



2025 RULE BOOK

SITE COORDINATORS & CONTACTS

Event	Host	Contact	Phone Number
5K Run	Mile 26 Running Co	Tyler Nelson	805-658-4743
Axe Throwing	The Mighty Axe	Marshall McMeekan	815-440-4498
Basketball	City of Ventura	Lauren Chumbley	805-658-4738
Beach Volleyball	City of Ventura	Tyler Nelson	805-658-4743
Billiards	Stiix Billiards	Jerry Matchin	805-641-2020
Bocce Ball	Limoneira	Lauren Chumbley	805-658-4738
Bowling	Buena Lanes	Roger Heap	805-677-7771
Cornhole	City of Ventura	Lauren Chumbley	805-658-4738
Darts	Elks Lodge	Lauren Chumbley	805-658-4738
Dodgeball	City of Ventura	Lauren Chumbley	805-658-4738
E-Games	City of Ventura	Tyler Nelson	805-658-4743
Flag Football	City of Ventura	Lauren Chumbley	805-658-4738
Golf	Olivas Links Golf Course	Chris Harvey	805-677-6770
Indoor Volleyball	City of Ventura	Lauren Chumbley	805-658-4738
Kickball	City of Ventura	Lauren Chumbley	805-658-4738
Lazertag	Lazertag Extreme	Steve Barnhart	805-577-8400
Miniature Golf	Golf-N-Stuff	Tyler Nelson	805-658-4743
Photo Contest	City of Ventura	Tyler Nelson	805-658-4743
Pickleball	City of Ventura	Lauren Chumbley	805-658-4738
Sand Sculpture Contest	City of Ventura	Tyler Nelson	805-658-4743
Six-A-Side Soccer	City of Ventura	Lauren Chumbley	805-658-4738
Softball	City of Ventura	Lauren Chumbley	805-658-4738
Surfing	City of Ventura	Tyler Nelson	805-658-4743
Table Games	Four Points Sheraton	Lauren Chumbley	805-658-4738
Table Tennis	Fremont School	Tyler Nelson	805-658-4743
Texas Hold' Em	City of Ventura	Tyler Nelson	805-658-4743
Tug-O-War	City of Ventura	Tyler Nelson	805-658-4743

EVENT SITE ADDRESSES

BUENA LANES

1788 Mesa Verde Ave, Ventura, CA 93003

- Bowling

CAMINO REAL PARK

Dean Dr & Varsity St, Ventura, CA 93003

- Kickball
- Softball
- Six-A-Side Soccer

FOUR POINTS SHERATON

1050 Schooner Dr, Ventura, CA 93001

- Trivia
- Scrabble
- Texas Hold' Em
- Speed Chess

FREMONT SCHOOL

1130 N. M St, Oxnard, CA 93030

- Table Tennis

GOLF N STUFF

5555 Walker St, Ventura, CA 93003

- Miniature Golf

HARBOR COVE

1998 Spinnaker Dr, Ventura, CA 93003

- Beach Volleyball
- Sand Sculpture Contest
- Tug-O-War
- Closing Ceremonies

HARRY A LYON PARK

De Anza Dr, Ventura, CA 93001

- Pickleball

LAZERTAG EXTREME

591A Country Club Dr, Simi Valley, CA 93065

- Lazertag

THE MIGHTY AXE

650 Collection Boulevard #2030, Oxnard, CA 93036

- Axe Throwing

LIMONEIRA

1141 Cummings Road, Santa Paula, CA 93060

- Bocce Ball

MILE 26 RUNNING CO

2222 E. Thompson Blvd, Ventura, CA 93001

- Virtual 5k

OLIVAS LINKS GOLF COURSE

3750 Olivas Park Drive, Ventura, CA 93001

- Golf

STIIX BILLIARDS

2520 E. Main St, Ventura, CA 93003

- Billiards

VENTURA COMMUNITY PARK

Auto Center/Ventura Toyota Fields 901 S Kimball Rd,
Ventura, CA 93004

- Kickball
- Softball
- Cornhole
- Flag Football
- In-Person 5K
- E-Games

VENTURA ELKS LODGE #1430

2126 Knoll Drive, Ventura, CA 93003

- Darts

PACIFICA HIGH SCHOOL

600 E Gonzales Road, Oxnard, CA 93036

- Dodgeball
- Indoor Volleyball

OXNARD HIGH SCHOOL

3400 W Gonzales Road, Oxnard, CA 93036

- Dodgeball
- Indoor Volleyball

DEL SOL HIGH SCHOOL

1975 Camino Del Sol, Oxnard, CA 93030

- Basketball

MEDALS, POINTS, TROPHIES & TIE BREAKS

MEDALS

Participants in each event will receive gold medals for a first-place finish, silver medals for a second-place finish, and bronze medals for a third-place finish.

TEMPORARY PLACEMENT POINTS

Sports requiring more than one group/session earn temporary points per group/session:

- 5 points for a 1st place finish
- 4 points for a 2nd place finish
- 3 points for a 3rd place finish
- 2 points for a 4th place finish
- 0 points for a 5th place finish or lower

Temporary Placement Points are added to determine the overall winner for that sport. For example, Team A takes one 1st, and two 3rd place finishes over three sessions to earn 5 points + 3 points + 3, totaling 11 placement points (placement points are used for the virtual 5K, In-Person 5K, Table Tennis, Table Games, and Billiards events).

Points will go towards the overall company (Ex. Amgen), not the individual teams (e., Amgen Team 1, Amgen Team 2).

Division A/B companies will receive two bonus points if their second team finishes within the top four (4) places in any event.

TROPHIES

One trophy per Division (A, B, C, D) is presented to the company whose teams collectively earn the most points. Points are awarded per event by the following standard:

- 8 points for a 1st place finish
- 6 points for a 2nd place finish
- 4 points for a 3rd place finish
- 2 points for a 4th place finish
- 1 point for participation

TIE BREAKER RULES

Teams tied in points must follow the below to determine the winner:

- Head-to-head competition within events
- Number of games/matches played before elimination
- Points differential in similar events
- Flip a coin

JD PROBASCO TEAM UNITY AWARD & EVENTS

The Team Unity Award was named in honor of a fellow City staff member, JD Probasco, whose love for the Corporate Games lives on through this distinguished award. Team Unity Events include Community Service, Photo Contest, T-Shirt Design Contest, and Sand Sculpture Contest. **Teams must participate in three of the four activities to be eligible.**

1. COMMUNITY SERVICE PROJECT

Community service is the backbone of the Corporate Games. Businesses that give back to the community regularly foster long-term camaraderie and teamwork. Companies can organize and complete their own community service projects or volunteer for an established community service organization.

