts must be similar and of the same color for all players on your team. Numbers on the shirts are not required.

WARM-UP TIME: There may or may not be warm-up time available on the court prior to each game.
Teams will be responsible for paying official fees: $24/game, $12/team.
Please have exact change!

GAME LOCATION:

City of Las Vegas Dula Gym
451 E. Bonanza Road, Las Vegas, 89101

NOTE: Parking is available under the freeway behind the building. Please do not leave valuables in vehicle.

FORMAT:

1. Bracketing will be done on-site with team registration/check-in by 6 p.m.
2. Tournament director reserves the right to make rule or schedule changes on the spot. United States Volleyball rules apply with some rule changes to help the matches run effectively.
3. The first game played to 30 points, every game after that will be played to 21 points. *Note: Teams could potentially play two games to 30 pts if during 2nd round you play against a 1st round team.*
4. To start, the official flips a coin and the winner of the coin toss chooses from serving or side selection.
5. A team must start the game with six players, three male and three female. If your full team is not available to play at game time, your team will forfeit the game (see tournament director for details). You have until your second game to fill your team; if not, your team will be eliminated from the tournament.
6. The assigned floor captain has one minute to have his team ready to play after the official blows the whistle indicating time to play. If the team is not ready, the official can award a “point and serve” to the opposing team for every minute not ready.
7. Players must wait for the official to signal before they serve. Each team will receive one warning per game if their player serves before the official indicates service. On the second offense, the official will award a “point and serve.”

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Volleyball (continued)

8. Coed hitting rule is enforced. If the ball is hit two or three times before going over the net, at least one hit must be by a female.
9. A ball that hits the ceiling can be played if it returns to your side of the court. *Other obstacles will be a judgment call by the official.*
10. Players are not allowed to step into the adjacent court at any time. If so, play will stop and the official will award "point and serve" to the opposing team.
11. If your foot crosses the center line (your whole foot or contact is made with another player), play is stopped and "point and serve" will be awarded to the opposing team.
12. Each team gets one 30-second time-out per game.
13. When rotation has one male player in the front row, a backcourt male player may assist on a block.
14. Players may not pound the ball on the floor or walls if a game is under way.
15. New players can be substituted into the game to the center back position on each rotation or to any position when a time-out is called. The time out can be called by either team or an official. The official must signal the new players into the game. Players re-entering the game must return to their original position.
16. All players must conduct themselves in a courteous, cooperative, and sportsmanlike manner or risk being ejected from the tournament.
17. Only the floor captain may discuss rulings with the official or ask score.
18. All protests are taken up on the spot. All protests must be in writing to the tournament director. (Judgment calls cannot be protested. See Corporate Challenge Handbook on protests.)
19. The ball can be hit with any part of the body.
20. A double hit will be allowed on the first ball over the net.
21. Players cannot wear hats, watches, or dangling jewelry during games.
22. All players are responsible for understanding the rules. Clarifications will be made during the team captain's meeting scheduled prior to the event date.
23. This is a double-elimination tournament.
24. Do not leave the gymnasium until you have checked with the Tournament Director and are positive that you know the date, time, and location of your next game.
25. Server is allowed one toss per serve.
26. Serve may touch the net and remain in play.

AWARDS:

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

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

WALK RACE (4K)

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

Teams must register all participants at http://teams.topguntiming.com

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

RULES:

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

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

ZOMBIE APOCALYPSE

LOCATION:

Spy Ninjas HQ, 7980 W. Sahara Ave. Phone: 702.444.4800

Zombie Apocalypse Virtual Reality is a test of communication, situational awareness, and resource management under pressure, played on the Arizona Sunshine platform. Teams compete against a live leaderboard

FORMAT: Single Round Sprint

Leaderboard Format

- **The Sprint:** Every team plays one straight survival mission of 15 to 20 minutes.
- **Scoring:** The final team score is calculated and posted to a live, visible leaderboard.
- **The Playoff:** If required, the top three teams advance to a 15 minute Horde Mode playoff round featuring non stop zombies. The highest scoring team in that round takes the win.

GAMEPLAY AND SCORING RULES:

- Team size: 4 players per company.
- Short handed rule: A team fielding only 3 players may still compete. The system averages the final scores of those 3 players and adds that average as a Ghost 4th Player score, so the team is not heavily penalized.
- Scoring mechanics: Points are awarded for total zombie deactivations. Headshots carry a point multiplier.
- Time bonus: A multiplier is applied based on how quickly a team completes the core mission objectives.
- Practice: Pre event practice at Spy Ninjas HQ is encouraged and may be booked in advance by participating companies.

REGULATIONS AND CODE OF CONDUCT:

- Age and size restrictions: Ages 18 and up. No minimum or maximum height or weight restrictions.
- Conduct: No foul language, pushing, shoving, or roughhousing. Zero tolerance for physical violence or threats. All players must treat the VR headsets and equipment with care.

AWARDS:

Medals will be given to the top 3 teams in each division

40 YEARS

LAS VEGAS

CORPORATE CHALLENGE

★ GAMES ★

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lasvegasnevada.gov/corporatechallenge

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