



TABLE OF CONTENTS	1
SITE COORDINATORS & CONTACTS	2
EVENT SITE ADDRESSES	3
POINTS, TROPHIES & MEDALS	4
JD PROBASCO SPIRIT AWARD	5
5K RUN	6
BASKETBALL	7
BILLIARDS Eight Ball	8
BILLIARDS Nine Ball	9
BOCCE BALL	10
BOWLING	11
COED BEACH VOLLEYBALL	12
COED/MEN'S SOFTBALL	13
CORNHOLE	14
DARTS	15
DODGEBALL	16
FLAG FOOTBALL	17
GOLF	18
INDOOR COED VOLLEYBALL	19
KICKBALL	20
LA FITNESS CHALLENGE	21
LAZERTAG	22
MINATURE GOLF	23
MB2 KART RACING	24
PAINTBALL	25-26
SAND SCULPTURE	27
SIX A SIDE SOCCER	28
Table Games / SPEED SCRABBLE	29
Table Games / SPADES	30
Table Games / DOMINOES	31
TABLE TENNIS	32
TEAM TENNIS	33
TEXAS HOLD'EM	34
TUG-O-WAR	35



SITE COORDINATORS & CONTACTS

Basketball	City of Ventura	Max Prophet	805 658-4743
Beach Volleyball	City of Ventura	Janine Cobian	805 658-4764
Billiards	Stiix Billiards	Jerry Matchin	805 641-2020
Bocce Ball	Limoneira	Sylvia Vasquez	805 525-5541
Bowling	Buena Lanes	Dina Fink	805 656-0666
Coed Softball	City of Ventura	Max Prophet	805 658-4743
Community Service	City of Ventura	Max Prophet	805 658-4743
Corn Hole	City of Ventura	Max Prophet	805 658-4743
Darts	Ventura Dart Club	Paul Beal	805 645-1390
Dodgeball	City of Ventura	Max Prophet	805 658-4743
Dominos/Spades	City of Ventura	Max Prophet	805 658-4743
5K Age Group Run	Vendurance	Josh Spiker	805 258-6361
Flag Football	City of Ventura	Max Prophet	805 658-4743
Golf	Las Posas Country Club	Josh Young	805 482 4518
Indoor Volleyball	City of Ventura	Max Prophet	805 658-4743
Kickball	City of Ventura	Max Prophet	805 658-4743
Lazertag	Lazertag Extreme	Nancy Curiel	805 577-8400
MB2 Kart Racing	MB2 Raceway	Tanner Varner	818 364-8000
Men's Softball	City of Ventura	Max Prophet	805 658-4743
Miniature Golf	Golf-N-Stuff	Max Prophet	805 658-4738
Opening Ceremonies	City of Ventura	Eric Burton	805 658-4738
Paintball	Stryker Paintball	Patrick Carr	805 217-4029
Sand Sculpting	City of Ventura	Max Prophet	805 658-4743
Six-A-Side Soccer	City of Ventura	Max Prophet	805 658-4743
Speed Scrabble	City of Ventura	Max Prophet	805 658-4743
Sponsor Reception	City of Ventura	Laura Johnson	805 677-3917
Table Games	Dominos/Spades/Scrabble	Max Prophet	805 658-4743
Table Tennis	City of Ventura	Max Prophet	805 658-4743
Team Tennis	City of Ventura	Max Prophet	805 658-4743
Texas Hold'em	Deckers	Roy Saquing	805 294-3276
T-Shirt Contest	City of Ventura	Max Prophet	805 658-4743
Tug-O-War	City of Ventura	Max Prophet	805 658-4743



EVENT SITE ADDRESSES

Fremont Middle School (Table Tennis)
 ●1130 N. "M" St ● Oxnard, CA 93030

Las Posas Country Club (Golf, Sponsor Reception)
 ●955 Fairway Dr ● Camarillo, CA 93010

Buena Lanes (Bowling)
 ●1788 Mesa Verde Ave ● Ventura CA 93003

Camino Real Park (Kickball, Tennis, Softball, Soccer)
 ● Dean Dr & Varsity St ● Ventura CA 93003

Four Points by Sheraton (Table Games)
 ●1050 Schooner Dr ● Ventura CA 93001

Golf N Stuff (Miniature Golf)
 ●5555 Walker St ● Ventura CA 93003

Lazertag Extreme (Lazertag)
 ●591A Country Club Dr ● Simi Valley CA 93065

Harbor Cove (Beach Volleyball, Closing Ceremonies)
 ●1998 Spinnaker Dr ● Ventura CA 93003

Limoneira Company (Bocce Ball)
 ●1141 Cummings Rd ● Santa Paula CA 93060

MB2 Raceway (Kart Racing)
 ●1475 Lawrence Dr ● Thousand Oaks CA 91320

Stiix Billiards (Billiards)
 ●2520 E Main St ● Ventura CA 93003

The Benchwarmer (Darts)
 ●1855 E Main St ● Ventura CA 93001

Stryker Paintball and Airsoft (Paintball)
 ●17081 S Mountain Rd ● Santa Paula, CA 93060

Ventura Community Park (Opening Ceremonies, Cross Fit Challenge, 5K Run, Flag Football, Cornhole)
 ●901 S Kimball Rd ● Ventura CA 93004

Ventura Community Park-Auto Center and Toyota Fields (Kickball, Softball, Soccer)
 ●901 S Kimball Rd ● Ventura CA 93004

Ventura High School (Main St. & Poli Gym) (Indoor Volleyball, Dodge Ball, Basketball)
 ● 2 N. Catalina St ● Ventura CA 93001



MEDALS, POINTS & TROPHIES

MEDALS

First, second and third place finishers in each event receive Gold, Silver and Bronze Medals.