Download and complete the Volunteer Tracking Form at: www.cityofventura.ca.gov/CorporateGames Completed forms are due by: Friday, May 2, 2025

HOW TO SUBMIT:

- Mail to 501 Poli Street. Room 226, Ventura, CA 93001 – Attention: Corporate Games
- Fax to 805-648-1030
- Scan and email to tnelson@cityofventura.ca.gov

2. PHOTO CONTEST

Teams participating in the Photo Contest can submit up to 10 photos total amongst the categories listed below:

- **Category 1** - Best Group Spirit
- **Category 2** - Best Action Shot
- **Category 3** - Best Community Service Shot

All contest photos must be submitted by: Friday, May 9, 2025

Photo Contest winners will be announced on: Tuesday, May 13, 2025

HOW TO SUBMIT:

- Email photos to cgphotocontest@cityofventura.ca.gov
- Email Subject Line - "Team Unity Event – Organization Name"
- Label photos with the following format:
CategoryNumber_PhotographerName_OrganizationName_Event.jpg
(Ex. 2_TylerNelson_CityofVentura_Golf.jpg)

3. T-SHIRT CONTEST

Teams participating in the T-Shirt Contest must submit photos of the front and back of the design. T-Shirt designs must include:

- Company Name
- Corporate Games Torch
- 2025 Theme: "Capture Team Spirit!"

T-Shirt Photos must be submitted by: Saturday, May 3, 2025*

*Note: Teams may choose to bring their T-shirt design submissions to Closing Ceremonies on Saturday, May 3

HOW TO SUBMIT:

- Email photos to tnelson@cityofventura.ca.gov
- Email Subject Line – "T-shirt Contest – Organization Name"

4. SAND SCULPTURE CONTEST

Teams will meet at Harbor Cove Beach on May 3, 2025, and have between 9:00 a.m. to 12:00 p.m. to design and construct their Sand Sculpture. Once finished, judges will score and award first, second, and third-place winners. The design must include the 2025 theme: "Capture Team Spirit!"

HOW TO PARTICIPATE:

- Teams consist of up to six participants designing and building a sand sculpture within three hours. Teams will have to construct their sculpture within a 10' x 10' area.
- Teams may use natural materials commonly found on the beach; unnatural or man-made materials cannot be used in the sand sculptures.
- No supporting forms or other man-made objects may be used to support/stack sand during construction of sand sculptures. Small buckets (5 gal or less), shovels, and other tools may be used to construct the sculpture; however, they cannot be in the final product.

NUMBER OF PARTICIPANTS PER TEAM PER SPORT

OUTDOOR EVENTS

- 5K, **unlimited**
- Beach Volleyball, **4-6***
- Bocce Ball, **4**
- Cornhole, **2 teams of 2**
- Flag Football, **6 – 10***
- Golf, **4**
- Kickball, **10 – 15***
- Miniature Golf, **4**
- Pickleball, **2**
- Sand Sculpture Contest, **6**
- Six-A-Side Soccer, **6 – 10***
- Six-A-Side Soccer – Women's, **6 – 10***
- Softball, **10 – 15***
- Surfing, **6**
- Tug-o-War, **6-12**

***Team event number ranges allow for mid-game substitutions**

INDOOR EVENTS

- Ax Throwing, **4**
- Basketball, **6-10***
- Billiards - 8 Ball, **2**
- Billiards - 9 Ball, **1**
- Bowling, **5**
- Darts, **4**
- Dodgeball, **6 – 10***
- E-Games, **2 teams of 2**
- Indoor Volleyball, **4 – 10***
- Lazertag, **8 - 12**
- Table Games
 - Scrabble, **1**
 - Speed Chess, **1**
 - Trivia, **2-6***
- Table Tennis, **2**
- Texas Hold' Em, **3**

IMPORTANT!

The Team Captain/Company Coordinator **must first** register their company team **before** other members can sign up.

REGISTER

<https://runsignup.com/Race/CA/Ventura/CorporateGames5K>

All runners competing virtually must download the running app RaceJoy, available on iOS or Apple. The app tracks routes, distances, and times. Times are saved on the app and compared to other runners in the Division.

The Team Captain/Company Coordinator will then submit First and Last Names of each runner and their age group. Age groups are as follows for both male and female runners: 18-29, 30-39, 40-49, 50-59, and 60+.

Runners may register for In-Person, Virtual, or both, but everyone running must register online.

EVENT DATES

VIRTUAL:

All runners must complete their 5k between March 22 and April 20. Team members are allowed to re-run for a different time, however, only the last run will be counted.

IN-PERSON:

The In-Person 5K will take place on Saturday, March 22, during the Opening Ceremonies. Teams will compete in time segments based on their division.

MEDALS

VIRTUAL:

All winners will be announced once the final results have been calculated. Participants must go to Mile 26 Running Co in Ventura, or send a team representative to collect their medals.

IN-PERSON:

Winners will be announced, and medals will be given out directly after the event is finished. If anyone leaves before the medals are handed out, a team representative may collect the medal for them.

POINTS & SCORING

Team scores and overall points will be determined by calculating 1st through 4th place in each age group.

Points are awarded to the top four places in each age group for men and women. Individual medals will be given to the top three finishers in each gender and age group. Overall, event winners are determined through placement points.

NOTE: these are two separate 5Ks. Participants can compete in and earn medals for both. These two races are combined when assessing team overall points.

AX THROWING: UP TO 4 PARTICIPANTS



OVERVIEW

Teams of four take turns throwing axes at a target. Teams will compete against each other head-to-head. Each player will have 10 chances to throw an ax at the target. The scores from all throwers will be added together, and the team with the highest score wins. A team may compete with fewer than 4 throwers, but no one can throw twice.

