

2026 SUMMER RULEBOOK



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All Info are Subject to Change
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IMPORTANT INFORMATION

- If an event is classified as open (not coed, women's, or men's) then either gender may fill the roster.
- Events classified as COED have a specific number of male to female ration on the playing surface. The ratios are in the Rule Book.
- Approximate game times will be weeknights 5:30pm to 9:30pm and Saturdays 9:00am to 9:00pm.
- All rosters will be done online at www.quickscores.com/sportsoffice
- It is the individual team's responsibility to fill their rosters for each event.
- Teams must fill out the name, email, and phone number of each member on the roster.
- Each member of the team will sign the roster during check-in.
- Participants must have some form of ID at check in for verification. The following are approved forms of verification: THIS WILL BE ENFORCED!
 - ✓ Company Photo ID
 - ✓ Photo ID w/Business Card
 - ✓ Photo ID w/Paystub
 - ✓ Photo ID w/Electronic Email

MULTIPLE TEAMS/ROSTERS

- If companies have more than one team in an event, players cannot move to the other roster once the event has begun.

RULES FOR EVERY EVENT ARE SUBJECT TO CHANGE AT THE DISCRETION OF ADMINISTRATORS AND SITE SUPERVISORS AT ANY TIME

3 ON 3 BASKETBALL

HALFCOURT

Player Requirements: **Coed & Men's Event.**

- Maximum players allowed on roster: 6
- Minimum players allowed on roster: 3
- 1 woman is **required** to be on the court at all times.
- Games must start and end with 3 players, 1 woman required (COED).
- **Subs are allowed.**

Format: One-Day Event; Double elimination tournament. Make it, take it after 3 points. First to 12pts or 12 min time limit. **Equipment:** Bring your own ball.

Uniform: Shirts of the same color are **required**; numbers on shirts preferred.

Forfeit: Games must start and end with 3 players, 1 woman required, game time is forfeit time.

THE PLAY:

- Games will be to 12 points or 12 minutes, whichever comes first. If game time expires and neither team has scored 12 points, the team that is ahead will be declared the winner. Game scoring will be going by 1's and 2's.
- Continuous clock, the clock will only stop on timeouts and injuries. Each team is allowed one, 20-second timeout.
- Substitutions may be made during a dead ball or timeout. The clock does not stop for substitutions.
- Stalling will not be allowed. An unwritten 30-second clock is always in effect and may be enforced by the court official at his/her discretion. Failure to attempt a shot (and "draw iron") in 30 seconds, after being advised by the court official, will result in loss of possession.
- **Teams listed on "top" of bracket will get first possession to start the game and OT if necessary.**
- **Make it, take it after 3 points, scoring will be in effect for the entire game, and overtime.** If teams are tied at the end of regulation, overtime will begin and the first team to score 2 points wins.
- The ball will be "taken back" on every change of possession. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession ("taken back" means BOTH feet behind the three-point line or identified "taken back" boundary).
- The ball must be checked-in by an opposing player before it is put into play.
- The ball must be passed in to begin play.
- Take the ball out at the top of the court after all fouls or balls out-of-bounds.
- Three Point Shot: Both shooter's feet must be clearly and completely behind said boundary to count as 2 points. The court official will have the final say if there are any questions.

THE COURT:

- The sides, top, and bottom of the backboard are in-bounds. The metal support pieces from the base unit to the backboard are out-of-bound.
- Boundaries vary from court to court. Check with the monitor to be precise.
- NO DUNKING will be allowed. No points awarded & loss of possession. The person who dunks will be out the rest of the tournament.

SPECIAL RULES:

- Men are not allowed to guard a woman or block a woman's shot outside the key. If a man blocks a woman's shot outside the key, she will be awarded the basket, and the man will be assessed a foul. Women may help double team the men.

FOULS (AND "DEBATES"):

- A player committing four personal fouls will foul out of the game. A substitution must be made or the team whose player fouled out shall forfeit that game. A team cannot play with only 2 players on court,

nor can a team play without a woman on the court (COED).

- “And 1” plays will be awarded the points (1 point for regular shots, 2 points for 3-point shots) and ball back (no free throws).
- The court monitor will count and record all team fouls on the score sheet. No free throws will be shot for any foul (shooting or non-shooting) until a team reaches seven fouls. On the seventh team foul a team is considered “in the bonus” and the player fouled will be awarded one free throw whether or not they are in the act of shooting.
- For all fouls prior to the seventh team foul, the ball is taken back by the fouled team at the “top of court” to resume play.
- Free throw will be administered with players in the lane spaces. Play will continue off the missed free throw. If a free throw is successful, the team scoring the free throw will retain possession.
- If the court official rules a foul was flagrant, the player fouled will shoot two free throws with the lane cleared and the offended team will retain possession. Two flagrant fouls per team will result in the automatic forfeiture of the game. Flagrant or continuous misconduct will result in the dismissal of the offending player. Anyone initiating fighting, for any reason whatsoever, will be ejected from the tournament.
- Technical fouls can and will be assessed by the officials. The first technical foul on a team is assessed as a personal foul against the player and a warning for disqualification, 2 points and the ball will be given to the opposing team. The second technical foul on the team will mean immediate disqualification from the tournament and a 2-point deduction on your corporate cup score, no matter if this is a corporate cup event or not. **In other words, any two technical fouls on players from the same team will result in team disqualification.** The technical fouls do not have to be on the same person.

5 ON 5 BASKETBALL

Player Requirements: **Open Event.**

- Maximum players allowed on roster: 10
- Minimum players allowed on roster: 5
- Teams must have at least 4 players to start.
- **Subs are allowed.**

Format: Multi-day Event; Double elimination tournament.

Equipment: Bring your own ball.

Uniform: Matching shirts with numbers are required.

Forfeit: Games must start and end with at least 4 players, game time is forfeit time.

THE GAME:

- Games will be two 16-minute halves with a 3-minute half time.
- Substitutions may be made during a dead ball or timeout.
- The clock will run continuously and during free throws. The only time the clock will stop is the last 2 minutes of each half and on all timeouts.
- Each team is allowed two full timeouts (1 minute) per half. They do not carry over.
- You must be ready to play at your scheduled time. Game time is forfeit time.
- In the case of overtime, it will consist of one 3-minute period with the clock only stopping at the last minute. If score is still tied at the end of overtime SUDDEN DEATH will be played. Sudden Death is the first to score 3 points.

THE COURT:

- The sides, top, and bottom of the backboard are in-bounds. The metal support pieces from the base unit to the backboard are out-of-bound.
- Boundaries vary from court to court. Check with the court monitor to be precise.
- NO DUNKING will be allowed. No points awarded & loss of possession. The person who dunks will be out for the rest of the tournament.

FOULS (AND “DEBATES”):

- A player committing five personal fouls will foul out of the game.
- A substitution must be made or the team whose player fouled out shall forfeit that game.
- The court monitor will count and record all team fouls on the score sheet. Free throws will be shot for shooting fouls.
- On the seventh team foul a team is considered “in the bonus” and the player fouled will shoot 1 and 1 free throw whether they are shooting.
- Once a team reaches 10 team fouls 2 free throws will be administered.
- Total team fouls will reset for each half.
- Technical fouls can and will be assessed by the officials. The first technical foul on a team is assessed as a personal foul against the player. This player will sit for 5 minutes. The second technical foul on a player will mean that the player with two technical fouls will be out for the rest of the tournament. The third technical foul is immediate team disqualification from the tournament and a 2-point deduction on your corporate cup score, no matter if this is a corporate cup event or not. **In other words, any three technical fouls on players from the same team will result in team disqualification.** The technical fouls do not have to be on the same person.

5K RACE

Player Requirements: Coed Event.

- Please see below for runner requirements.
- **Subs are NOT allowed.**

Format: One-Day Event.

Equipment: N/A

Uniform: Matching shirts recommended.

Forfeit: Race time is forfeit time.

This is a coed run with at least one woman's time counting. Each company enters a different number of runners depending upon the division in which they are registered.

- Division A: Five runners, any two/three combination. *Minimum: 4 runners at least 1 woman.*
 - Best four places, at least one woman.
- Division B: Four runners, 2 men/2 women combination. *Minimum: 3 runners at least 1 woman.*
 - Best three places, at least one woman.
- Divisions C & D: Three runners, one woman minimum. *Minimum: 2 runners at least 1 woman.*
 - Best two places, at least one woman.
- Non-Cup/Rec: Four runners, 2 men/2 women combination. *Minimum: 3 runners at least 1 woman.*
 - Best three places, at least one woman.

Races are scored by assigning a point value for the place a runner finishes in. The team with the lowest point value wins. In the case of a tie, the fastest time between the teams will determine the winner of a tie break. Runners will have timers that will be recorded by a third-party source, Runner Card. Runner Card will calculate each team's scores and organize them accordingly.

ARCHERY

Player Requirements: Open Event.

