

## Corporate Games 2021 Rule Book

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**Site Coordinators & Contacts**

<b>Event</b>	<b>Host</b>	<b>Contact</b>	<b>Number</b>
5K Run	Mile 26 Running Co	Josh Spiker	805-628-9501
Ax Throwing	Lazertag Axtreme	Nancy Curiel	805-577-8400
Beach Volleyball	City of Ventura	Janine Cobian	805-658-4764
Billiards	Stiix Billiards	Jerry Matchin	805-641-2020
Bowling	Buena Lanes	Roger Heap	805-677-7771
Cornhole	City of Ventura	Tyler Nelson	805-658-4743
Flag Football	City of Ventura	Tyler Nelson	805-658-4743
Golf	Buenaventura Golf Course	Phil Horwith	805-677-6772
Kickball	City of Ventura	Tyler Nelson	805-658-4743
Miniature Golf	Golf-N-Stuff	Ryan Boye	805-644-7131
NODUS805 Challenge	NODUS 805	Alex Sundling	805-908-1066
Paintball	Stryker Paintball	Jeff Carr	805-217-4029
Photo Contest	City of Ventura	Tyler Nelson	805-658-4743
Pickleball	City of Ventura	Tyler Nelson	805-658-4743
Sand Sculpture Contest	City of Ventura	Tyler Nelson	805-658-4743
Six-A-Side Soccer	City of Ventura	Tyler Nelson	805-658-4743
Softball	City of Ventura	Tyler Nelson	805-658-4743
Surfing	Ventura Makos Surf Club	Christian Brock	805-426-0765
T-Shirt Contest	City of Ventura	Tyler Nelson	805-658-4743

Revised 9/22

**Event Site Addresses**

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

Lazertag Axtreme (Ax Throwing)  
591A Country Club Dr, Simi Valley, CA 93065

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

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

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

Buenaventura Golf Course (Golf)  
955 Fairway Dr, Camarillo, CA 93010

Camino Real Park (Kickball, Softball, Soccer, Flag Football, Cornhole)  
Dean Dr & Varsity St, Ventura, CA 93003

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

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

Harry A Lyon Park (Pickleball)  
De Anza Dr, Ventura, CA 93001

Mile 26 Running Co (Virtual 5K)  
2222 E Thompson Blvd, 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 group or session:

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

All Temporary Placement Points will be added together to determine an overall winner for that sport. For example, Team A takes one 1<sup>st</sup> and two 3<sup>rd</sup> place finishes over three play dates or session to earn 5+3+3, or 11, placement points. Placement points will be used for the virtual 5K and Billiards events.

1. Points will go to the company team (Ex. Amgen) regardless of which team wins the division (e. Amgen 1, Amgen 2)
2. Division B/A companies will receive 2 bonus points if there second team finishes in the top 4 for any event.

### **Trophies**

One overall winner trophy per division (B/A, D/C) is presented to the company whose teams collectively earned the most points combined across all sports. Points are awarded per event by the following standard:

- 8 points for a 1<sup>st</sup> place finish
- 6 points for a 2<sup>nd</sup> place finish
- 4 points for a 3<sup>rd</sup> place finish
- 2 points for a 4<sup>th</sup> place finish
- 1 points for participation

For example, a company that competes in 10 events and earns 4 golds, 2 silver, 2 bronze, and nothing for the other two will earn 54 points (8 points/gold + 6 points/silver + 4 points/bronze + 1 point/participation)

### **Tie Breaker Rules**

If teams are tied in points, the following rules will apply to determine the winner:

1. Head-to-head competition within events
2. Number of games/matches played before elimination
3. Points scored for or against in similar events
4. Flip a coin

## **JD Probasco Team Unity Award**

Select three of the four activities 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 spirit.

Team Unity Events include Community Service, Photo Contest, T-Shirt Design Contest, and Sand Sculpture Contest. All photos must be submitted by Friday, October 29 by 5pm. Please submit photos in an email to [cgphotocontest@cityofventura.ca.gov](mailto:cgphotocontest@cityofventura.ca.gov) with the following formatting in the Subject Line: "Team Unity Event – Organization Name"

Contest winners will be announced on Friday, November 5<sup>th</sup>.

## **Community Service Project**

Submit final form by November 1

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.

Companies are encouraged to organize and complete their own community service projects or volunteer for another community service organization. They will complete a Volunteer Tracking Form found online and either (1) mail it to Tyler Nelson, 501 Poli St – Room 226, Ventura, CA 93001, or (2) fax it to 805-648-1030, or (3) email it to [tnelson@cityofventura.ca.gov](mailto:tnelson@cityofventura.ca.gov).

To download Volunteer Tracking Forms and for community service guidelines, visit [www.venturacorporategames.org](http://www.venturacorporategames.org)

## **Photo Contest**

Teams participating in the Photo Contest can submit up to 10 photos for each category listed below:

1. Best group spirit
2. Best action shot
3. Best community service shot

Please label all photo contest photos with the following format:

"CategoryNumber\_PhotographerName\_Organization Name\_Event.jpg"

Ex. 2\_TylerNelson\_CityofVentura\_Golf.jpg

## **T-Shirt Design Contest**

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

- Company Name
- Corporate Games Torch
- Theme: "Moving Forward Together"

## **Sand Sculpture Contest**

Teams participating in the Sand Sculpture Contest must submit photo documentation as they design and build their sandcastles.