TIE BREAK

In the event of a tie, the two players with the highest score will compete in an axe throw-off at the same time. The player with the highest scoring throw wins and their team advances. If a player's foot crosses over the lane line, it is considered a foul and the throw will not count.

SCORING:

If the axe breaks the barrier of a ring marker, the higher point total will be awarded. If the axe does not stick to the target, no points are awarded. The Axe Master is the final judge when it comes to any scoring disputes.

- **Foul:** No point
- **Ring 1:** 1 point
- **Ring 2:** 2 points
- **Ring 3:** 3 points
- **Ring 4:** 4 points
- **Bullseye:** 6 points
- **Kill Shot:** 10 points

The kill shot may only be utilized on the 10th and final throw during a regular match. If a player misses, they receive a zero for that throw. The kill shot is active on every throw during a sudden death tiebreaker.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff or host staff at the beginning of the event.

EQUIPMENT

Axes will be provided. Participants are not allowed to use personal equipment.

BASKETBALL: 6 TO 10 PARTICIPANTS

OVERVIEW

Games consist of two 20-minute halves with a running clock. If the score difference is single digits in the last two minutes of the second half, the clock will stop on every whistle.

Players must check in with the scorekeeper before entering the game.

TEAM STRUCTURE

Teams play with five players but may play with as few as four. Teams may start with as few as three players without forfeiting however, four players must be present by the 10-minute mark of the first half for the game to continue.

TIMEOUTS

Teams are allowed one timeout per half, with one additional "floater" timeout that can be used in any half. One additional timeout will be given for each team in overtime.

FOULS & TECHNICAL FOULS

After the 7th team foul, teams shoot a bonus "1 & 1" free throw after every foul. After the 10th team foul, teams shoot a bonus "2 free throw shots" after every foul. If a team commits two fouls in the last two minutes, and they are not in the bonus (7 or more team fouls) yet, then the opponent will shoot "1 & 1" free throws immediately following the second foul in last two minutes.

Poor sportsmanship technical fouls will result in a 10-minute sit-out. Two technical fouls in the same game will result in removal of a player for the remainder of the game. Three technical fouls by the same player will result in the removal of the player from the tournament.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Balls will not be provided.

BEACH VOLLEYBALL: 4 TO 6 PARTICIPANTS

OVERVIEW

Teams will be placed into pools day-of the tournament. Please arrive at least 15 minutes prior to the assigned tournament start time to check in. Late arrivals may not be allowed to join the tournament. All matches are one game, played to 21 points with a 2-point lead to win each game using rally scoring. Teams must switch sides after every seven points scored. Nets will be set to 8' height.

Please arrive at your scheduled game time. Net violations will be called with the non-violating team winning the point.

- No open-handed tipping
- A served ball may not be blocked
- A block or partial block does not count as one of a team's 3 hits
- No open hand service receptions
- No "Girl" rule – a girl does not have to touch the ball before going over the net

TEAM STRUCTURE

Coed teams will be made up of four players. Teams can compete with fewer than 4 players, but teams cannot have more men than women on the court. Players do not need to rotate position while playing but must serve in the correct order.

PROOF OF EMPLOYMENT

Teams must show proof of employment at the beginning of the event to Corporate Games staff.

EQUIPMENT

Game balls will be provided.

BILLIARDS – 8-BALL: 2 PARTICIPANTS

TEAM STRUCTURE

Teams consist of two players, playing in a single elimination tournament. Players must be 21+ years to participate.

OVERVIEW

Matches will consist of a race to 3 wins or 50 minutes, whichever comes first. If the match is tied at 50 minutes, the team with the fewest number of balls on the table will be declared the winner. One team pockets balls numbered one through seven, while the other side pockets numbers nine through fifteen. The team pocketing their group of balls first, then legally pocketing the 8-ball wins the game. On all shots, a player must strike one of their group of balls first and pocket an object ball. It is okay to bank the cue ball before hitting the object ball, however, after hitting the object ball, a ball must be pocketed or contact a rail.

SCORING

Placement points will be determined by calculating for 1st - 4th place in Eight Ball and Nine Ball.

START OF PLAY

The winner of the coin toss or lag may choose to break or rack the balls. To be a legal break a ball must be pocketed, or 4 balls must hit a rail. All balls pocketed on the break remain pocketed. If a team makes the 8-ball on the break and the cue ball does not scratch or jump the table, they win.

If a ball from only one group is pocketed on the break shot, the first team claims that group as their target group. If balls from both groups are pocketed, the choice remains open until a player legally pockets another ball during their turn at the table.

END OF PLAY

When a player has the 8-ball as their object ball, they are required to MARK the intended pocket before the shot, hit the 8-ball first, and then:

- Pocket the 8-ball, or
- Cause the 8-ball or the cue ball to contact a cushion. If a player fails to either hit the 8-ball or cause the 8-ball or cue ball to contact a cushion, it is a foul.

A loss results if one of the following occurs:

- A team makes the 8-ball in a pocket other than the one marked,
- A team makes the 8-ball when it's not the legal object ball (unless it is from the break),
- A team jumps the 8-ball or any ball off the table when shooting the 8-ball, and
- Pocketing the 8-ball and cue ball on the same shot.

BILLIARDS – 8-BALL (CONTINUED)

FOULS

If a player commits a foul, the other team receives ball in hand, meaning they can place the cue ball anywhere on the table and take their shot. The following result in a foul:

- Striking any ball off the table or the cue ball in the pocket
- Moving or touching any ball by means other than a legal play
- Shooting with no feet touching the floor
- Coaching or advising a player who is shooting
- Deliberately stalling the progress of the game

TIEBREAK

If the match is tied and both teams have an equal number of balls on the table, the match will be considered a draw. If a match is a draw, teams will flip a coin for the break and each player will be given a turn to shoot. The player with the fewest balls left on the table after their break will be declared the winner.

PROOF OF EMPLOYMENT

Teams must show proof of employment at the beginning of the event to Corporate Games staff.

EQUIPMENT

Participants may bring their own pool cues or borrow them from Stiix Billiards.

BILLIARDS – 9-BALL: 2 PARTICIPANTS

TEAM STRUCTURE

Teams will consist of a single player playing in a single elimination tournament. Players must be 21+ years to participate.