- Each team must have and compete with 3 players on their roster.
- No minimum women requirement.
- **Subs are NOT allowed.**

Format: One-Day Event.

Equipment: Archery equipment **will be provided** for each team. (**Do NOT bring personal equipment**)

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

RULES:

- The event will begin with a 15-20-minute instruction of rules and how the game is played.
- Each team will be required to rotate shooters equally.
- All other specific rules will be explained at the event.
- Everyone on the team will shoot with the same bow. If there are both left and right-handed shooters on a team, two bows will be allowed.
- Each team has 2 minutes to shoot five arrows at a time.
- The goal is to score exactly 30 points in that 2 minute. If a team scores 30 points, they will move on to the next target.
- If time expires before the score is not met, the team will start with the same target for the next round.
- The team with the smallest target at the end of the scheduled time event will win. In the event of a tie, a shoot-off will happen to determine the winner.

BILLIARDS - 9 BALL

Player Requirements: **Open Event.**

- Each team must have and compete with 2 players on their roster.
- No minimum women requirement.
- **Subs are NOT allowed.**

Format: One-Day Event; double elimination tournament. Winner's bracket will be best 2 out of 3. The loser's bracket will be 1 game. Modified Scotch Doubles. Teammates will play the same game, alternating turns not shots. Overall placement will determine winners.

Equipment: Players can bring their own cue.

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

RULES:

1. **OBJECT OF THE GAME:** Nine-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until missing, committing a foul, or winning 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. Players are not required to call any shot. A match ends when one of the players has won the required number of games.
2. **RACKING THE BALLS:** The object balls are racked in a diamond shape, with the 1-ball at the top of the diamond and on the foot spot, the 9-ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with the cue ball in hand behind the head string.
3. **ORDER OF BREAK:** Winner of the lag has the option to break. In 9-Ball, the winner of each game breaks in the next, unless otherwise specified by the tournament organizer. The following are common options that may be designated by tournament officials in advance:
 - a. Players alternate breaks.
 - b. Loser breaks.
 - c. Player trailing in game count breaks the next game.
4. **LEGAL BREAK SHOT:** The rules governing the break shot are the same as for other shots except:
 - a. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail.
 - b. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has the cue ball in hand anywhere on the table.
 - c. 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 (exception: if the object ball is the 9-ball, it is re-spotted).
5. **CONTINUING PLAY:** On the shot immediately following a legal break, the shooter may play a "push out" (see rule 7). If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 9-ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.
6. **TIME LIMIT:** A player has 1 minute for each shot. Failure to attempt a shot in 1 minute will result in the shot counting as a foul.

7. **PUSH OUT:** The player who shoots the shot immediately after a legal break may play a push out to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply.
8. **FOULS:** When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are re-spotted (exception: if a pocketed ball is the 9-ball, it is re-spotted). The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.
9. **BAD HIT:** If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.
10. **NO RAIL:** If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball is a foul.
11. **IN HAND:** When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. The player may continue to adjust the position of the cue ball until shooting.
12. **OBJECTS BALLS JUMPED OFF THE TABLE:** An un-pocketed ball is driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted) and play continues.
13. **JUMP AND MASSE SHOT FOUL:** If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).
14. **THREE CONSECUTIVE FOULS:** If a player fouls three consecutive times on three successive shots without making an intervening legal shot, the game is lost. The three fouls must occur in one game. A warning must be given between the second and third fouls. A player's inning begins when it is legal to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.
15. **STALEMATE:** If the referee decides that neither player is attempting to win from the current position, he will announce his decision, and each player will have three more turns at the table. Then, if the referee still feels that there is no progress towards a conclusion, he will declare the rack a stalemate and the original breaker of the rack will break again.
16. **END OF GAME:** On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball, or when a player forfeits the game as the result of a foul.

BOWLING

Player Requirements: Coed, Men's & Women's Event.

- For all events, each team must have and compete with 4 players on their roster.
- 2 women **required** for COED.
- **Subs are NOT allowed.**

Format: One-Day Event; each participant will bowl 3 games.

Equipment: Players may bring their own ball and shoes if desired.

Uniform: Matching shirts are recommended.

Forfeit: First 10 minutes is practice, after the 10 minutes the game is considered a forfeit if there are not enough players, or if teams are not ready to begin.

RULES:

- Scratch bowling, no handicaps. Each participant will bowl 3 games. Total score determines placement. Bowling is not sanctioned.
- A foul is committed (with no pin fall being credited to the player although the ball counts as a ball rolled) when a part of the bowler's person encroaches upon or goes beyond the foul line.
- No unreasonable delay of game will be allowed.
- One ball per person, per pair of lanes (Max – 8 balls in a return). Players may have a 2nd ball but may only have 1 ball in the return.
- Bowlers will switch lanes after each frame. For example, Bowler A bowls on lane #1 his first turn, lane #2 his second turn, lane #1 his third turn and so on.

CHESS (Bonus Event)

Player Requirements: Open Event.

- Each team must have and compete with 2 players on their roster.
- No minimum women requirement.
- **Subs are not allowed.**

Format: Random Draw Tournament

Equipment: Will be provided.

Uniform: Matching shirts are recommended

Forfeit: Game time is forfeit time.

FORMAT

Random Draw Tournament - each player is assigned to play against another player based on a random draw. Each round a player will randomly be assigned to play against another player. The only people a player will not be pitted against is that player's own teammate, or other opponents that player has played previously. Games will be 15 minutes total and each player will have 7 ½ minutes each on their clocks. Players who win receive a point, those who draw receive half a point and losers receive no points. Win / lose or draw, all players proceed to the next round. After a predetermined number of rounds, several teams will advance to the final round where points and possible opponents will reset.

Rules:

- The player assigned white will go first.
- Players can win a game by checkmate, opponent resigning, and opponent's time running out.
- A draw is reached by a stalemate, player agreement, three-fold repetition, timeout with insignificant material.
- If a player touches a piece, then they must move that piece.
- Players can observe other games quietly and may not disturb their play. Disturbing play may result in a warning or penalty.
- No cell phones or electronic devices allowed during a match.
- If a player makes an illegal move, then they will be given a one-minute penalty. If the same player makes another illegal move in the same game that player will be disqualified for that game.

Tie breaker: The best overall record will be the first tie breaker. If the scores are identical, a sudden death game will be played, which will be a 5-minute Blitz with 2 ½ minutes for each player. Each team will select one player to face off in the tie breaking game.

CORNHOLE

Player Requirements: **Coed, Men's & Women's Event.**

- Each team must have and compete with 2 players on their roster.
- 1 woman **required** for COED.
- **Subs are NOT allowed.**

Format: One-Day Event; Double elimination tournament.

Equipment: Cornhole bags will be provided by Corporate Games. Players will not be permitted to bring their own equipment.

Uniform: Matching shirts are recommended

Forfeit: First 5 minutes is practice, after the 5 minutes the game is considered a forfeit if there are not enough players, or if teams are not ready to begin.

RULES:

- The American Cornhole Organization rules will govern play expect as noted.
- Starting Play:
 - When determining who throws first, one player from each team will toss a bag. Whoever is the closest to the hole or in the hole gets to choose their team's lane and gets to start the game.
 - Players from the same team must be straight across from each other during play.
 - Opposite teams are not allowed to throw from the same lane.
- Scoring:
 - Games will be played to or above 21. The first team to reach, or exceed, that amount at the conclusion of a frame is the winner.
 - The approved method of scoring is cancellation scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one team can score in each frame.
 - Woody - refers to any cornhole bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the game. Each woody is 1 point.
 - Cornhole - refers to any cornhole bag that has been holed. Each cornhole is 3 points.
 - Example:
 - Red achieves one (1) woody and two (2) cornholes during the frame (7 total points)
 - Blue achieves two (2) woodies and zero (0) cornholes during the frame (2 total points)
 - 7 points - 2 points = Red scores 5 points for the frame
 - Foul Bags:
 - Bags contacting the ground before reaching the playing surface and bags pitched when a player has crossed the foul line are foul bags.
 - If a foul bag lands on the playing surface or comes to rest touching the ground and the board, it must be removed immediately.

DARTS - CRICKET

Player Requirements: **Open Event.**

- Each team must have and compete with 3 players on their roster.
- No minimum women requirement.
- Players must be at least **21** years of age to play.
- **Subs are NOT allowed.**

Format: One-Day Event; Double elimination tournament. Winner's bracket will be best 2 out of 3. The loser's bracket will be 1 game. The object shall be to own/close certain numbers on the board and achieve the highest point score. Throwing three darts in succession constitutes a turn/inning. No substitutions during the game.

Equipment: This is a soft-tip tournament. Players must provide their own soft-tip darts which shall not exceed an overall maximum of 9 inches or weigh more than 26 grams per dart. Each shall consist of a recognizable point, barrel, and flight.