TEMPORARY PLACEMENT POINTS

For sports requiring more than one group or session, teams earn these temporary points per session:

- 5 points for 1st place
- 4 points for 2nd place
- 3 points for 3rd place
- 2 points for 4th place
- 0 points for 5th place and lower

All points are added together to determine an overall winner for that sport. For example, Team A wins one 1st and two 3rd places over three play dates or sessions to earn 5+3+3 or 11 placement points. Placement points will be used in the 5K, Billiards and Table Games

TROPHIES

One trophy per division (A/AA, B, C, D) is presented to the company whose teams collectively earn the most points, as “the overall winner” for each sport:

- 8 points for 1st place
- 6 points for 2nd place
- 4 points for 3rd place
- 2 points for 4th place
- 1 points for 5th place and participation

For example, a “D” company earns 64 points if its teams place first in 8 sports/events (8x8=64).

TIEBREAKER RULES

If teams are tied in placement points the following rules will apply:

1. Head-to-head competition within the event
2. Number of games/matches played before elimination
3. Points scored for and against within the event
4. Flip a coin



JD PROBASCO TEAM UNITY AWARD

Select three activities, not including Opening and Closing Ceremonies, to be eligible for the Team Unity Award named for a city staff member whose young life was cut short by a rare blood disease, but whose love of Corporate Games lives on to embody its true spirit.

OPENING CEREMONIES

March 23 at Ventura Community Park
Simply attend Opening Ceremonies to score spirit award points! Check in at the City of Ventura booth for spirit awards points. Participation in the LA Fitness Challenge is strongly encouraged but not required.

T-SHIRT DESIGN CONTEST

The deadline for entries is Monday, April 30, 2019. Each company may submit one entry that best portrays (1) the spirit of the City of Ventura Corporate Games, (2) what your organization/company represents, and (3) use of the full City of Ventura Corporate Games torch logo and this year's theme, "Excellent Adventure". View past winning entries for inspiration. Download the high-resolution CG artwork (torch and theme) from website, www.venturacorporategames.org. Email your design as high-res PDF or JPG to eburton@cityofventura.ca.gov

CLOSING CEREMONIES

May 4 at Harbor Cove Beach
Score more spirit award points by attending closing ceremonies. Participation in the Sand Sculpture Contest (Theme: "Made in 1989") and Tug-O-War are strongly encouraged but not required.

SAND SCULPTURE CONTEST

May 4 from 9am-Noon
Closing Ceremonies at Harbor Cove Beach
Teams have three hours, to complete sand sculptures for judging based on originality, creative design and

attention to detail depicting this year's theme: "Made in 1989". View the website www.venturacorporategames.org for guidelines.

PHOTO CONTEST

Enter by May 6
Submit up to 10 images TOTAL per company of Corporate Games events by e-mail only from March 23 to May 4 in any combination of three categories: (1) Best group spirit shot, (2) Best action shot, (3) best community service shot. All entries are eligible for citywide media publication with photo credit. View the website www.venturacorporategames.org for guidelines.

COMMUNITY SERVICE PROJECT

Submit final form by May 3
Community service is the backbone of Corporate Games and fosters a long-term spirit of camaraderie and teamwork within businesses that give back to the community on a regular basis. For more information about year round service opportunities visit www.venturacorporategames.org.

For the JD Probasco Team Unity Award, companies are encouraged to organize and complete their own community service projects or participate in pre-scheduled events hosted by Volunteer Ventura (www.cityofventura.ca.gov/volunteer) or other community service organizations; then turn in their completed Volunteer Tracking Form found online on our website and either (1) mail it to Max Prophet, PO Box 99 – Room 226, Ventura CA 93002 or (2) FAX to 805-648-1030 or (3) email to mprophet@cityofventura.ca.gov or call 805-658-4743 or download community service guidelines, tracking forms and waivers from www.venturacorporategames.org.



5K RUN BY AGE GROUP

April 10 (Divisions A & D)

April 17 (Divisions B & C)

1. Runners are expected to arrive to the Ventura Community Park, 901 S. Kimball Rd., at least thirty (30) minutes before the start of the race. All runners must be pre-registered with assigned vest numbers.
2. Each Team Captain/Company Coordinator participating in the 5K Run will need to sign up for the event first and then create his or her company team in the appropriate division. These first two steps are required to be completed before the website system allows everyone else on the team to register.
3. To pre-register go <https://runsignup.com/Race/CA/Ventura/CorporateGames5K>
4. All runners will be asked if they want to join an existing team or create a new team.
5. The 5K+ course will consist of a run around the Ventura Community Park.
6. Team scores, and overall points for the standings, will be determined by calculating points for 1st-4th place in each age group.
7. Company Coordinators must submit First and Last Names of each runner and the appropriate age group they will be participating.
8. Bibs and Chips will be available for pick-up prior to the race. Company representatives are encouraged to pick-up numbers and chips at least (1) one hour before race time.
9. Age Groups will be as follows for both Male and Female Runners: 18–29, 30–39, 40–49, 50–59, 60 and over.
10. Placement Points will be given for top four places in each age group for both male and female runner. Overall event winners will be determined off placement points, please see page 4 for placement points information.