OVERVIEW

Matches will consist of a race to 4 wins or 50 minutes, whichever comes first.

On each shot, the first ball the cue ball contacts must be the lowest-numbered ball on the table, but balls don't need to be pocketed in order. If a player pockets any ball on a legal shot, the player remains at the table for another shot, and continues until they miss, foul, or win the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table.

RACKING

The balls are racked in a diamond shape, with the 1-ball at the top of the diamond, the 9-ball in the center of the diamond, and the other balls in random order, racked as tightly as possible.

START OF PLAY

The game begins when the breaker strikes the 1-ball and either pockets a ball or drives at least four balls to the rail. If the cue ball is pocketed, it is a foul, and the incoming player has the cue ball in hand anywhere on the table. If, on the break shot, the breaker causes an object ball to jump off the table, it is a foul, and the incoming player has the cue ball in hand anywhere on the table. The object ball is not re-spotted unless it is the 9-ball.

FOULS

Balls are not re-spotted when a player commits a foul. The incoming player is awarded ball-in-hand anywhere on the table. A foul results if one of the following occurs:

- The first ball contacted by the cue is not the lowest numbered ball on the table,
- No ball is pocketed and failure to drive the cue ball or any numbered ball to the rail after the cue ball contacts the object ball,
- An object ball is driven off the table, or
- If during an attempt the jump, curve, or masse the cue ball around an impeding numbered ball, the impeding ball moves.

END OF PLAY

The game ends on a legal shot in which the player legally pockets the 9-ball.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff or host staff at the beginning of the event.

EQUIPMENT

Participants may bring their own pool cues or borrow them from Stiix Billiards.

BOCCE BALL: 4 PARTICIPANTS

OVERVIEW

Tournament brackets will be developed prior to the start of the tournament. Teams must follow the format established by the City of Ventura. Games will be played to 14 points or 15 minutes, whichever comes first. **Medal round matches** will be played to 14 points of 20 minutes, whichever comes first.

TEAM STRUCTURE

Teams will consist of four players on each side. Teams may play with fewer than four people; however, the places in the rotation will be skipped for every missing person. Playing rotation must be maintained throughout the game.

START OF PLAY

Teams flip a coin to determine which team rolls first. The first player throws the pallino into the opponent's court; it must go more than halfway down the court. That player also rolls the first bocce ball. The goal is to get as close to the pallino as possible. Once the pallino and first ball are rolled, teams alternate until each player has rolled and the appropriate number of balls have been tossed.

Remember, teams will have fewer balls to get closer to the pallino if playing with fewer than four players.

SCORING

Scoring is done after both teams roll all of their balls. One point is awarded for each ball that is closest to the pallino and inside of any opponent's ball. Therefore, at least 1 point and as many as 4 points may be awarded to a team in each frame. Points are determined at each court by the players. If players cannot determine points, a Corporate Games representative can step in to referee. Corporate Games representatives' decisions are final.

PENALTIES

Stalling is not permitted and will be considered unsportsmanlike, and teams may be disqualified for unsportsmanlike conduct. If a team is not present within 5 minutes of the start of their match, the match will be forfeited. If a team arrives at their court after the match is scheduled to begin, but within the 5-minute grace period, the late-arriving team will be penalized 5 points.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event. Teams must check-in at least 30 minutes prior to their first scheduled match.

EQUIPMENT

Balls will be provided.

BOWLING: 5 PARTICIPANTS

OVERVIEW

Lanes will be pre-assigned. Event captains must submit the first and last names of the bowlers on their teams, in the order they will be bowling, prior to the start of the tournament. IDs will be checked at your assigned lanes before bowling begins. No handicaps will be given. This is a scratch tournament, with no handicaps given.

TEAM STRUCTURE

Teams will consist of five bowlers playing in a single elimination tournament. Teams may have fewer than 5 bowlers but can only use scores from bowlers present.

Teams may not substitute bowlers. If a bowler is late, they may enter the game only if arrival is before the third frame. No blind bowling, scores will only be accounted for while participants are bowling. Blind bowling is when scores are assumed due to a missing player.

END OF PLAY

After bowling, team scores will be determined by adding combined players' scores.

TIEBREAK

In the event of a tie score, the highest individual game will determine the winning team.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Players may use their own balls and shoes or rent them from Buena Lanes.

CORNHOLE: 2 TEAMS OF 2 PARTICIPANTS

OVERVIEW & TEAM STRUCTURE

The tournament will be a single-elimination tournament. Teams will consist of two players. All companies are allowed two teams.

TIME LIMIT

Matches will have a 30-minute time limit. If, after 30 minutes, teams are tied 1-1 in games, the current score of game three will determine the winner.

FORMAT

Teams will play best of three games, score to 21, no bust. The last game, if needed, will be played to 15.

The team that scores after each round will throw the next round first. If there is no score after the round, the first throw alternates teams from the previous round.

START OF PLAY

To determine who throws first, have all four players stand in a circle and spin one bag. Whoever the seams of the bag are pointing at will throw first. Start throwing one bag at a time, alternating teams after each throw.

SCORING

Each bag that lands on the surface of the board counts as 1-point. Each bag thrown into the hole counts as 3-points. We will use a "Cancel" scoring format:

Example: Team A has 2 bags on the board and 1 bag in the hole, totaling 5-points. Team B has one bag on the board and 2 bags in the hole, totaling 7-points. Team B wins the round and gets 2 points. Team B throws first the next round.

SUDDEN DEATH

If Team A wins game one, and team B is winning game two when time expires, then the match is tied one game apiece. In this scenario, each player will throw four bags each (one round). The person who scores the most points with their four throws will be the winner of the overall match.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

All boards and bags will be provided for participants. Players may use their own bags, **provided** they also provide bags of equal quality for their opponents, **AND** their opponents agree to use the bags.

DARTS: 4 PARTICIPANTS

OVERVIEW

Teams will consist of 4 players playing in a single elimination tournament. Teams may play with fewer than four players; however, the places in the rotation will be skipped for each missing person. Players must be 21 years of age or older to participate.