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

RULES:

- Shooters are only allowed inside the playing area.
- Before play begins, one player on each team will throw 1 dart (The dart must stick, re-throw a bounce out), the closest to the bullseye will be team 1 and throw first in Game 1. The loser of Game 1 will be team 1 and throw first in Game 2. If the game goes to tie break, teams will have 1 player throw 1 dart again, the team closest to the bullseye will be team 1 and throw first in the final game.
- Official throwing of three matches distances 7 feet 9 1/4 inches from the board and will be set up at the front of any toe line. Standing on tape is allowed, provided no part of your foot extends over the front of the line.
- The point where the dart enters a number will determine the score and the point must touch the bristle of board to count. A dart that sticks in the back of another dart does not score.
- No dart may be touched by the thrower, another player, scorer, or spectator prior to the decision of the scorer.
- Darts shall not be removed from the board until the scorer and shooter have agreed on the score. Should a dart be removed and a discrepancy result, the scorekeeper's decision is final.
- The scorer may inform the shooter what has been scored and/or what score remains only if a shooter requests it. The scorer may not inform the shooter what double to shoot.
- It is the responsibility of the player to verify the score prior to his darts being removed, if not the score remains as written.
- Corrections in score must be made before the player shoots again.
- Team captains are responsible to see that their results are turned into the drop off point.

DISC GOLF

Player Requirements: **Open Event.**

- Each team must have and compete with 4 players on their roster.
- No minimum women requirement.
- **Subs are NOT allowed.**
- ***Each company can enter two, two person teams, a total of 4 players***

Format: One-Day Event; Scramble Tournament. **The object of the game is to have the lowest score.**

Equipment: Bring your own discs.

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

RULES:

- DGA rules will govern all play. No handicap will be used. Shotgun start will be used.
- Disc Golf is played like traditional "ball" golf, but with flying disc. One point (stroke) is counted each time the disc is thrown and when a penalty is incurred. The goal is to play each hole in the fewest strokes possible. The player or team with the lowest total strokes for the entire course wins.
- One round will consist of 18-21 holes being completed (depending on course layout. The exact number of holes will be determined on the day of the event. Pairings will be partnered with opponents. Pairings will track the official score of their opponents and are encouraged to track their own score as well.

Teeing Off:

- Tee Throws must be completed within or behind the designated tee area.
- All members of the team shall tee-off, the team will then select the best disc and throw from that location for the second throw. This continues until a member of the team throws the disc into the basket.
- After the tee-off, the thrown disc must be left where it came to rest until a marker disc is placed on the playing surface between the hole and the disc, directly in line with the hole, touching the thrown disc.
- After the tee-off the player whose disc is farthest from the hole always throws first. The team with the least number of throws on the previous hole is the first to tee-off on the next hole.

Fairway Play:

- Fairway throws must be made with the foot closest to the hole on the lie. The other foot may be no closer to the hole than the lie. A run-up and normal follow-through, after release, is allowed.
- Within 10 yards of the pole, a player may not step past the point of his or her lie in making their putt. (Falling or jumping is not allowed.)
- A disc that comes to rest in, not on top of, the pole hole basket constitutes successful completion of that hole.
- A player may not move, alter, bend, or hold back any part of a tree or bush between the lie and the hole.
- The player may obtain relief from casual water, loose leaves or debris, broken branches no longer connected to trees, or motor vehicles.
- A thrown disc that hits another player, spectator, or animal shall be played where it comes to rest. Do not throw until the players ahead of you are out of range.

Out of Bound/Unplayable Lie:

- Any disc that comes to rest more than 6 feet above the ground is considered unplayable. After declaring an unplayable lie, the disc must be thrown from the new lie on the ground, directly underneath the unplayable lie (1 stroke penalty must be added to the score).
A throw that lands out of bounds must be played from where the disc went out of bounds. Over a fence, in the road, and across the road is out of bounds (1 stroke penalty must be added to the score).

FISHING

Player Requirements: **Open Event**

- A team will consist of two to four people.
- No minimum women requirement.
- **Subs are NOT allowed.**

Format: One-Day Event.

Equipment: Bring your own fishing gear, including bait, and have a valid Utah Fishing License.

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

There will be a park entrance fee of \$15 per car, paid by participants. A valid Utah Fishing License will be required by each participant.

Each team may fish from the shore, or from a boat, but you cannot fish alone (i.e., 2 on the shore or 2 on boat). Everyone must check-in and check-out, fish, or no fish, for safety reasons. Only the top 8 fish will be scored for each company's team. Boats should be ready for inspection by the officials on the dock before starting time. All boats must be licensed and comply with the State of Utah regulations.

CHECK-IN between 6:30am-6:45am & ATTEND Rules Meeting at 6:55am. Everyone leaves at 7:00am & must weigh fish before noon. Failure to have your fish weighed by 12pm will result in disqualification. NO EXCEPTIONS!

RULES:

- When using a boat to fish, a minimum of 2 team members must be on the boat. Fishing from the shore is allowed, but you must be paired with at least one team member and stay within 50 yards of each other. Float tubes/pontoons are allowed. No-one fishes alone in a boat or on the shore.
- Each company team must show up at the launch site to check in on the day of the event. If a team is going to fish from the shore, they must wait until the event starts to leave for their designated areas.
- No professional guides may be with a company team; however, you may practice prior to the event with a professional guide.
- Utah Division of Wildlife Resources and Utah State Parks regulations will be enforced.
- No more than one rod may be used at any time by each member. You may carry as many rods as you wish, but only one per team member is to be in the water at a time.
- Only the team members aboard the boat can do the catching. A third party may drive the boat but cannot participate in the fishing.
- Any legal bait and methods may be used to catch fish. Fish may be kept in a live well if desired; however, no more than a legal limit of fish may be in possession.
- A limit of four fish (trout and kokanee are counted together) per person will be in effect. No more than 2 may be cutthroat trout under 15 inches, and no more than 1 may be a cutthroat trout over 22 inches. All cutthroat trout from 15 to 22 inches must be immediately released.
- All rules are subject to change prior to the event.
- Other rules and regulations not covered, please reference Utah Division of Wildlife Resources.

WEIGH-IN PROCEDURES:

- Each team must check in at the scheduled weigh-in time or before, even if there are no fish to be weighed. Only the top 8 fish per company team of the following species will be counted: Any species Trout and Kokanee salmon. Winners will be determined by the total weight of up to 8 fish aggregate of Utah Game fish.
- All protests must be made to the coordinator before the last fish is weighed. All decisions made by the Corporate Games Coordinator shall be final.

GO KART RACING

Player Requirements: Open Event.

- Each team must have and compete with 4 players on their roster.
- No minimum women requirement.
- **Subs are NOT allowed.**

Format: One-Day Event. Includes Safety and direction debrief.

Equipment: All equipment will be provided at the facility.

Uniform: Matching shirts are recommended. **No open toed shoes.**

Forfeit: Game time is forfeit time.

Basic Information: Racers will compete on an indoor track. Racer's will be operating 20-horsepower all-electric go karts that can reach speeds of up to 45 miles per hour.

Each racer will get three (2) races:

- 1 Qualifying Race (10-12 minutes, 12-laps)
- 1 Final Race (10-15 minutes, 14-laps)

RULES:

- All team members must check-in as a group 30 minutes prior to their race time.
- All drivers are required to attend a safety orientation.
- Must be 4'10" tall. A helmet and neck brace must be always worn while on the track.
- Standard track and pit rules apply.
- The pit lane will remain open throughout the entire race.
- Karts will be selected randomly. No adjustments to the karts will be allowed.
- Professionally run race with flaggers + timing and scoring / Hospitality area / Awards
- After the final race, racers will report their time and we will average out all 4 racers and the team with the fastest time wins.

GOLF

Player Requirements: Coed & Men's Event.

- For all events, each team must have and compete with 4 players on their roster.
- 2 women **required** for COED.
- **Subs are NOT allowed.**
- ***Each company can enter two, two person teams, a total of 4 golfers***

Format: One-Day Event; Scramble Tournament.

Equipment: Bring your own equipment, golf karts will be provided.

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

RULES:

- USGA rules will govern all plays. No handicaps will be used.
- Each 2-person team will play a scramble against an opposing team. For coed, must be male/women partnerships.
- Your total score will come from all companies' teams.
- Each 2-person team will keep score of the opposing team.
- Each team must play at least 2 drives from each player per 9 holes. Par 3's does not count as drives.
- All fairway shots must be hit within one club length of the chosen ball, no closer to the hole.
- In a trap or hazard, each player will play the selected ball from the point where it lies or as close as possible to that point. Traps may be raked between shots.
- After seven shots, pick up the ball and make score of 8, unless your seventh shot goes in the hole.
- To prevent slow play, a team having already been warned once will be given a 2-stroke penalty on the 2nd and each thereafter warning by the Course Marshal or Corporate Games official. If you repeatedly abuse the slow play rule, you may be asked to leave the course. No refunds will be given.
- Companies may not alter, trade, or change assigned hole assignments. Teams must check in at the registration table 30 minutes prior to shotgun start or will accept the risk of being disqualified.
- Men will play from the blue tees, and women will play from the red tees, including coed play.
- Players that are late for their assigned tee time or must leave early will take a score of 8 on those missed holes.
- In the case of a tie, the hole designated as the most difficult on the course will be the determining score. If a tie still exists, the score from the next hardest hole will be looked at, and so forth.