BASKETBALL

1. Teams will consist of at least 5 players. Teams may start the game with as few as 3 players without forfeiting however four players must be present by the 10 minute mark of the first half for the game to continue. Teams must have numbered jerseys.
2. Games will consist of two 20-minute halves with a running clock. If the score is single digits in the last two minutes of the second half, the clock will stop on every whistle. If the margin is double digits, during the second half, the clock will continue to run.
3. Players must check-in with the scorekeeper before entering game. Teams are allowed 3 time-outs per game. One additional time-out will be given for each team in overtime.
4. On 7th team foul, teams will shoot bonus "1 and 1" and after the 10th team foul, team will shoot double bonus "2 shots". 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 and 1" free throws immediately following the second foul in last two minutes.
5. Technical fouls, for poor sportsmanship, will result in a 10-minute sit-out. Two technical fouls in the same game will result in removal of player for the remainder of the game and the next game if the team advances in the tournament. Three technical fouls by same player will result in removal of the player from the tournament.
6. Check-in with the scorekeeper in your gym with your ID and jersey number.
7. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



BILLIARDS / EIGHTBALL

1. Teams will consist of (1) Male and (1) Female player. Matches will consist of a race to 3 games or 50-minutes, whichever comes first. If the match is tied at the 50 minutes, count the number of balls on the table and the team with the least number of balls will be determined the winner. If the match is tied and both players have equal number of balls on the table, the match will be considered a draw. If a match is determined to be a draw, teams will flip for the break and each player will be given a turn to shoot. Number of balls left on the table will determine a winner. Players must MARK the intended pocket of the 8-ball before shooting it.
2. One team must pocket balls of the group numbered 1 through 7, while the other side has 9 through 15. The team pocketing their group of balls first, then legally pocketing the 8-ball wins the game. Players will continue to shoot until he/she misses or a foul occurs.
3. The winner of the coin toss or lag may choose to break or rack the balls. To be a legal break: A) a ball must be made or, B) 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, it wins the game.
4. Choice is determined if a ball from only one group is pocketed on the break shot. If balls from both groups are pocketed, the choice remains open until a player legally pockets another ball during his turn at the table. On all shots, a player must strike one of his group balls first and pocket an object ball. NOTE: It is okay to bank the cue ball before hitting the object ball, however after hitting the object ball, a ball must be made or contact a rail.
5. The following result in fouls: A) striking any ball off the table or the cue ball into a pocket, B) moving or touching any ball by means other than legal play, C) shooting with no feet touching the floor, D) coaching or advising a player who is shooting at the time, and E) Deliberately stalling the progress of the game. Foul Penalty: Player on opposing team gets ball in hand. This means that player can place the cue ball anywhere on the table.
6. When a player has the 8-ball as his object ball, he/she is required to MARK the intended pocket before the shot, hit the 8-ball first, and then: A) pocket the 8 ball, or B) 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 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, B) team makes the 8-Ball when it's not the legal object ball (Except rule #3), C) team jumps 8-ball or any ball off the table when shooting the 8-Ball, and D) Pocketing the 8-ball and cue ball on the same shot.
7. Placement points will be determined by calculating points for 1st - 4th place in Eight Ball and Nine Ball.
8. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



BILLIARDS / NINE BALL

1. Teams will consist of 1 player playing a single elimination tournament. Player must be 21 years or older to participate. Matches will consist of a race to 4 games or 50 minutes, whichever comes first.
2. On each shot the first ball the cue ball contacts must be the lowest-numbered ball on the table, but balls need not 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 he/she misses, fouls or wins 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.
3. The balls are racked in a diamond shape, with the 1-ball at the top of the diamond and on the foot spot, the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible.
4. The game begins when the breaker strikes the 1-ball and either pocket 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 (exception: if the object ball is the 9-ball).
5. 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: A) The first ball contacted by the cue is not the lowest numbered ball on the table, B) 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, C) Object ball driven off the table and, D) If during an attempt to jump, curve or masse' the cue ball around an impending numbered ball and the impending ball moves, it is a foul.
6. The game ends on a legal shot in which the player legally pockets the 9-ball.
7. Placement points will be determined by calculating points for 1st - 4th place in Eight Ball and Nine Ball.
8. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



BOCCE

1. Teams will consist of 4 players on each side. Teams may play with fewer than four people; however the places in the rotation will be skipped for every person missing. Playing rotation must be maintained throughout the game.
2. Teams must check-in at least 30 minutes before their first scheduled match. Players must show proper identification to be eligible to participate.
3. 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 or 20 minutes, whichever comes first. Stalling is not permitted and will be considered as unsportsmanlike and teams will be disqualified for unsportsmanlike conduct.
4. If a team is not present within 5-minutes of the start of the match, game will be forfeited and winning team moves on. If team arrives at court after match has begun, but within 5-minute grace period, team arriving late will be penalized 5-points. Tournament Directors decisions are final.
5. Scoring is done after both teams throw all bocce balls. One point is awarded each ball that is closest to the pallina and inside of any opponents' ball. Therefore, at least 1 and as many as 4 points may be awarded to a team in each frame. Points are determined at each court by players. If players cannot determine point, contact tournament Director and a volunteer help adjudicate. Volunteers' decisions are final.
6. The first player throws the pallina into the opponent's court; it must go more than half way down the court. That player also rolls the first bocce ball. The idea is to get as close to the pallina as possible. Once the pallina and first Bocce Ball is thrown, teams alternate throws, until each person has thrown and the appropriate numbers of balls are tossed.
7. Remember if playing with less than 4 players, team will have fewer balls to get closer to the pallina. Director decisions are final. Unsportsmanlike conduct will not be tolerated.
8. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