GAME PLAY

Each pair will play a single game of 301. If a tiebreaker game is necessary, a game of 501 with the foursome will be played to determine the winner. For medal rounds, each pair will play a game of 501, with the tiebreaker game played to 701.

Teams may select their pair to start the match. Each pair will throw one (1) dart, with the team closest to the center starting the game. Each team is required to supply a scorekeeper for their match.

Each team starts with 301 points. Each dart thrown will deduct from this total. Any player who hits a double or triple equal to or greater than the remaining points wins the game. Any dart hitting the Bullseye is considered a double and is worth 50 points. Doubling-In and Doubling-Out are not required.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Players **MUST** provide their own steel-tipped darts.

DODGEBALL: 6 TO 10 PARTICIPANTS

TEAM STRUCTURE

A game will be played with a maximum of six players on the court for each team, or a minimum of three players.

OVERVIEW & TIME LIMITS

Matches will be a race to four wins or a 25-minute time limit. If no team has four game wins after 25 minutes, the team with the most wins will advance to the next round. **Medal Round games will not have a time limit**, played as a race to four wins, and each game will be played until all players are out.

START OF PLAY

Games will start with balls placed in the middle of the court. On the official whistle, players will retrieve two balls on the right-hand side of the court to start play.

GAMEPLAY

The intent of the game is to throw at and catch balls from the opposing. Players from each team attempt to "hit" opponents with a thrown ball before the ball strikes the ground or structure. Players "hit" with an opponent's ball are retired to the "Player Return Area" and may return to the game in the order they were retired.

Ball blocks are allowed. Teams may only play with the same 6 players for each game. If a team brings more than 6 players, they may make substitutions between games, but not during the game. Any players not playing can help shag balls.

When a player's thrown attempt is caught by a player of the opposing team before it strikes the ground, wall, or other structure, the player is retired to the "Player Return Area". A caught ball retires an opponent AND allows a teammate to re-enter the game in the order they were retired.

The first player in the "Player Return Area" may not help retrieve balls. All other players and spectators helping to retrieve balls must roll the balls back onto the court from the back.

THROWING

Players have five seconds to throw the ball toward the other team after gaining possession of a ball.

SAFETY

Players who try to deliberately aim for an opponent's head may be removed from the game at the referee's discretion. Any team not playing as intended will be disqualified for unsportsmanlike conduct.

END OF PLAY

A game is declared over when either all players on a team have been tagged out or time expires, and a tie does not exist. The team that has the most players left at the end of a game wins the game.

TIEBREAKER

If there is a tie, finish the current game and the winner will advance.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

All balls are provided. Players may not use their own equipment.



OVERVIEW

Teams of 2 will compete against each other in a doubles battle in Super Smash Brothers Ultimate on the Switch.

GAME PLAY

All matches will consist of one stock battle with all four fighters starting with four (4) lives, and a time limit of seven (7) minutes. The match ends once both players from one team lose all their lives, and the other team claims victory. If time ends before either team has lost all their lives, then the team with the most remaining lives will claim victory. If both teams have the same number of lives remaining, then the team that gave the most damage will claim victory.

All matches will be played on the Final Destination Stage with no Stage Hazards or Items.

Players may select any character that they like. All four (4) players must select a character within one (1) minute. If a player does not select a character within one (1) minute, their opponent may choose to select their character for them.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Switch devices and controllers will be provided. Participants may not use their own controllers.

FLAG FOOTBALL: 6 TO 10 PARTICIPANTS

OVERVIEW

A team shall consist of five players on the field. Games will consist of two 15-minute halves with a running clock and a 5- minute half time. All changes of possession will begin on the team's own 15-yard line.

No downfield blocking, tackling, kickoffs, field goals, or punting is allowed.

OVERTIME

If the game goes to overtime, each team will have four plays to score from their opponent's 15-yard line and then go for extra points. If the score is still tied after each team gets one possession, the ball will be placed at midfield and both teams will have four plays to score and go for extra points again. If the score is still tied after each team gets one possession, teams will continue to attempt to score from midfield until one team scores more than their opponent.

OFFENSE

While on offense, each team attempts to drive the length of the field and score a touchdown. Each team will be given four plays to cross midfield and then four plays to score after crossing midfield. Touchdowns are worth 6 points with extra points worth 1 point if attempted from the 5-yard line or 2 points if attempted from the 10-yard line.

No pitching or hand-offs once the ball has crossed the line of scrimmage. There are no limits on hand-offs behind the line of scrimmage. No Bump-and-Run guarding.

RUSHING & DEAD-BALL

All players that rush the QB must be a minimum of five yards away from the line of scrimmage when the football is snapped. The QB has five seconds to pass or hand off the ball. No direct runs by the QB. The play is dead if a pass is not thrown in five seconds.

Play is also dead when:

- The ball carrier has its flag pulled,
- The ball carrier steps out of bounds,
- A touchdown is scored, or
- The ball carrier's knee or football hits the ground.

INTERCEPTIONS

Interceptions can be run back, but everyone on the intercepting team must take a knee to avoid downfield blocking.

NO RUN ZONES

"No Run Zones" exist when the ball/line of scrimmage is within five yards before the midfield line or endzone. Teams cannot run the football within these zones.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Balls will not be provided. Flags will be provided.

GOLF TOURNAMENT: 4 PARTICIPANTS

FEES

Team fees are \$300/team and include green fees and tee prizes. Any team participating in the Golf event will be emailed a separate link to pay the Golf Course directly. Please do not call the Golf Course.

PRACTICE ROUNDS

Practice rounds are available for \$20/player, including cart, Mondays- Thursdays, after 5 pm, based on availability, beginning March 17, 2024.

Please call Olivas Links Golf Course Pro Shop at 805-677-6770 to check availability.

CHECK-IN

Teams must check in at the tournament table at least half an hour before the scheduled tee time.

FORMAT

A shotgun format is used in which teams will be split and paired with another twosome in their Division.

The tournament will use a scramble format in which each team must use a total of three tee shots from each player during the round.

TEES

Players tee off from different tees based on their self-reported Handicap.

0-8 Handicap players must tee off from the Blue Tees

9-15 Handicap players may tee off from either the White or Blue Tees

16+ Handicap players may tee off from the tee of their choice

SCORING

Teams with the lowest gross score will be declared the winner. Using the lowest score on the #1 handicap hole, #2 handicap hole, until the tie is broken will break tie scores.