KICKBALL

Player Requirements: **Coed Event**

- Maximum players allowed on roster: 20
- Minimum players allowed on roster: 8 – with a minimum of 4 women.
- 4 women are **required** to be on the field at all times.
- 11 players can take the field at one time with at least 4 women on defense.
- **Subs ARE allowed.**

Format: Multi-Day Event; Double Elimination Tournament. We will be using the WAKA rules with the following modifications.

Equipment: Equipment will be provided.

Uniform: Matching shirts are required.

Forfeit: Game time is forfeit time.

RULES:

- You may have up to 14 “kickers” on your lineup card. Players are not required to play in the field to kick, but all fielders who play on defense must be on the lineup card and kick. Players more than the 14 allotted spots on the lineup card would be considered “subs” and cannot play defense or kick unless they are subbed in for another player. Lineup cards must be completed and submitted to umpire/scorekeeper by game time. Players must kick in the same order listed on the lineup card throughout the entire game. If a player listed on the lineup card becomes injured or some other circumstances arises in which the player cannot play and no subs are available, their turn at bat will be recorded as an out (“auto out”).

Regulation of the Game:

- Regulation games will last (5) innings or 45 minutes, whichever comes first. The home team will be determined by a coin toss. The home team will field first.
- Once 3 outs have been recorded a team’s “at kick” is over. Once both teams have kicked the inning is over. There is a run rule of 15 per inning.
- If one team is ahead by 20 or more runs at the end of the third inning the game will be called.

Forfeits:

- Failure to have 4 women on defense will result in a forfeit.
- Failure to have 8 players will result in a forfeit. You must have at least 4 women and 4 male players on defense, or it will be a forfeit.

Pitching:

- Teams will pitch to their own teammates.
- The ball must be rolled underhand.
- The pitch must be released behind the rubber and be within 2 feet of the pitching mound to either side.
- Each kicker is allowed 3 rolled balls. Failure to legally kick the ball within the 3 pitches will result in an out.

Foul:

- A kicked ball that is touched in foul territory prior to going fair.
- A kicked ball that goes foul prior to passing 1st or 3rd base & not touched by a player while the ball was in fair territory.
- A “double kick” or when the ball bounces up and hit the kicker a second time after the first touch while still in the kicking motion.

Strike:

- Any pitch that is not kicked.
- An attempted kick missed by the kicker.
- A foul ball counts as a strike.

Kicking:

- The kicker must wait for the ball to reach home plate before kicking the ball. The kicker may kick the ball anywhere behind home plate. The kicker cannot step on the ball or “trap” it to make a kick. If this is done it’s a strike.
- **NO BUNTING!** Ball must pass the bunt line drawn on the field; failure to do so is a strike.

Fielding:

- Fielders must start behind the Crash line prior to the ball being kicked.
- Fielders must stay out of the base line unless fielding the ball. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running.
- Fielders may not intentionally drop a catchable ball (all runners are safe).
- A fielder can throw a ball at a runner below the shoulders.
- If the runner gets hit above the shoulder that runner is safe at the base which they were running, unless they are ducking, they will be called out.

Outs:

- A runner is touched by the ball while not safely on a base and the ball is live.
- A runner hit by a thrown ball below the shoulders.
- A kicked ball (foul or fair) that is caught in the air before touching the ground.
- A ball possessed by a fielder touching a base prior to the runner reaching that base (force out).
- A runner off their base (leading) when the ball is kicked.
- A runner interfering with a fielder’s opportunity to make a play.
- Any physical contact by the runner with the ball whether runner hits the ball, or the ball hits the runner results in an out.

Base Running:

- **There is absolutely NO SLIDING!** The first time will be a warning and the second time will be dismissal from the rest of the game. Runners must stay within the base line except to avoid a collision with a fielder. No leading off or stealing. Runners can only advance after the ball is kicked. A runner off base when the ball is kicked will be out. Runner may Tag-Up and advance to the next base after a kicked ball is touched by the defense.
- Runners may overrun first base and home. Running past another runner is not allowed. Any runner that passes another runner is out. If a base is displaced, the runner must use the original location of the base until the play is over.

Play Ends (dead ball):

- When any defensive player has control of the ball within the 5-foot pitcher’s mound area.
- When time is called by the referee.
- When a runner intentionally touches the ball (the runner is out).
- When a runner is hit with a kicked ball by the kicker (out).
- When the referee rules the ball out of play.

Out of Play:

- If the ball is thrown or kicked by the defense out of the field of play, each base runner is granted one additional base in addition to the base they were running toward. The referee will determine when the ball is out of the field of play. An overthrow that goes into foul territory but does not go out of the field of play is still alive. Base runners can advance multiple bases at their own risk.

Tie Breaker:

- The last out from the previous inning starts the **SECOND** extra inning at second base with 2 outs. Each team follows this rule for any additional innings needed until the tie is broken. All other rules (including run rules) are in effect. In the event of a tie in a Championship game, full extra innings will be played until a winner is determined (NO California Tie-Breaker rule will be used). Run Rules are still in effect.

MINIATURE GOLF

Player Requirements: Open Event.

- Each team must have and compete with 4 players on their roster.
- No minimum women requirement.
- **Subs are NOT allowed.**
- ***Each company may enter two, two person teams, a total of 4 golfers***

Format: One-Day Event; Scramble Tournament.

Equipment: Putters and balls are provided, but you may play with your own putter.

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

RULES:

- One 2-member team from your company will be matched with another company's 2-member team at the start of the competition.
- Opponents will keep score of the other team's strokes.
- This is a Shotgun Start with holes numbering 1-18. You will be assigned your hole at the start time.
- Players start by flipping a coin to establish putting order. After the 1st hole, the best score on the current hole will be putt first, 2nd best will putt second, etc.
- Player furthest from the hole shall putt first following everyone's 1st putt. Once the player is within 2 feet of the hole, they have the option to putt out.
- If a player hits another player's ball, the player putting will play their ball where it lies, but the other player's ball must be played as close to the original spot as possible. If an opponent's ball is in the line of a player's ball that is furthest away, that player may request opponent's ball to be marked.
- Anytime a ball leaves the playing area, the ball must be placed within 6 inches of the side at the point where the ball left. A one stroke penalty will be assessed to player's stroke total (exception: if the ball leaves the playing field where the hole started. It may be placed back in play without penalty).
- Anytime a ball comes to rest or is less than 6 inches from the side of the field, a player has the option to move the ball out laterally no more than 6 inches. This does not apply to any obstacles that are part of the hole.
- After 6 strokes of the ball a player must pick up their ball, and a 7 is recorded on the scorecard.
- No slow play will be tolerated. There will be a 2-stroke penalty after the initial warning.
- Each team must attest to their own and opponent's score card before submitting it to the scorer's table.
- At the 18th hole, if you make it - score 1, miss - score 2.
- There will be a bucket of balls to replace the ball taken at hole.
- Four team members' scores will be totaled at the end of the round to establish a team score. The lowest team score wins. Ties will be broken by comparing the total team score on each hole starting at hole #1.

MYSTERY EVENT (Bonus Event)

Player Requirements: Open Event.

- Each team must have and compete with 4 players on their roster.
- No minimum women requirement.
- **Subs are not allowed.**

Format: One-Day Event; It's a mystery! Watch for emails as the event gets closer with location, time, and other event specific details.

Equipment: Information will be emailed out to teams closer to the event.

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

NINJA WARRIOR

Player Requirements: Open Event.

- Each team must have and compete with 4 players on their roster.
- No minimum women requirement.
- **Subs are NOT allowed.**

Format: One-Day Event.

Equipment: Shoes are highly recommended but not required. No chalk is allowed.

Uniform: Matching shirts are recommended

Forfeit: Game time is forfeit time.

RULES:

- Airborne facility rules apply.
- Shoes are highly recommended but not required.
- Gloves may be worn, but no chalk is allowed.
- Each player will run the course once. Time permitting, players may get a second run on the course. If a player is permitted a second run, the better run will be used.
- Must complete each obstacle in order for it to count. No jumping past obstacles.
- Players have a maximum of 3:00 minutes to complete as many obstacles as possible.
- Time starts when both feet leave the ground on the first obstacle (Monkey Bars). Check with the timekeeper before starting.
- Time stops when both feet touch the pad on the platform atop the Warped Wall, or when player fails on an obstacle and touches the foam blocks, or when the player times out at 3:00 minutes.
- If any part of the body or clothing touches a foam block, the run ends at that point.
- Obstacles will be monkey bars, rock wall, airwalk (balance beam), spider wall, half pipe wall run with rope, cliff hanger, inverted spider web and warp wall run.