BOWLING

1. Teams will consist of 5 bowlers with no more than 3 men on a team playing in a single elimination tournament.
2. No Handicaps will be given. This is a scratch tournament.
3. Lanes will be pre-assigned. Event Captain 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.
4. After bowling, team scores will be determined and medals awarded to the top 3 teams in each division. In the event of a tie score, the high game will determine winning team.
5. Teams may not substitute bowlers. In the event a bowler is late, he/she may enter the game only if arrival is before the third frame. No Blind Bowling.
6. ID's will be checked, at your assigned lanes, before bowling begins.
7. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



COED BEACH VOLLEYBALL

1. Teams will be made up of 4 players (two females and two males or 3 females and one male). You can compete with two players, consisting of one male and one female.
2. Players do not need to rotate positions during the course of play, but must serve in the correct order.
3. All matches will be one game played to 21 points with a 2 point lead to win the match using rally scoring. Teams must switch sides at 7's.
4. No "girl" rule (a girl does not have to touch the ball before going over the net).
5. Net violations will be called with the non-violating team winning the point.
6. No Open Handed Tipping:
7. A served ball may not be blocked.
8. A block or partial block does not count as one of a team's 3 hits.
9. No open hand serve receive.
10. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



COED/MEN'S SOFTBALL

1. A Coed team will consist of 10 players on the field, 5 Men and 5 Women. A minimum of 3 male outfielders must stay behind the 180-foot outfield arc from home plate until the batter swings. Rover must be a female when female is batting. There must be an alternating male/female batting order submitted to the umpire prior to the start of each Coed game.
 - a. Division D and C teams may play with (3) three women without forfeiting.
2. Men's teams will consist of 10 men on the field at one time, although a game can be played with at least 8 players.
3. Southern California Municipal Athletic Federation rules will apply with the following exceptions: A) Games will be 7 innings or no new inning after 1 hour of play. B) All Games will start with 1 ball 1 strike count. C) SCMAF Mercy Rules. D) And California Tiebreaker Rule will be used to determine a winner. E) No composite bats allowed, some city bats will be available for use.
4. A "One-Up" Rule will be used for hits over the fences at Auto Center Field. The 1st team to hit a homerun hits another before the opposing team hits two homeruns, the batter will be called out.
5. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



CORNHOLE

1. Teams will consist of M/M, M/F or F/F. The tournament will be an open format, no divisions for Men, Women, and Coed. The tournament will use a single elimination format.
2. All companies allowed 2 Teams.
3. Best of three games, score to 21, last game to 15.
4. Matches will be timed as well, with a 20 minute time limit. If after 20 minutes, teams are tied 1-1 in games, the current score in game three will result in a winner.
5. If Team A wins Games 1 and 2, they will be declared the winner.
6. Each bag on the surface counts as 1 point. Each bag in the hole counts as 3 points.
7. "Cancel" scoring format:
 - a. Example
 - i. Team A has 2 bags on the board and 1 bag in the hole, totaling 5 points.
 - ii. Team B has 1 bag on the board and 2 bags in the hole, totaling 7 points.
 - iii. Team B wins the round and gets 2 points.
 - iv. Team B throws first next round.
8. Spin one bag, which ever direction the seam lands pointing at the player, that team will go first.
9. Start throwing one bag at a time, alternating teams each time.
10. The team that collects the most points after each round throws first next round. If the score is tied or there is no score after the round, the throw alternates teams from previous round.
11. Sudden Death- If team A wins game one, team B is winning game two when time expires... then it's tied ONE game apiece. In this scenario, each player will throw four bags each (one round), person in the lead following will be determined winner of overall match.
12. Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.
13. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



DART TOURNAMENT

1. Teams will consist of 4 players, 2 men and 2 women, each playing in a single elimination tournament. Teams may play with fewer than four people; however the places in the rotation will be skipped for every person missing. Players will provide their own steel-tipped darts and must be 21 years of age or older to participate.
2. Each coed pair plays a single game of 301. If a tiebreaker game is necessary, a single game of 501 will be played, with the foursome, to determine winner. For the medal rounds each Coed pair will play a single game of 501 with the tiebreaker game played to 701.
3. Teams may select their coed pair to start the match. Each pair will throw (1) dart with the team closest to the center starting the game. Each team is required to supply a scorekeeper for their match.
4. Each team starts with 301 points. Each dart thrown will deduct points from this total. Any player that hits a double equal to or greater than the remaining points needed wins the game. Any dart hitting the Bulls-eye is considered a double and is worth 50 points. Doubling-In is not required.
5. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