CONTESTS

There will be a Putting Contest, Longest Drive Contest on hole #10, and Closest to the Pin Contest on Par 3's for all participants.

PROOF OF EMPLOYMENT

Teams must show proof of employment at the beginning of the event to Corporate Games staff.

EQUIPMENT

Golfers are required to provide their own clubs and balls.

INDOOR VOLLEYBALL: 4 TO 10 PARTICIPANTS

OVERVIEW & SCORING

All USVBA rules apply. A match will consist of the best of three games to 25 points. In rally-point scoring, teams can score a point every time the ball is served or received by either team. Let serves will be played.

TEAM STRUCTURE

Teams consist of three men and three women; however, a game may be started with four players present, but two must be female. At no point can you have more men than women on the court.

A woman must handle the volleyball whenever a ball is hit more than once.

When one male player is in the front row at the service, one male back row player may be forward of the attack line for the purpose of blocking.

START OF PLAY

A coin flip before games one and three will determine serve. The team receiving the serve in game one will start the serve of game two.

PLAYER ROTATION

The rotation of players will be allowed on a side-out to the serving team. The right front player will rotate out and the new player will come into the serve position.

Alternatively, players may substitute using USVBA substitution rules.

OBSTRUCTIONS

A volleyball that hits an overhead obstruction may be kept in play by the offending team other than on a serve. A volleyball that hits a wall, or object, sticking out from the wall is considered out of bounds.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Balls will not be provided.

KICKBALL: 10 TO 15 PARTICIPANTS

OVERVIEW

Teams consist of up to ten players on the field. All players may kick without playing in the field; however, all players who play in the field must kick. A regulation game shall consist of five innings or a time limit of 25-minutes, whichever comes first.

OUTS

Each team has three outs per inning. An out occurs due to the following:

- After two pitches, the ball is not in play,
- A ball is caught on the fly after a kick,
- A base runner is forced out, or
- A base runner is hit with the ball while running between bases.

PITCHING

Each team will pitch to themselves. Pitchers may not interfere with defensive players at any time. Interference will result in batter/runner being called out.

FLY-BALLS

After a ball is caught on the fly, runners must tag their originating base before running to the next base. Failure to do so results in an out if the ball tags the runner or the ball is thrown to a fielder touching the previous base.

KICKING

The ball must be kicked within the Kicking Box. The kicker shall receive a strike if the ball is kicked outside the Kicking Box. Kickers will get two pitches to kick the ball into fair territory or they will be called out.

BASE-RUNNING

Runners may not leave their base before the ball is kicked.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Game balls will be provided.

OVERVIEW

Teams will have 15 minutes in one of our private party rooms for strategic planning and preparation before each mission begins.

Teams play 10-minute missions in a death match format, in which teams shoot as much as possible to eliminate as many opponents as possible.

When a player is deactivated, such as when they are tagged by an opposing team member, they will re-spawn in 3 seconds. Players have unlimited lives and unlimited ammo.

- Divisions C & D will run missions of 8 vs 8
- Divisions A & B will run missions of 12 vs 12

SCORING

The team with the highest score wins. Team scores are calculated as the sum of the scores of all individual players on the team.

Points are scored by tagging opposing team players (100 points), in-field bases (1001 points), generators (1001 points), and the shooting gallery (25 points), which will be spread out throughout the arena. Tagging your own teammate will temporarily deactivate your suit and deduct 50 points from your score.

SAFETY

Teams will receive additional safety rules and instructions before the start of each mission. Players must obey these rules or be subject to disqualification. Players will be penalized 1000 points for rule violations at the referee's discretion. Overly aggressive players may be ejected from the arena and suspended from the tournament.

TIEBREAK

If a team's score is tied at the end of a mission, the team with the highest average shot accuracy will advance.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

In the event of a pack malfunction, it is the player's responsibility to contact the referee, who will resolve the situation. Packs may deactivate if the user moves too fast or is rough with the equipment.

MINIATURE GOLF: 4 PARTICIPANTS



OVERVIEW

Teams consist of four players, but teams may play with as few as two players without forfeiting. Players must use golf balls and putters provided by Golf-N-Stuff. Teams will be paired with another team in their division before the round starts.

Medals will be awarded at Golf-N-Stuff once all scorecards have been reported.

BEST BALL FORMAT

All players will "tee off" from their respective holes, mark their best shot, and then use the best shot from their foursome to complete the hole. The score is counted and recorded once a ball is in the hole.

After five strokes, pick up the ball and score a six on the scorecard.

RELIEF

Any ball that is stuck on the rail can be moved a club head away from the rail. If the ball leaves the fairway, it should be placed at the spot where it left the fairway, and a one-stroke penalty is assessed.

SCORING

Team scores will be determined by taking the lowest score obtained on each hole using a best-ball format. Lowest scores for 18 holes will determine the winners in each Division.

On holes that indicate "Best Shot" or "Hole-in-One," this only applies when the team makes the shot on their first attempt. Scoring otherwise will be counted as mentioned above.

TIEBREAK

Tie scores will be broken using the scores from the most challenging holes on each course in order: #14, #15, #17. The next tiebreaker is the number of hole-in-ones.

SUBMITTING SCORECARDS

Teams must exchange scorecards with their partner team before the start of the tournament and will track their partner team's score. When finished with one full round, teams will confirm accurate scores for their opponent and return scorecards to Corporate Games staff.

RULES CLARIFICATION

The rules provided are those of the City of Ventura Corporate Games, not Golf-N-Stuff. For clarification of the rules, please contact Corporate Games staff at: tnelson@cityofventura.ca.gov.

PROOF OF EMPLOYMENT

Identification will be checked for all players as they check in to golf. Teams unable to produce identification will NOT be allowed to count their score.

EQUIPMENT

You must use equipment provided by Golf N' Stuff. You may not use your own equipment.