SCORING:

- The team with the most points wins. In case of a tie, the team with the fastest combined times will win.
- One point will be awarded for successfully completing each obstacle. There are eight obstacles total. An extra two bonus points are awarded for successfully completing the entire course for a total of ten points (instead of eight).

PICKLEBALL

Player Requirements: **Coed, Men's & Women's Event.**

- Each team must have and compete with 2 players on their roster.
- 1 woman **required** for COED.
- **Subs are NOT allowed.**

Format: One-Day Event; Double elimination tournament.

Equipment: Bring your own paddles, balls will be supplied.

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

RULES:

- USAPA rules will govern all play. In the event of any inconsistency or conflict between the rules below and the USA Pickleball 2023 Official Rulebook, the inconsistency or conflict shall be resolved by giving precedence to the USA Pickleball 2023 Official Rulebook.
- All winners' bracket matches will be the best of 3 games:
 - Games will be won by the first team to 11 points.
- Losers' bracket will play 1 game only, first team to 15 points.
- Players will call their own lines and score.
- Spin for serve/receive/side BEFORE you warm-up.

Determining Serving Team:

- Any fair method shall be used to determine which player or team has first choice of end, serve, receive, or defer (e.g., a 1 or 2 written on the back of the score sheet, flipping a coin). If the winner chooses to serve or receive first, the loser chooses the starting end. If the winner chooses the starting end, the loser chooses to serve or receive. Once a selection has been made, it cannot be changed.
- The starting server shall wear a visible form of identification determined by the Tournament Director.
- Teams may change the starting server between games, but the starting server for the game shall be the player wearing the starting server form of identification.

The Serve:

- Either a drop serves, or a volley serve is permitted
 - Volley Serve:
 - The serve must be made underhand.
 - The highest point of the paddle head must not be above the highest part of the wrist (where the wrist joins bends) when the paddle strikes the ball.
 - Paddle contact with the ball must be below the server's waist (navel level).
 - Drop Serve: The drop serve is made by striking the ball after it bounces on the playing surface and can be made with either forehand or backhand motion.
 - The server must release the ball from one hand only or drop it off the paddle face from any natural (unaided) height.
 - The ball shall not be propelled (thrown) downward or tossed or hit upward with the paddle.
- The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until the ball is struck. Neither of the servers' feet may touch the playing surface outside the imaginary extension of the sideline or centerline.
- The server must serve the correct service court (the court diagonally opposite the server). The serve may clear or touch the net and must clear the no volley zone (NVZ) and the NVZ lines. The serve may land on any other service court line.
- If the serve clears the net or contacts the net in crossing and then touches the receiver or the receiver's partner, it is a point for the serving team.
- The server must call the score before each serve.

- After the server calls the score, they have a 10 second window to serve the ball.

Service Sequence:

- Both players on the serving team can serve and score points until they commit a fault.
- The first serve of each side-out is made from the right/even court.
- If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
- As subsequent points are scored, the server continues switching back and forth until a fault is committed, and the first server loses the serve.
- When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence of the game).
- The second server continues serving until his team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition (at side out), the first serve is from the right/even court and both players on that team can serve and score points until their team commits two faults.

Scoring:

- Points are scored only by the serving team.
- A ball contacting any line, except the non-volley zone line on a serve, is considered “in”.

Two-Bounce Rule:

- When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
- After the ball has bounced once in each team’s court, both teams may either volley the ball (hit the ball before it bounces) or play it with a bounce (ground stroke).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

Non-Volley Zone (NVZ):

- The NVZ is commonly referred to as “the kitchen.”
- The NVZ is the court area within 7 feet on both sides of the net, including the NVZ line.
- Volleying is prohibited within the NVZ. This rule prevents players from executing smashes from a position within the zone.
- It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player’s momentum causes them or anything they are wearing or carrying to touch the NVZ including the associated lines.
- It is a fault if, after volleying, a player is carried by momentum into or touches the NVZ, even if the volleyed ball is declared dead before this happens.
- A player may legally be in the NVZ any time other than when volleying a ball.
- A player may stand inside the non-volley zone to hit a ball that has bounced. There is no violation if a player does not exit the non-volley zone after hitting a ball that bounces.

Faults:

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server’s loss of serve or side out.

PISTOL SHOOT

Player Requirements: Open Event.

- Each team must have and compete with 2 players on their roster.
- No minimum women requirement.
- **Subs are NOT allowed.**

Format: One-day Event. Each team member will shoot 10 rounds at 3 different distances: 10 yards, 15 yards, and 25 yards. Three-minute time limit per 10 rounds. One shooter will complete their relays then the second shooter will complete theirs. Total team scores will determine winners.

Equipment: Please see below.

Uniform: Matching shirts are recommended.

Forfeit: Event start time is forfeit time.

SCORING:

- Shots touching a scoring ring receive the higher value. Shots outside of the scoring ring are recorded as misses. Total team score possible will be 600 (2 shooters x 300). The number of center x's hits will be the tie breaker. Any remaining ties will result in a shoot-off.

EQUIPMENT:

- Participants must provide their own .22 caliber handgun and .22 caliber rim fire ammunition.
- **Cannot use: .22 Magnums, .17 HMR, .17 Mach II**
- There are no scope or sight restrictions. Also, no resting devices may be used.
- Teams can share a gun within their own team of 2 players. Guns cannot be shared with other teams in another lane.
- Participants can shoot one handed or two handed.
- Targets will be provided by Corporate Games.
- Targets used for the competition are the National Rifle Association Official 25 yd. slow-fire pistol target.
- **Hearing and eye protection are mandatory and are to be self-provided.**

**Any handgun deemed unsafe to fire by the range officials will be disqualified.
For safety reasons, all firearms are to be unloaded prior to entering the facility.**

RIFLE SHOOT

Player Requirements: Open Event.

- Each team must have and compete with 3 players on their roster.
- No minimum women requirement.
- **Subs are NOT allowed.**

Format: One-day Event. Range of shooting will be at 50 ft. Three shooters firing 10 different shots from each of three positions. Each shooter fires 10 rounds in the prone, sitting or kneeling, and standing position, with a 5-minute practice period for each shooter. Each shooter will complete all three of his/her relays and then the next team member will shoot.

Equipment: Please see below.

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

SCORING:

- The target used is an A-17. It has 10 bull's-eyes around the edge and a center bull's-eye. One shot is fired at each of the 10 edge bull's-eyes. Each shot is worth a maximum of 10 points. If two shots hit the same bull's-eye, the lower of the two shots will be scored, with the other being scored as a zero on the next bull's-eye. No shots are to be fired at the center bull's-eye.
- **3 Minutes will be allowed for each shooter to fire his/her 10 competition shots from each position.**
- **Team scores are an aggregate of individual scores.**

EQUIPMENT:

- Participants must provide their own .22 caliber rifle and .22 caliber rim fire ammunition.
- No weight limit.
- **Cannot use: .22 Magnums, .17 HMR, .17 Mach II**
- A scope may be used.
- Ammunition supplied by the shooter.
- No objects may be used to stabilize your rifle.
- A sling may be used in all positions except standing (offhand).
- **Hearing and eye protection are mandatory and are to be self-provided.**

**Any rifle deemed unsafe to fire by the range officials will be disqualified.
For safety reasons, all firearms are to be unloaded prior to entering the Facility.**

SCRABBLE (Bonus Event)

Player Requirements: **Open Event.**

- Each team must have and compete with 2 players on their roster.
- No minimum women requirement.
- **Subs are NOT allowed.**

Format: One-Day Event. Double Elimination Tournament. Games will be 20 minutes total and each team will have 10 minutes each on their clocks. (May be subject to change).

Equipment: All equipment will be provided.

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

RULES:

- Setup:
 - Draw for first play. The player with the letter closest to “A” plays first. A blank tile beats any letter.
 - Team members will be seated across from each other.
 - Each player will draw nine tiles
- Gameplay:
 - Complete your turn by counting and announcing the score for that turn. Then draw as many new letters as you played, always keeping nine tiles in your rack, as long as there are enough left in the pouch.
 - Play passes to the left.
 - No electronics allowed.
 - Blanks: Blank tiles may be used as any letters. When played, you must state what letter it represents. It remains that letter for the rest of the game. The score value of a blank is zero.
 - Exchange Tiles: you may use a turn to exchange all or some of your tiles. To do so, place your discarded tile(s) facedown. Draw the same number of tiles from the bag, then mix your discarded tile(s) back into the bag. This ends your turn.
 - Dictionary: The Official SCRABBLE Players Dictionary (Seventh Edition)
 - Letter and word premiums count only on the turn in which they are played. On later turns, letters already played on the premium squares count at face value.
 - Ending the Game: The game ends when all tiles have been drawn and one player uses their last letter, or when all possible plays have been made.
 - Unplayed Letters: When the game ends, each teams score is reduced by the sum of their unplayed letters.
 - Team members may not look at each other’s tiles or help each other decide what letters to play.
 - Letters may not be moved or replaced once they have been placed on the board
 - No electronics allowed
- Scoring:
 - The scorekeeper tallies each player’s score, entering it after each turn.
 - Bingo Bonus: The 50-point “Bingo” bonus will be given for 7,8 or all 9 tiles used in one turn.
- How to Win:
 - The team with the highest final score wins. Team members scores will be added at the end of the game, including a reduction of their score by the sum of their unplayed letters.