DODGEBALL

1. Games will be played with 6 players on the court. Matches will be a race to 5 or 15 min time limit. There will be a maximum of six players on the court for each team. A game may be played with a minimum of three players for one company
2. Games will start with balls placed in the middle of the court. On the officials whistle, players will retrieve 2 balls on the right hand side of the court to start play. Players from each team attempt to "hit" opponents with a thrown ball, before the ball strikes the ground, player, or structure. Players "hit" with an opponents' ball is retired to the Player Return Area and may return to the game in the order retired or at the start of a new game.
3. 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. Players have five seconds to make an attempt (throw the ball) towards the other team after gaining possession of a ball. No intentional "head shots" allowed.
4. A game is declared over when: 1) All players on a team have been put out. 2) Time expires and a tie does not exist. Intent of the game is to throw and catch balls from opposing teams. Any team not playing game as intended will be disqualified for unsportsmanlike conduct.
5. The team that has the most players left at the end of a game wins the game. Medal Round games will not have a time limit, simply played as a race to 5 wins, and each game will be played until all players are out.
6. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



FLAG FOOTBALL

1. A team shall consist of 5 players on the field. Games will consist of two 15-minute halves with a 5-minute half time. No down field blocking, tackling, kickoffs, field goals or punting is allowed. All changes of possession will begin on the 15-yard line.
2. While on offense, each team attempts to drive the length of the field and score a touchdown. Each team will be given 4 plays to cross mid-field and 4 plays to score. Touchdowns are worth 6 points with extra points worth 1 point if attempted for the 5-yard line or 2 points if attempted from the 10-yard line.
3. All players that rush the QB must be a minimum of 5 yards from the line of scrimmage when the football is snapped. The QB has 5 seconds to pass or hand-off the ball. No direct runs by the QB. If a pass is not thrown in 5 seconds, play is dead. Play is also "Dead" when: A) the offensive player's flag is pulled, B) the ball carrier steps out of bounds, C) a touchdown is scored, or D) the ball carrier's knee or the football hits the ground.
4. No pitching or handoffs once the ball has crossed the line of scrimmage. No limit on handoffs behind the line of scrimmage. No Bump-and Run guarding. Interceptions can be run back; however everyone on Offense must take a knee to avoid blocking.
5. "No Run Zones" exist when the ball/line of scrimmage is within 5 yards before midfield line and 5 yards before each end zone. The football must be passed before crossing these designated zones. Teams cannot run the football within these zones.
6. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



GOLF TOURNAMENT

1. Teams will consist of 4 players, with at least (1) one women using a scramble format. Team Fees are \$400/per team and include green fees, cart, lunch and tee prizes. Fees (by check) must be paid to Las Posas Country Club at least 2 weeks before tournament
2. A shotgun format is used in which teams will be split and paired with another twosome in their division. Teams must check-in at the tournament table at least ½ hour before scheduled tee time.
3. Tournament will use a scramble format in which each team must use a total of 3 tee-shots from each player during the round. Men tee off from the white tees and women tee off from the silver tees.
4. Teams with lowest gross score will be declared winner. Using the lowest score on the #1 handicap hole, #2 handicap hole, until the tie is broken will break tie scores.
5. There will be a Putting Contest, Long Drive Contest (Men/Women) on hole #15, and a Closest to the Pin Contest on Par 3's for all participants.
6. A lunch will be served at the turn on hole #9.
7. Four Medals will be awarded for 1st-3rd place in each Division.
8. Practice rounds for \$75 per player on Thursday, April 11. Please call Josh Young, 805 482 4518
9. Teams must show proof of employment at the beginning of tournament to Corporate Games staff.





INDOOR VOLLEYBALL

1. Teams will consist of 3 men and 3 women; however, a game may be started with 4 players present but 2 must be female. At no point can you have more men than women on the court. A coin flip before games 1 and 3 will determine serve. The team losing game #1 will start serve of game #2.
2. USVBA rules will apply with the following rules will apply: A match will consist of the best of 3 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.
3. 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. A woman must handle the volleyball, whenever a ball is hit more than once. A volleyball that hits an overhead obstruction may be kept in play by the offending team, other than on a serve.
4. 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.
5. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



KICKBALL

1. Teams will consist of 10 players on the field 5 men and 5 Women however Division D & C teams may play with 7 men and 3 women. All players present may kick, (2) two consecutive male kickers will be allowed for Divisions D & C only.
2. A regulation game shall consist of five innings or a time limit of twenty-five minutes. The offensive team has three outs per inning.
3. An out occurs due to the following: Two pitches and the ball is not in play, ball caught on the fly, base runner is forced out, base runner is hit with ball, or kicker commits two foul balls during his/her time at bat.
4. Each team will pitch to themselves. Pitchers may not interfere with defensive players at any time. Interference will result in batter/runner out. After a ball is caught, 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.
5. The ball must be kicked within the Kicking Box. If the ball is kicked outside the Kicking Box the kicker shall receive a strike. Batters will get two pitches to kick including one Foul. The second pitched ball must be kicked into fair territory or batter/runner will be called out. Runner may not leave base before the ball is **kicked**.
6. An out is recorded when a batter: does not put the ball in play by the second pitch, commits (2) fouls, a kicked ball is caught in the air, or a runner/batter is hit with a live ball before arriving at the base.
7. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



LA FITNESS CHALLENGE

1760 S. Victoria Avenue, Ventura 93003

MARCH 16, 2019

LA Fitness will provide an 8-day FREE Membership package to participants registered in the 2019 Corporate Games. Participants must show proper identification and proof of employment to be eligible. Corporate Games participants will be eligible to work-out Saturdays and Sundays on the following dates: February 2-3, 9-10, 16-17, and 23-24.