PICKLEBALL: UP TO 2 PARTICIPANTS

OVERVIEW

Corporate Games will follow the USAPA Official Rule Book with the following variations:

- Teams consist of two doubles players, with no gender restrictions or requirements. Teams may substitute players between matches but not between serves/points.
- Matches will consist of best two out of three games to 11 points each. This will be a single-elimination tournament format.
- If the serving team loses the serve, then the serve goes to the other team. Teams must alternate servers each time they break their opponent's serve.
- Players call their own lines and settle disputes on the court.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Teams must provide their own IFP-approved paddles. Pickleballs will be provided.

SAND SCULPTURE CONTEST: UP TO 6 PARTICIPANTS

WHEN

The sandcastle contest will occur during Closing Ceremonies at Harbor Cove Beach from 9 am to 12 pm on Saturday, May 3, 2025.

OVERVIEW

Teams consist of up to six participants designing and building a sand sculpture within three hours. Teams must construct their sculpture within a 10' x 10' area.

Teams may use natural materials commonly found on the beach; unnatural or man-made materials cannot be used in their sand sculptures.

No supporting forms or other man-made objects may be used to support/stack sand during the construction of sand sculptures.

THEME

Sculptures must be created around the 2025 Corporate Games theme "Capture Team Spirit!"

SCORING

Spirit Award Credits will be given for participation.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Teams must provide their own supplies for building and decorating their sandcastle. Teams may use any buckets, shovels etc... but cannot be a part of the final design.

SIX-A-SIDE SOCCER: 6 TO 10 PARTICIPANTS

OVERVIEW

Games are played with six players on the field, including the goalkeeper. Games consist of two 15-minute halves, with a 5-minute halftime.

SUBSTITUTIONS

Teams will be allowed "Free Substitutions" on dead balls. Throw-ins will be replaced by indirect kicks.

TIEBREAKS

Tie games will use FIFA rules to determine the winner.

GOALKEEPER & GOALKEEPER AREA

Goalkeepers can kick the ball by placing it on the ground before kicking it and can play it again after rolling it out of the arch. The goalkeeper is the only player allowed to handle the ball on the playing field. Only one player can be in the goalkeeper area at one time. The goalkeeper may only control the ball in the arch for six seconds.

PENALTIES

Any slide tackling is a yellow card and a minimum of 10 minutes in the "sin bin" for the offending player. Two yellow cards by the same player are equal to a red card. Any player who receives a red card will be kicked out of the game and not be allowed a replacement player. If they win, they will not be allowed to play in their team's next game.

Penalties for a field player entering or breaking the goalkeeper area are as follows:

- By a defender – penalty kick, or
- By an attacker – goalkeeper gets possession of the ball

All penalty kicks will be taken from 49 feet, with the goalkeeper moving freely after the referee puts the ball in play. After a score, the game will restart with a midfield kickoff by the team that allowed the score.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Balls are not provided.

SOFTBALL: 10 TO 15 PARTICIPANTS

OVERVIEW

Southern California Municipal Athletic Federation rules will apply, with the following exceptions:

- Games will be seven innings, or no new innings after 60 minutes of play,
- All games will use a 1-ball, 1-strike count,
- SCMAF mercy rules,
- California Tiebreaker Rules will be used to determine a winner in the event of a tie after seven innings, and
- No composite bats allowed.

A "One-Up" Rule will be used for hits over the fences at Auto Center Field. If the 1st team to hit a home run over the fence hits another one before their opposing team hits a home run, the batter will be called out.

FIELDING

Teams consist of ten players on the field, but teams may field as few as eight players.

BATTING ORDER

A batting order must be submitted to the umpire prior to the start of each game.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Teams must provide their own ASA-approved, non-composite bats. Game balls are provided.

SURFING: UP TO 6 PARTICIPANTS

WHEN

The event will take place at 8am on Saturday, April 19th, at Surfer's Point Park (C-St.) Check in runs from 7am-7:30am.

OVERVIEW

Teams of six surf in 20-minute heats. Surfers may ride their board of choice (kayaks and SUPs excluded). Surfers are encouraged to catch as many waves as they can. There is no minimum number of team members for surfing.

SCORING

Three scores will go to each team's cumulative score: the two highest individual rides and the total team score.

The maximum score on each ride is 10 points. The highest team score will be scored by number of riders, position changes, and board transfers or tandem riding. Scores will be calculated by independent judges.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Teams must provide their own surf boards.

TABLE GAMES/ SPEED SCRABBLE: 1 PARTICIPANT

DICTIONARY

The Official Scrabble Players Dictionary, Fifth Edition, will be used as the official word list to resolve any challenges issued.

DETERMINING FIRST PLAYER

Prior to the start of the match, players draw one tile each to determine who will go first, then all tiles will be returned to the pouch. The player closest to the "A" tile goes first (Blank beats an "A" tile).

START OF PLAY

When the official announces the start of the match, the first player will pull seven tiles from the tile pouch without looking at them.

The second player will begin a two-minute timer when the seventh tile is pulled – at this point, the first player may look at their tiles – and then the second player will pull their own seven tiles from the pouch and may look at them immediately.

TURNS

Players will be allowed no more than two minutes to complete their turn, including the time needed to count their score and add it to the score sheet. If a challenge occurs, time is stopped until the word is verified. If the word is verified, then the player who challenged the word loses a turn and the player who won the challenge receives another turn. If the word is not verified, then the player receives 0 points and loses their turn.

If a player fails to complete their turn within the allotted two minutes, the turn is forfeited, they score no points, and they must immediately begin a two-minute timer for their opponent.

When counting the score for each play, players must be methodical and clear with their counting so that their opponent can confirm that their count is correct.

As soon as a player has completed their turn, they will start a two-minute timer for their opponent and then pull any needed replacement tiles from the bag.

Players must use their own phones as timers to keep track of their opponent's moves.

END OF PLAY & SCORING

The game will end when each player has had five opportunities to play, swap, or pass; the player with the higher score is declared the winner.

Team scores, and overall points for the standings, will be determined by calculating points for 1st - 4th place in Spades, Dominoes, and Speed Scrabble.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Scrabble boards are provided.

TABLE GAMES/ SPEED CHESS: 1 PARTICIPANT

GAMEPLAY

The Corporate Games Speed Chess Tournament will follow the UCSF Rulebook for Speed Chess Play with the following adjustments:

Players will flip a coin to determine color. The winner of the coin flip will choose their color, either white or black.