SCAVENGER HUNT (Bonus Event)

Player Requirements: Open Event.

- The event does not require any number of people.

RULES:

- Scavenger hunt list will be emailed out in August.
- The list will have an overall theme. Items can be activities or items to gather.
- Each company can decide how to get all the items on the list
 - (i.e., items can be split up or done as a group)
- All items must be turned in at the designated time and place.
- Items CANNOT be turned in early.
- Teams cannot share items.
- If there is a tie for items found, the tiebreaker will go to the team who turned in their items first.

SOCCER

Player Requirements: **Coed Event.**

- Maximum players allowed on roster: 20
- Minimum players allowed on roster: 5
- 2 women **must** be on the field at all times.
- Team's must have at least 4 players with at least 1 woman to start.
- **Subs ARE allowed.**

Format: Multi-Day Event; Double Elimination tournament. Games will consist of two 20-minute halves with a 2-minute half time.

Equipment: A molded cleat or athletic shoe must be worn. Shin guards are strongly encouraged, bring water and balls. No toe cleats.

Uniform: Matching shirts are required.

Forfeit: Game time is forfeit time. 6 players per team are required to start a game.

RULES:

- The league is 6 v 6 (5 players on the field and 1 goalkeeper). Teams must have a minimum of 2 women on the field. The goalkeeper may be either male or female. You must have at least 4 players to start the game with at least 1 woman.

Substitutions:

- The number of substitutions is unlimited. Substitutions may occur during a dead ball or after a scored goal. No substitutions are permitted while the game is in progress. When substituting the goalkeeper, players must inform the referee. All other substitutions are allowed without referee acknowledgment.

Offsides:

- It is not a foul in and of itself to be in an offside position. The foul is called if the player is in an offside position at the moment the ball is kicked by his or her teammate and is involved in active play by either:
 - Making a play on the ball.
 - Interfering with play or an opponent.
 - Gaining advantage by being in that position.
- A player is considered to be in the offside position if all of the following are true:
 - The player is on the opponent's end of the field.
 - The player is closer to the opponent's end line than the ball (the player is in front of the ball).
 - There are not 2 defending players (the goalkeeper counts as one of them) closer to the opponent's end line than the offending player.
- When a player is called for an offside offense, a free kick will be awarded to the opposing team at the spot of the foul. Offsides will not be called on a throw-in but will be called on any other play including goal kicks and free kicks.

Fouls & Misconduct:

- **SLIDE-TACKLING IS NOT ALLOWED!** A player also may not play the ball if any part of his or her body (excluding the feet) is on the ground. A player also may not leave their feet without returning to their feet (i.e. no diving headers, bicycle kicks, etc.). The goalkeeper may slide or leave their feet in the box in an attempt at the ball.
- Fouls and misconduct are not permitted. A player who kicks, trips, pushes, holds, charges the back of an opponent, obstructs, or contacts the ball with any part of his or her hand shall be penalized with a direct free kick. All penalty kicks will be taken from the penalty spot located 15 yards out from the goal. Yellow and red cards will be shown to players that are exhibiting overly aggressive play, unsportsmanlike conduct, disrespect for the referees, or violent words/actions. These cards are given at the discretion of the referee.
- A player receiving a yellow card must immediately be substituted off the field but may later re-enter the game. If that player receives a second yellow card in the same match, it is equal to a red card.

Any player receiving a red card will be ejected from that match and his/her team must play one player short for the remainder of that match. **The player receiving the red card will also be ineligible to play in the team's next scheduled match.** If a player receives two red cards in one season, he or she will not be eligible to play for the remainder of the tournament.

Goal Kick:

- When the ball completely crosses the goal line after being last touched by a player from the attacking team; the ball is put back in play by a free kick from the goal area by the defending team.

Corner Kick:

- When the ball completely crosses the goal line after being last touched by a player from the defending team, the ball is put back into play by the attacking team at the corner mark closest to where the ball went out.

Throw-Ins:

- When the ball completely crosses the out of bound sidelines, the ball is put back in play with a throw-in. The ball is thrown-in from the sideline on the nearest spot where the ball left the field. The ball is sent back into play by the team that is not responsible for sending the ball out of play.
- As the player throws the ball in, both feet must remain on the ground and the ball must be held with both hands and thrown directly over the head.
 - At the discretion of the referee, an illegal throw-in may be:
 - 1. Allowed
 - 2. Retaken
 - 3. Given to the opposite team.

Goalkeeper:

- May not handle a foot pass from his or her own teammate. The goalkeeper may, however, play the ball with his or her own feet.

Blood Rule:

- A player who is bleeding or has an open wound must leave the game until the bleeding is stopped, the wound is completely covered and if necessary, the bloody clothing has been replaced. No penalty will be assessed if a replacement jersey does not exactly match the team color, as long as it is similar.

Fouls in the Box:

- The ball will be placed either at the spot of the foul or the penalty kick spot at the referee's discretion and the opposing team will be allowed a wall. The kick may not be taken until the referee signals the restart. **A penalty kick will only be awarded if a goal scoring opportunity is denied** at the discretion of the referee.

Tie Game:

- **In the case of a tie game** - a shootout will determine winner. Each team will choose 5 players to participate in penalty kicks. A coin toss between captains will decide what gender will start the penalty kicks then will alternate genders after each shot. The team that wins the shootout will win the game.

SOFTBALL

Player Requirements: **Coed & Men's Event.**

- Maximum players allowed on roster: 20
- Minimum players allowed on roster: 10
- 3 women **must** be on the field at all times for COED.
- Games must start and end with 8 players.
- **Subs ARE allowed.**
- **Once the roster has been turned in for the first game, no changes can be made.**

Format: Multi-Day Event; Double Elimination Tournament.

Equipment: Balls will be provided for each game. Bring your own bats that are USSSA governed. No metal cleats.

Uniform: Matching shirts are required.

Forfeit: Minimum players required to start the game is 8. Less than 8 players will result in a forfeit. Game time is forfeit time.

RULES:

- Teams can start a game with 8, 9, 10, 11, or 12 players on their batting lineup; however, no more than (10) players may play on the field at any given time.
- A coin flip by the umpire before the game will determine the home team.
- If you start a game with 8 players, you will take two automatic outs until the ninth or tenth players arrive. You may not finish the game with less than 8 players. You may not add an additional hitter (AH) once the game starts. COED can start with 11 and take an automatic out until the 12th player arrives.
- If you choose to start the game with 11 players, 10 players on defense and the additional hitter, you may finish with no less than 9 players and take two automatic outs. The 11th player can enter the game defensively at any time.

COED Rules:

- The following combinations of Women/Men players are allowed:
 - 6 Women/6 Men = 12 Players, no Auto Outs
 - 5 Women/5 Men = 10 Players, no Auto Outs
 - 4 Women/5 Men = 9 Players, must take 1 Auto Out
 - 3 Women/5 Men = 8 Players, must take 2 Auto Outs
- Batters must alternate women/male in lineup.
- When a male batter receives a base on balls or intentional walk, he will be awarded first and second base with following women batter having the option to walk or bat.
- Substitution players must replace a member of their own gender and re-entry into the game is permitted (as per USSSA rules).
- When starting with ten players, the outfield will consist of two males and two women.
- The infield will include three men and three women. Outfielders must play at least 25 feet from the baseline. The pitcher can be male or women; the catcher must be of the opposite sex.
- A 12-inch softball will be used for all games.

Playing Rules:

- A batter is out on the second foul ball after a called strike.
- The pitching arc must be 6 to 10 feet above the ground.
- The 3/2 ball/strike count is in effect.
- SAFETY BASE: A double first base will be mandatory for all Corporate Games Tournaments. Runners must use the outside base and the fielder must use the inside base. Using the wrong base by the runner or a fielder will result in an automatically safe or out call unless there is no play at first base.
- There is a 50-minute time limit on games. The umpire or official scorekeeper will keep time. Their decisions are final and will be upheld.

- Run Rule - 20 runs after 3 innings, 15 runs after 4 innings or 10 runs after 5 innings.