The Fitness Challenge will be held on **Saturday, March 16**, from 1:00pm to 4pm at LA Fitness, Ventura and will consist of the following exercises:

3-Minute Warm-up

1. Smith Leg Press
2. Preacher Curls
3. Bench Press
4. Pull-ups/Chin-up Hangs (F)
5. Push-ups (Military)
6. Dips

Companies will be represented by three member teams. Division AA companies may have up to (3) three teams. Each person on the team will perform one of three strength exercises above (1-3) and all three body weight and core exercises (4-6). Each person will get (1) one attempt to perform as many repetitions as possible. A repetition is counted when the exercise is done correctly from start to finish as determined by officials supervising each exercise. Total repetitions and Chin-up hang times (Females Only) will be added together to determine winners in each division. Top three finishers in each division will receive medals.

All participants must sign a 2019 Corporate Games Smart Waiver Form before participating in the LA Fitness Challenge or Free Membership offered by LA Fitness Ventura.

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



LAZERTAG

1. Teams will play 10 minute missions in a death match format.
2. The winning team will be the team with the highest team score. Team score is calculated as the sum of the scores of all individual player's on the respective team.
3. Teams will have 15 minutes in one of our private party rooms for strategic planning and preparation before each mission begins.
4. Points are scored by tagging opposing team players (100 points), in field bases (1001 points), generators (1001 points) and the shooting gallery (25 points). Tagging your own teammate will temporarily deactivate your suit, and deduct 50 points from your score.
5. 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.
6. Teams will receive additional safety rules and instructions prior to the start of each mission.
7. Players must obey these rules or be subject to disqualification. Players will be penalized 1000 points at the referee's unbiased discretion for rule violations. Overly aggressive players may be ejected from the arena and suspended from the tournament.
8. In the event of a team's score being tied at the end of a mission, the team with the highest average shot accuracy will advance.
9. 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 is moving too fast or is rough with the equipment.
10. Divisions C & D play games of 8 vs 8 with at least 2 women on each team. Divisions B, A, & AA play games of 12 vs 12 with at least 3 women on each team.
11. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



MINIATURE GOLF

1. Teams will consist of up to 4 players however teams may play with (2) without forfeiting. Players must use golf balls and putters provided by Golf-N-Stuff.
2. Teams must exchange scorecards before the start of the tournament. All players will “tee-off” from their respective holes, then using the best ball of the foursome, complete the hole. Each team will “Mark” their best shot before the next team plays
3. All four players determine which ball they want to use for their next shot. Players then place their ball at the spot for their next shot. After reaching the hole, players will take turns putting. Once a ball is in the hole, the score is counted and recorded by the opposing team.
4. Any ball that is stuck on the rail can be moved a club head away from the rail. If the ball leaves the fairway is should be placed at the spot where it left the fairway and a one-stroke penalty is assessed. After 5 strokes, pick-up the ball and score a 6 on the scorecard. Tie scores will be broken using the scores from the hardest holes on each course as follows: (#14, #15 & #17) the next tie-breaker is number of hole-in-ones.
5. Team scores will be determined by taking the lowest score obtained on each hole using a best-ball format. Lowest score for 18 holes will determine the winners in each division. Identification will be checked for all players receiving medals at the end of the competition. Teams not able to produce identification will NOT receive medals and will be disqualified.
6. Rules provided are those of the City of Ventura and Corporate Games and not Golf-N-Stuff. For clarification of rules please contact Corporate Games staff at eburton@cityofventura.net.
7. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



MB2 KART RACING

1. Teams: 1 male and 1 female racer/driver per team. Race Drivers must check-in prior to the start for their Heat to sign waivers and show identification. Pre-race instructions will be given before Time Trial begins.
2. Drivers causing wrecks or driving dangerously will be regulated by MB2 Racing staff and given both verbal and mechanical warnings. Drivers that continue to put others at risk will be disqualified from the competition.
3. Race: 14 Lap Time Trial before each Heat. Places/Results will be determined by total time between the two team-members (fastest lap of each driver will be added together). There will be multiple drivers on the course during each heat.
4. Scoring: Teams will be placed by adding the two fastest lap times together from each driver on each company team. 1st place will be the TEAM with the fastest time combined time (adding both the male and female fastest times together).
5. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



PAINTBALL

1. Each team will consist of 6 players. A team may start with fewer than the prescribed number of players. Players may be substituted at the start of each game.
2. Fields of play will be selected by field operator, as they have the best knowledge of current field conditions and how each side is balanced for fair play.
3. All players must use equipment supplied from the field operator. No personal equipment is allowed to be used in the tournament. Equipment issues are to be reported to field staff ASAP, so they can be resolved quickly.
4. Spectators outside the field may cheer for their team in general, but not give specific instructions to players or information that could influence gameplay.
5. The first team to win 2 out of 3 games will win the match. Each game “win” will be determined by point scoring (see below).
6. Each game will be 6 minutes long. Referees will announce time with 3 mins, 2 mins, 1 min, 30 sec & 10 sec remaining.
7. On the field, teams will switch sides after each game. Starting sides will be determined by coin toss.
8. Each team will start @ their base, with guns pointed down or back. Referees will count down and give “GO” signals to both teams simultaneously.
9. Referees will use whistles to stop games, either to end it or resolve in-game issues (e.g. surrender). When whistles are blown, all players (active and dead) are to freeze in place until referees instruct them to restart, or otherwise.
10. Games will end when either:
 - Game time runs out.
 - A team touches the opponent’s base with the flag (aka - Flag Hang).
 - Referees will not end the game when all players on a team are eliminated. A team must hang the flag to end the game.
11. Game format is “Capture the Flag”. The team that scores the most points within the allotted time wins the game. Points are awarded as follows:

Eliminating a Player	10 pts / each
Flag Grab (1st grab only)	15 pts*
Flag Hang (in opponent’s base)	25 pts**



12. If a team plays with less than 6 players, points will be awarded as if the missing players had been eliminated.
 - Points will only be awarded for the 1st flag grab in a game. Subsequent flag grabs are worth zero points.
13. Once a flag has been grabbed, it cannot be hidden and must be carried in the open. If the player carrying the flag is eliminated, they must drop it. Referees will determine whether the flag will be rehung, or left where it lies. Passing the flag from an eliminated player to an active player is not allowed.
 - If it is found after a flag hang that the player hanging the flag had been eliminated, zero points will be given.
14. If a game's ending point score results in a tie, a "1 V 1 - Sudden Death" tiebreaker will determine which team wins the game. Each team will select 1 player, each player will restart at their base, referees will give a "GO" signal, the first player to eliminate the other wins the game.
15. A player is eliminated from the game when he/she is marked anywhere on his/her body, clothing, or equipment with a quarter-sized or larger splat caused by a direct hit from a paintball.
16. Once a player is eliminated, he/she is to move off the field to the "Dead Box", as quickly as possible. Dead players are not allowed to talk, coach or help active players in any way (e.g. hand signals or voice).
17. Players are not to shoot opponents @ distances < 10 feet. If this rule is broken, the "shooter" will be eliminated.
18. A player can force another player to "Surrender" when the following conditions are met:
 - Distance between players < 10 feet.
 - Player is pointing paintball gun @ opponent.
 - Player loudly calls for opponent to "SURRENDER".
 - Under these conditions, the player being "surrendered" must accept. Declining is not an option.
19. If 2 players try to surrender each other simultaneously, the referee will decide which player will be eliminated (or both).
20. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



SAND SCULPTURE CONTEST

2019 Theme: Made in 1989

1. Teams will consist of up to 10 participants working on the design at one time who will have approximately 3 hours to complete their Sand Sculptures.
2. At the end of the designated time, sculptures will be judged by an unbiased panel of judges based upon creativity, originality of design, and attention to details. Judges' decisions will be final.
3. Teams will have to construct their sand sculptures within a 10' x 10' foot area. No team may use more than this area during the competition.
4. No supporting forms or other man-made objects may be used to support/stack sand during construction of sand sculptures. Small buckets (5 gals or less), shovels and other tools may be used to construct the sculpture. However, all supplies must be removed from beach area immediately following the contest.
5. Teams may use natural materials commonly found on the beach, however un-natural or man-made materials, cannot be used in their sand sculptures.
6. Spirit Award Credits will be given for participation in this event.



SIX-A-SIDE SOCCER

1. Games will be played with 6 players on the field, including the goalkeeper. Games will consist of two 20-minute periods. Teams will be allowed "Free Substitutions" on dead balls. Throw-ins will be replaced by indirect free kicks. Tie games will play FIFA rules to decide a winner. Shin guards are mandatory!
2. Goalies can kick the ball by placing it on the ground before kicking and can play it again after rolling it out of the arch. The goalie is the only player allowed to handle the ball on the playing field. Only one player can be in the goalie area, at one time.
3. 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. A team whose member was given a red card is disqualified for the remainder of the game with no replacement.
4. Penalties for a field player entering or breaking the goalie area are as follows: A) by a defender- Penalty Kick, B) by an attacker- Goalie gets possession. 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 kick-off by the team that allowed the score.
5. If a game is tied at the end of regulation, teams will choose 6 players for Penalty Kicks or until there is a winner.
6. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



SPEED SCRABBLE / Table Games

Speed Scrabble will combine the official Scrabble rules with the following rules modified for Corporate Games Speed Scrabble.

1. The Official Scrabble Players Dictionary, Fifth Edition, will be used as the official word list to resolve any challenges issued.
2. Prior to the start of the match, players will draw one tile each to determine who will go first, then all tiles will be returned to the pouch.
3. When the official announces the start of the match, the first player will pull from the tile pouch seven (7) tiles, without looking at them.
4. The second player will begin a 2 minute timer when the seventh tile is pulled – at this point, the first player may look at his/her tiles – and then the second player will pull his/her own seven (7) tiles from the pouch and may look at them immediately.
5. Players will be allowed no more than 2 minutes to complete their turn, including the time needed to count their score and add it to the score sheet.
6. If a player fails to complete his/her turn within the allotted 2 minutes, the turn is forfeited, they score no points, and they must immediately begin a 2 minute timer for their opponent.
7. When counting the score for each play, players will be methodical and clear with their counting so that their opponent can confirm that their count is correct.
8. As soon as a player has completed his/her turn, they will start a 2 minute timer for their opponent and then pull any needed replacement tiles from the bag.
9. The game will end when each player has had five (5) opportunities to play, swap, or pass; the player with the higher score is declared the winner.
10. Team scores, and overall points for the standings, will be determined by calculating points for 1st - 4th place in Spades, Dominoes and Speed Scrabble.
11. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