The player with the white pieces always goes first.

Chess timers will be used to track each player's time. Once a player makes a move, it is their responsibility to hit the chess timer and start the time for their opponent.

White will have 11 minutes in the match, while black will have 10 minutes.

The match ends when either: one player mates the other, or one player runs out of time.

If one player runs out of time, but their opponent does not have sufficient Mating Material*, the match is considered a Draw. In the event of a Draw, Black wins.

*Sufficient Mating Material means that you have enough pieces to properly checkmate your opponent. i.e. you cannot Mate someone with only a King.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Chess boards, timers, and pieces will be provided.

TRIVIA / TABLE GAMES: UP TO 6 PARTICIPANTS

TEAMS

Teams consist of up to six participants on a team, competing in a “pub-style” trivia competition against other teams.

GAMEPLAY

The trivia will consist of 6 rounds of 10 questions, with a short break between rounds 3 and 4. The host will read trivia questions to teams, who will then write their answers down on their scoring sheet. After each round of 10 questions is asked, the host will collect answers and score them.

The team with the highest score after 6 rounds will be declared the winner.

TIEBREAK

If two teams tie with the same score for any position, 1st -3rd, there will be one emergency tie-breaker question to determine the winner.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

All necessary equipment is provided.

TABLE TENNIS: 2 PARTICIPANTS

OVERVIEW

Matches consist of the best two of three games to 21 points with a winning margin of two points. Players will change ends after every game and change serve after every five points. Players will call out the score before each point and resolve their own differences.

Teams may compete, and earn points and medals, in one event without competing in the other event(s); i.e. a team can have a single female player compete in the Women's Singles division without having a single male player compete in the Men's Singles division.

SERVING

To serve, the ball should be resting on the open palm of the server's free hand, so as not to impart any spin on the ball with the hand or fingers. The ball may not be obstructed from the receiver's view at any time during the serve. When served, the ball must be struck so that the ball first bounces on the server's side and then the opponent's side. If the ball touches the net while passing over it then the rally is a let and the service is replayed.

When playing doubles, the serve will touch the right side of the server's court, cross the net, and touch the right side of the center line of the receiver's side of the net. Partners must alternate each shot following the serve.

After determining who serves and receives, the first five serves must be delivered by the selected partner and received by the selected receiver. The second serve must be delivered by the receiver of the first five serves and received by the partner of the server of the first five serves. Serves continue in sequence until the end of the game or the score is 20 - all, at which point each player serves only one serve in turn until the end of the game.

SCORING

Team scores, and overall points for the standings, will be determined by calculating points for 1st - 4th place in Mixed Doubles, Men's Singles, and Women's Singles.

All scoring and rules disputes will be addressed by designated staff.

COACHING

No coaching is allowed during a match. Spectators may watch but may not comment on or coach players during a match at any point.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Players must supply their own paddles and may play both Single and Doubles events. Balls will be provided.

TEXAS "NO LIMIT" HOLD'EM: UP TO 3 PARTICIPANTS

OVERVIEW

Teams consist of three players in ALL Divisions competing in a single elimination tournament. Player seat assignment is randomly determined. Players advance to the championship table by accumulating chips. Players are eliminated from the tournament when they lose all their chips.

CHIPS

Players begin with 30 chips – 20 black & 10 red. Chip values are:

- **Black** = \$100
- **Red** = \$500

BLINDS & GAMEPLAY

Blinds start at \$100 and \$200 and double in value every ten minutes for the remainder of the tournament.

At the start of the tournament, the dealer button is placed at seat number six. The small blind is the seat to the immediate left of the dealer button. The big blind is the seat two positions to the left of the dealer button. The dealer button passes clockwise after each hand.

Each player is dealt two "hole" cards face down. Pre-flop betting starts with the player to the left of the big blind and continues in turn, ending with the big blind. Afterwards, the dealer burns one card and places three cards face up on the table for the "flop." There is a round of betting. The dealer burns another card and places a fourth card face up on the table for the "turn" or "Fourth Street." There is another round of betting. The dealer burns another card and places the fifth and final card face up on the table for the "river." The last round of betting takes place. After betting is concluded, the player showing the best five-card hand wins the pot.

If a player tosses in a single chip of a denomination greater than the existing bet without declaring "raise", that player is deemed as "calling" the existing bet. For all rounds of betting, there is a maximum of three raises with the minimum raise being the amount of the big blind. A player may push his chips "all in" during any betting round.

If during the current hand the small blind is eliminated, the dealer button "freezes" for the next hand. The small blind and big blind for the next hand are determined as if the dealer button had moved the big blind is eliminated, the dealer button passes as normal for the next hand. There will be a big blind but NO small blind for the next hand, both the big and small blind are eliminated, the dealer button freezes for the next hand, and there will be a big blind but NO small blind for the next hand.

NO-SHOW

For the first 12 minutes of the tournament, empty seats will pay their blinds when due. After 12 minutes, if the seat remains empty, the player will be determined to be a "no show," and the chips will be removed. Players will NOT be seated after the tournament's first 12- minutes.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

All equipment provided.

TUG-O-WAR: 6 TO 12 PARTICIPANTS

OVERVIEW

Teams will pull against each other in an elimination pull-off with teams being seeded based upon their current overall points standings. Each team will have three minutes to pull the opponent across the line.

TEAMS

- **Divisions A & B:** twelve participants
- **Division C:** nine participants
- **Division D:** six participants

STALEMATE

If a stalemate occurs after two minutes, the standard will be shortened, and additional time will be allowed to determine winner. A five-minute rest period will be given when consecutive pulls are required. Teams may pull with fewer members than the maximum.

TIEBREAKER

If a tiebreaker pull is needed, teams must use the same players as in previous pulls. No substitutes between pulls during a tiebreaker.

PROOF OF EMPLOYMENT

Teams must show proof of employment to Corporate Games staff at the beginning of the event.

EQUIPMENT

Team members may not wrap or tie the rope around any part of their body except the anchor, which may wrap the rope around their waist once. Team members must wear shoes, sandals, or boots to participate in this event. No metal cleats or hard plastic rubber exceeding 1/4 inch is allowed. You may wear gloves.