Home Run Rule:

- Men's Tournament: 2 up rules, each homerun hit after 2up will be a single.
- COED Tournament: 1 up Male, 1 up Women - each homerun hit after 1 up will be a single.
- This rule allows any team that has reached its homerun limit to hit another homerun as long as they are not more than one homerun ahead of the opposing team. For example, if team "A" has hit their 3 homeruns and team "B" has not hit their 3 homeruns, team "A" is not allowed to hit anymore homeruns; but if team "B" has hit their 3 homeruns, team "A" would be allowed to hit a 4th homerun (and if they do so, team "B" would be allowed to hit their 4th and 5th homerun- then "A" would be able to hit their 5th and 6th, etc...)

Tennis

(World Team Tennis format)

Player Requirements: Open Event

- Maximum players allowed on roster: 8
- Minimum players allowed on roster: 4
- Minimum women required on roster: 2

Format: Three day event; round robin tournament

Equipment: Participants must bring their own racquets. Balls will be provided.

Uniform: Matching shirts are recommended

Default: A default will be declared 15 minutes after the start time of the match. 4 players are required.

RULES:

- Scoring in a Game

In WTT the scoring is no-ad. This means a game is won by the first team to win four points (1,2,3, game). When the game score is deuce (3-3) (game point), the receiving team chooses which side is to receive the serve. In the mixed doubles set the serve must be gender to gender at game point.

- Score in a set

A match consists of six no-ad sets and includes one set of men's and women's singles and doubles, and two sets of mixed doubles.

On two courts, order of sets will be: women's and men's doubles, women's and men's singles, and two sets of mixed doubles

Each no-ad set is won by the first team to reach six games. A nine-point tiebreaker will be played at five games all in any set.

- Tiebreakers

Nine-Point Tiebreaker: A nine-point tiebreaker will be played at five games all in any set. The person who is to serve next begins the tiebreaker. Each player serves two points in succession starting from the deuce court. Players change sides after four points. The first team (or person) to score five points wins the tiebreaker. If the tiebreaker reaches 4-4, the person who served the eighth point serves the ninth (final) point. The receiver, however, has the choice of sides (except in mixed doubles, where the service must be gender-to-gender). The winner of the ninth point is the winner of the set. Note: The tiebreaker can be won by one point. The tiebreaker counts as one game in overall match scoring.

If the overall score ends tied, a Supertiebreaker will be played to determine the winner.

The Supertiebreaker is a continuation of the sixth set. Team number six should be designated as the strongest mixed doubles team. Once you have come out of the mixed doubles set, you cannot return in the supertiebreaker. The first person to serve in the supertiebreaker is the person

who was next to serve at the end of the sixth set. This overtime rule gives the trailing team a chance to make a comeback. It also emphasizes the importance of the mixed doubles set.

Supertiebreaker: If the match enters into a Supertiebreaker, a coin toss will decide which team serves first/receives or chooses sides in the Supertiebreaker. The Supertiebreaker should be treated as a new set and substitutions are allowed. Either player on the serving team may serve first. The receiving team selects from which end of the court they want to receive. In addition, court positions may be changed (i.e. the person who played forehand position may switch with his/her partner to play the backhand position). Each player serves two points in succession starting from the deuce court. Players change sides after six points. The first team to score seven points wins the Supertiebreaker. If the Supertiebreaker reaches 6-6, the person who served the 12th point will serve the 13th (final) point. Since this set is mixed doubles, the final serve will be gender-to-gender. The winner of the 13th point wins the Supertiebreaker and the match. Note: The Supertiebreaker can be won by one point. The Supertiebreaker counts as one game in overall match scoring.

- **Changing end of the court**

After every four games players change ends. In the nine-point tiebreaker, change ends only after the first four points. In the Supertiebreaker, change ends only after the first six points.

- **Order of Service**

The home team serves first in all doubles sets. (In the six-set format, the away team serves first in the fifth set and the home team serves first in the sixth set.) The away team serves first in the singles sets. Note: Since the serving order is predetermined, the receiving team selects from which end of the court they want to receive.

- **Coaching**

Coaching is allowed throughout the match as long as it does not interfere with continuous play. Coaching is not allowed between first and second serves as the second serve must be struck without delay. Only one member of the team is permitted to go out on the court to coach and the coaching must be completed within the twenty (20) second time limit allotted between points. We encourage team members to stand along the court and support their team. Coaches and non-participating players must remain in a designated "player's bench" area until the completion of each point. WTT Staff or the Local League Director will determine the "player's bench" area for the facility/courts. Only the two players (singles) or four players (doubles and mixed doubles) can make the line calls. Team members along or near the court cannot make line calls or call footfaults.

- **Substitutions**

A team can at any point, INCLUDING THE SUPERTIEBREAKER, substitute a player (same gender) into a set for any reason. Once a player is replaced, he/she cannot return in that set and players cannot play in both mixed doubles. If a substitution occurs in doubles, the remaining player cannot change the side on which he/she receives or the service order. Substitutions are allowed in Overtime if a player has not already played in mixed doubles. The Supertiebreaker should be treated as a new set, and all substitutions are allowed.

- **Warm Up time**

In WTT you warm up with your teammates. All players are allowed a ten minute warm-up. All team members are encouraged to warm-up during this time. Once play has begun, a five minute

warm-up is allowed between sets. This must be adhered to so that all sets will be completed in the time allotted.

- **Default Rule**

If the home or away team player does not show up on time for his/her match, there will be a 15 minute default time should a substitute player not be available. If a set is defaulted, the score should be recorded as 6-0 in favor of the players present. The default rule will not apply when the missing player is on court playing a previous match. If the home or away team does not show up on time for the match, there will be a 15 minute default time. If a match is defaulted, the match score should be recorded as 36-0 in favor of the team present. If a player retires during a set and cannot be substituted, the score will be recorded with the games played standing with the opposing team receiving six games.

TEXAS HOLD'EM

Player Requirements: **Open Event.**

- Each team must have and compete with 4 players on their roster.
- No minimum women requirement.
- **Subs are NOT allowed.**

Format: One-Day Event. Teams will field four participants in any combination of gender. No more than 1 player from each company will sit at a table. No Substitutes once the event has started.

Equipment: Equipment will be provided.

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

RULES:

- **Shuffle:** The dealer will shuffle a standard 52-card deck. A round disc "dealer button" or "the button" moves clockwise from player to player with each hand. The button marks which player would be the dealer if the deal were advanced from player to player as the game went along.

SCORING:

- There is no general governing body for this event. The game will be No Limit Texas Hold'Em and will be a "No Re-Buy" tournament. Each participant will be given the same total of chips. This is points only, no money. The team with the most points wins their division. Participants will earn points based on when they are eliminated from the game. If multiple players are eliminated on the same hand the player who went "all in" with the most chips will be awarded the later elimination. Points earned by each participant will be totaled to establish a team's overall rank. Example: Given an eight (8) person table.

Order of Elimination:

1 st Eliminated = 1 Point	5 th Eliminated = 4 Points
2 nd Eliminated = 1 Point	6 th Eliminated = 7 Points
3 rd Eliminated = 1 point	7 th Eliminated = 11 Points
4 th Eliminated = 2 Points	8 th Eliminated = 16 Points

Blinds:

- The two players to the left of the dealer (the button) will post the blinds. The player to the left of the dealer (the button) will post the "Small Blind" and the second player left of the dealer will post the "Big Blind." The blinds will be raised every 10-15 minutes. The starting chip count will be 5,000.
- Blinds: 100-200, 200-400, 300-600, 400-800, etc.
- Blind time and amounts may be adjusted by staff.

Play:

- All tables will be self-dealt, Ace is high.
- Max number of players per table is 8. The number of players on the table may vary. The scoring will be adjusted according to the number of players on the table.
- Deal: Each player will be dealt two cards, face down. These are known as the "hole cards."
- Betting Begins: A round of betting takes place, beginning with the player to the left of the two who posted the blinds. Players can call, raise, or fold when it's their turn to bet. "Verbal bets" are binding.
- The Flop: After the first betting round, the dealer discards the top card of the deck. The dealer then flips the next three cards face up on the table.
- After the flop, another round of betting takes place, beginning with the player to the left of the dealer (the button). During this and all future rounds of betting, players can check, call, raise, or fold when it's their turn to bet.
- Fourth Street or Turn: The dealer burns another card and plays one more face up onto the table. This, the fourth community card, is called the "turn" or "Fourth Street."
- The player to the left of the dealer begins the third round of betting.

- Fifth Street or River: The dealer burns another card before placing the final face-up card on the table. This card is called the "river" or "Fifth Street."
- Final Betting and The Winner: Players can now use any combination of seven cards to form the best possible five-card Poker hand.
- The fourth and final round of betting starts with the player to the left of the dealer (the button).
- After the final betting round, all players who remain in the hand reveal their cards. The player who made the initial bet or the player who made the last raise shows their cards first.
- The player with the best cards wins – whether they realize it or not.