SPADES TOURNAMENT / Table Games

1. Teams will consist of 2 players competing in a single elimination tournament. Games will be played to 200 points or 20 minutes, whichever comes first.
2. Using a standard poker deck, with jokers, the object of the game is to take the number of tricks bid. The fancy joker is the highest trump, in the spade suite. The "other" joker is the second highest trump, in the spade suite.
3. Thirteen cards are dealt to each player. The two of hearts and the two of diamonds are removed from the deck. A player must have one or more spades in his/her hand or the hand will be thrown in and re-dealt by the dealer.
4. Each player bids the number of tricks they think they can take, beginning with the person to the left of the dealer. Bidding then progresses around the table. There are no "Minimum bids" per team. No re-bids after each player has bid their hand and team bids have been determined.
5. The person to the left of the dealer leads. The suit led is the suit that must be played. If a player reneges, that is, plays another suit other than the one led, that team will automatically lose their bid against their score and the opposing team will add their bid to their score. Spades cannot be led until they're broken.
6. Each trick bid taken will receive 10 points. If you bid 6 and take 6, you get 60 points. If you bid 6 and take 5, you deduct 60 points from your score.
7. Sandbagging Rule: Any trick taken over bid deducts 10 points from the score; e.g.; if you bid 6 and take 8, your score is 40 points.
8. Team scores, and overall points for the standings, will be determined by calculating points for 1st - 4th place in Spades, Dominoes and Speed Scrabble.
9. Players may play in more than (1) event as long as it doesn't cause conflict or delay the tournament in any way.
10. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



DOMINOS TOURNAMENT / Table Games

1. Teams will consist of 2 players, playing in an elimination tournament. Teams must supply their own Dominos.
2. All dominos are turned face down and mixed. Each player draws 7 dominos. Double six always starts the first game and becomes the “spinner”. Players may match one end or side of the double. If a player cannot match the spots at the open end of a row he/she must pass to the next player. A player must play a domino if able to do so. The team that “dominos” starts the next game with the person that played the last bone starting the game. Any domino may be played to start other games in the same match.
3. Teams try to score points on each play by counting numbers at the end of each row. Only multiples of 5 are counted. The team that “dominos” adds the losing teams total points to their total. The team that reached 300 points or 20 minutes whichever comes first wins the match.
4. If a match is locked, teams will count their Dominos and the team with the lowest number of points will receive the points of the opposing team.
5. Team scores, and overall points for the standings, will be determined by calculating points for 1st - 4th place in Spades, Dominoes and Speed Scrabble.
6. Players may play in more than (1) event as long as it doesn't cause conflict or delay the tournament in any way.
7. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



TABLE TENNIS

1. Matches will consist of the best 2 of 3 games to 21 points with a winning margin of 2 points. Winner can choose to receive or serve. Players will change ends after every game and change serve after every 5 points. Players will call out the score before each point and resolve their own differences.
2. 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 serve.
3. After determining who serves and receives, the first 5 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 5 serves and received by the partner of the server of the first 5 serve. Serves continue in sequence until the end of the game or the score 20 - all, at which point each player serves only one serve in turn until the end of the game.
4. Team scores will be determined by accumulating points in each category. Players must supply their own paddles and may play both Single and Doubles events. Balls will be provided.
5. 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.
6. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



TEAM TENNIS

1. Teams will consist of Men and Women Doubles. Matches will not be rescheduled to accommodate individual players. Matches will consist of 8 game Pro-Sets win by 2 points with a 12-point Tiebreaker at 7-7. NO Ad scoring methods will be used. Men's and Women's Doubles matches will be played.
2. Warm-ups up to 5 minutes will only be allowed if time permits. Players will play multiple matches each day.
3. Players will call their own lines and scores, and settled disputes on the court.
4. Team scores, and overall points for the standings, will be determined by calculating points for 1st - 4th place in Men's and Women's Doubles.
5. Limit two (2) teams for Division AA Companies unless approved.
6. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



TEXAS “NO LIMIT’ HOLD’EM

1. Teams consist of (3 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.
2. Players begin with 30 chips – 20 black & 10 red. Chip values are: black = \$100, red = \$500. Blinds start at \$100 and \$200 and double in value every 10 minutes for the remainder of the tournament
3. At the start of the tournament, the dealer button is placed at seat #6. 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.
4. 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.
5. 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.
6. 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.
7. 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.
8. Teams must show proof of employment at the beginning of each game to Corporate Games staff.



TUG-O-WAR

Division D – 6 participants with at least 1 woman

Division C – 9 participants with at least 2 women

Division A & B – 12 participants with at least 3 women

1. 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 3 minutes to pull opponent across the line.
2. Team members may not wrap or tie the rope around any part of their body except the anchor, which may wrap the rope around his/her waist once.
3. 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.
4. If stalemate occurs after 3 minutes, standard will be shortened and an additional time will be allowed to determine winner. A 5-minute rest period will be given when consecutive pulls are required.
5. Teams may pull with fewer members as long as they have the required number of women on the rope.
6. If a tiebreaker pull is needed, teams must use the same players as in previous pulls. No substitutes between pulls during a tiebreaker.
7. Teams must show proof of employment at the beginning of each game to Corporate Games staff.