No Limit Hold'Em General Rules:

- Each player will have 30 seconds to act on their hand.
- All cards will be turned face up once a player is all in.
- Any raise must be equal to or greater than the previous bet. Once a raise is announced by a player that player must make at least the minimum raise, which would be equal to the last bet.
- Players must always keep the highest denomination chips visible.
- Cards on the table and face up speak for themselves. The winning hand is the winning hand even if the player does not realize they have won.

Tie Breakers:

- In the event of a tie, players will participate in a sudden death round.
- The sudden death round will last 20 minutes and the player who finishes the round with the most chips wins.

House Rules:

- Chips being bet must not be thrown into the main pot, but instead be placed directly in front of the player making the bet. The dealer will move them into the pot once the betting is completed for that round.
- When hands are being shown, they must be turned face up (both cards) directly in front of each player. Hands thrown face up into the pot or "muck" will deem the player's hand dead immediately.
- Players are not allowed to show other players at the table their hole cards during a hand. Doing so will kill the hand instantly (that player must fold, regardless of what action has occurred). If a player shows one player his hand after the hand is over, he may be requested and required to show everyone at the table (instead of just mucking either a losing hand or a winning hand that was not called).
- Players talking about their cards after folding while the same hand is taking place will be assessed a penalty as this reveals information to the players still in the hand.
- The act of moving chips from your stack forward as a bet and then taking them back without letting go is considered "forward motion" or an "act of commitment" and will be counted as a bet.
- Players are encouraged to protect their hands. If they are playing in a hand, they should place a chip or some other object over the cards to prevent them from being mucked accidentally (if another player folded his cards and they slid into a live hand, both hands would be dead if the live cards were not protected).
- No "string-bets". A string bet is when a player puts chips in to make a call, and then in a separate, second movement, moves more chips in to raise.
- If cards are accidentally flipped over during a hand whether it be by a player or a dealer, the cards must be announced to all players so everyone has the same information.
- If a card is accidentally flipped over while dealing, that card should also be announced to all players, but will be used as the first burn card. If more than one card is revealed, it is considered a misdeal, and cards should be returned to the dealer and reshuffled.

Tournament:

- When a player loses all their chips, they are eliminated from the tournament.
- The object of the game is to eliminate the other players, thereby accumulating all the chips.

TRAP SHOOT

Player Requirements: Open Event.

- Each team must have and compete with 3 players on their roster.
- No minimum women requirement.
- **Subs are NOT allowed.**

Format: One-Day Event.

- Amateur Trap shooter Association Rules to govern the event.
- All participants will shoot from the average handicap distance of 16 yards.
- Two rounds of 25 shots from five posts will be shot by each team member at 16 yards.
- The total possible individual score is 50. The best combined team score wins.

Equipment: Participants must provide their own shotgun and ammunition (7 ½ - 9 chill shot permissible, max load 3 grams). Clay pigeons will be provided. Guns cannot be shared. **Hearing and eye protection are mandatory and are to be self-provided.**

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

**For safety reasons, all firearms are to be unloaded prior to entering the Facility!
Be sure to bring your own ear plugs and safety glasses!**

TRIVIA (Bonus Event)

Player Requirements: Open Event.

- Maximum players allowed on team: 4
- Minimum players allowed on team: 3
- 3 players are required at the start of the event.
- No minimum women requirement
- **Subs are NOT allowed.**

Format: One-Day Event.

Equipment: All equipment will be provided.

Uniform: Matching shirts are recommended.

Forfeit: Game time is forfeit time.

RULES:

- Teams will answer questions as a group.
- Questions will be timed.
- Points awarded for correct answers.
- No electronics allowed.
- Dependent on the number of teams registered, a specific number of rounds will be played to determine the overall 1st, 2nd, and 3rd place winners.

ULTIMATE FRISBEE

Player Requirements: **Open Event.**

- Maximum players allowed on roster: 14
- Minimum players allowed on roster: 7
- Games must start and end with 5 players.
- **Subs ARE allowed.**

Format: Multi-Day Event; Double Elimination Tournament.

Equipment: Equipment will be provided.

Uniform: Matching shirts are **required.**

Forfeit: Game time is forfeit time.

RULES:

- **USA Ultimate rules will govern all play with the following modifications:**
- Games are to 13 points or the fifty (50) minute time cap.
 - Time Cap (50 Min): At time cap, finish the point being played. If that point creates a tie, one more point must be played to break the tie.
- Teams are allowed a single 1-minute timeout per game.
- The disc may only be moved by passing, the thrower is not allowed to take any steps. Any time a pass is incomplete, intercepted, knocked down or contacts an out of bounds areas, a turnover occurs, resulting in an immediate change of possession of the disc.
- A goal is scored when a player successfully passes the disc to a teammate in the end zone of the opposing team.
- 1-Yard Mark: The marker must stand one yard away from the thrower, not one disc's diameter.
- Zone defense: zone defenses (traditional, clam or other) are allowed.
- 15 -Yard Brick: If the pull goes out of bounds over the end zone, it is put in play at the 15-yard mark, centerfield.
- Callahan Pull: If receiving team gains possession of the pull in their end zone, then the receiver is obligated to put the disc into play at that point. The receiver does not have the option of walking the disc to the goal line. If the disc lands in the end zone, then rolls out of bounds, it must be put in play at the goal line.
- Continuation: We will use the part of the continuation rule that allows a fouled team to take the result of the play rather than the foul.

Substitutions:

- Substitutions can be made only after a goal and before the ensuing accepted throw off; before the beginning of a period of play, or to replace an injured player.

Field Dimensions:

- The field will be played on a 100 x 40 yards with 15-yard endzones on each side.

THERE WILL BE NO WARNING! THIS IS A NON-CONTACT SPORT!

VOLLEYBALL

Player Requirements: **Coed Event.**

- Maximum players allowed on roster: 15
- Minimum players allowed on roster: 6
- 3 women are **required** to be on the court at all times for COED.
- Games must start and end with 5 players.
- **Subs are allowed.**

Format: Multi-Day Event; Double Elimination Tournament. Outdoor Grass Volleyball.

Equipment: Equipment will be provided, bring your own balls to warm up with.

Uniform: Matching shirts are **required**.

Forfeit: Game time is forfeit time.

RULES:

- The height of the net shall be 7 feet, 11 5/8 inches or 2.43 meters. (Men's height)
- A coed team will consist of three males and three females.
- A team must have at least 5 players. If a team only has 5 players, they may play with any 3:2 ratio (i.e., 3 males and 2 females or 3 females and 2 males). There may be no more than 3 men on the court at one time. At no time may a team have 4 players even if it is due to injury.
- All names must be on the roster at the beginning of the match to be played.
- The USA Volleyball official rules will govern play for females and males on the same team with the following exceptions:
- The serving order and positions on the court at service shall be an alternation of male and female, or vice-versa.
- If a team contacts the ball more than one time during offensive action, one of the contacts must be by a female player, but there is no restriction that prevents all three team hits being made by female players. Contact of the ball during blocking action does not count as one of the three hits. Therefore, after a block, a male player may play the ball back over the net since such contact would be the first team hit. If the ball is hit one or more times AND GOES OVER THE NET...then it needs to be touched by a female player.
 - A ball contacted more than once by a team, without a female player having contacted it remains alive until it fully crosses the plane of the net or is contacted by an opponent.
 - If the ball (other than a spiked ball) is contacted more than one time by a team and is directed over the net without being contacted by a female player, the hit does not become an illegal hit unless the ball passes fully beyond the vertical plane of the net (or is legally blocked).
- When there are two females and one male player in the front line at the time of service, one male back-line player may be forward of the attack line for the purpose of participating in blocking action.
- When there is one male back-line player participating in a block, the other male back-line player shall remain behind the attack line until the ball has been contacted by the blockers or has been hit in such a manner that no block is possible.
- A woman can only substitute for another woman and a man can only substitute for another man.
- A player going under the net is legal unless he/she contacts an opponent. A player may not enter an adjacent court before, during or after playing the ball. A served ball contacting any object is out.
- Only team captains may approach the official during the game. Good sportsmanship will prevail, and no harassing of court officials will be tolerated. Points will be given to the opposing team in case of poor sportsmanship and foul language as per USA Volleyball sanctions.

MATCHES:

- A Ten-minute grace period will be allowed for every match to allow a team to field five eligible players. If a team fails to do so, then the first set will be declared a forfeit. The team then has 5 minutes to field five eligible players to start the second set. If a team fails to do so, the second set is declared a forfeit.
- There will be a 5-minute warm-up between games unless games are running behind as deemed by the Corporate Games official.
- Each match will consist of two out of three games. You must win by 2 points.
 - The first two games will be rallying score to 21, cap at 23 points.
 - Subject to change if time deems necessary.
 - The third game of each match will be rallying score to 15 with a cap at 17 points.
 - **The “If Game” will be played 1 game to 15 (cap at 17).**
- Teams will switch sides every 7 points.