Their design must include the theme: "Moving Forward Together"

## Events and Team Members

### Outdoor

- Beach Volleyball (4)
- Cornhole (2)
- Flag Football (6-10)
- Golf (4)
- Kickball (10-15)
- Mini Golf (2)
- Paintball (6-10)
- Pickleball (2)
- Soccer (6-10)
- Softball – Coed (10-15)
- Softball – Men's (10-15)
- Surfing (5)

### Indoor

- Ax Throwing (4)
- Billiards – 8 Ball (2)
- Billiards – 9 Ball (1)
- Bowling (4)

### Virtual

- 5K Run (unlimited)
- Nodus805.Challenge (5)
- Sandcastles (6)

**5K – Virtual**

1. 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 before the website system allowed everyone else on the team to register.
2. To pre-register go to <https://runsignup.com/Race/CA/Ventura/CorporateGamesVirtual5K>
3. All runners will be asked if they want to join an existing team or create a new team. They will join their company name that the Team Captain/Company Coordinator created.
4. All runners will then be required to download the running app *RaceJoy*, available on iOS or Apple. Once you have found your route and have downloaded the app, login to the app and start your timer. The app will let you know once you have run your 5K. Your times will then be saved and compared to other runners in your division.
5. Team scores, and overall points for the standings, will be determined by calculating 1<sup>st</sup>-4<sup>th</sup> place in each age group.
6. Company Coordinators must submit First and Last Names of each runner and the appropriate age group they will be participating in.
7. Age groups will be as follows for both male and female runners: 18-29, 30-39, 40-49, 50-59, and 60 and over.
8. Placement points will be given for the top four places in each age group for both male and female runners. Individual medals will be given to the top 3 finishers in each gender and age group. Overall event winners will be determined off placement points.

***Mile 26***  
**RUNNING CO. ///**  
***We Make Feet Smile***

## Ax Throwing

1. Teams of four will take turns throwing axes at a target. Teams will compete against each other head-to-head. Each player will have 10 chances to throw an ax at the target. After 10 throws, they will rotate with a teammate. The highest individual score will count as the high score for the team, and the team with the highest score wins.
2. In the event of a tie, the two players with the highest score will have a sudden death throw-off and each will throw one ax at the same time. The player with the highest scoring throw wins and their team advances.
3. No part of a player's foot may cross over the foul line into the lane of play. This is considered a foul.
4. If the ax breaks the barrier of a ring marker, the higher point total will be awarded. If the ax does not stick to the target, no points are awarded. The Ax Master is the final judge when it comes to any scoring disputes.
5. Scoring:
  - a. Foul: no point
  - b. Ring 1: 1 point
  - c. Ring 2: 2 points
  - d. Ring 3: 3 points
  - e. Ring 4: 4 points
  - f. Bullseye: 6 points
  - g. Kill Shot: 10 points
6. During a regular match, the kill shot may only be utilized on the 10<sup>th</sup> and final throw. If a player misses, they receive a zero for that throw. The kill shot is active on every throw during a sudden death tiebreaker.



## **Beach Volleyball**

1. Teams will be made up of 4 players (you cannot play with more men on the court than women). You can compete with fewer than 4 players, as long as you do not play with more men than women.
2. Players do not need to rotate position while playing but must serve in the correct order.
3. All matches will be best of three games, played to 21 points with a 2-point lead to win each game using rally scoring. Teams must switch sides at 7s. If needed, the third game will be played to 15, win by 2.
4. This will be a single elimination tournament. Please arrive at your scheduled game time.
5. There is no "girl" rule (a girl does not have to touch the ball before going over the net).
6. Net violations will be called with the non-violating team winning the point.
7. No open-handed tipping.
8. A served ball may not be blocked.
9. A block or partial block does not count as one of a team's 3 hits.
10. No open hand service receptions.
11. Teams must show proof of employment at the beginning of each game to Corporate Games staff.

## Billiards – Eight Ball

1. Teams will consist one Male and one Female player. Matches will consist of a race to 3 wins or 50-minutes, whichever comes first. If the match is tied at 50 minutes, the team with the fewest number of balls on the table will be declared the winner. If the match is tied and both teams have equal number of balls on the table, the match will be considered a draw. If a match is a draw, teams will flip for the break and each player will be given a turn to shoot. The player with the fewest balls left on the table after their break will be declared the winner.
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 ball must be pocketed, or 4 balls must hit a rail. All balls pocketed on the break remain pocketed. If a team makes the 8-ball on the break and the cue ball does not scratch or jump the table, it wins the game.
4. Choice is determined if a ball from only group is pocketed on the break shot. If balls from both groups are pocketed, the choice remains open until a player legally pockets another ball during his/her turn at the table. On all shots, a player must strike one of his/her group of balls first and pocket an object ball. It is okay to bank the cue ball before hitting the object ball, however, after hitting the object ball, a ball must be pocketed or contact a rail.
5. The following results in fouls: A) striking any ball off the table or the cue ball in the pocket, B) moving or touching any ball by means other than a legal play, C) shooting with no feet touching the floor, D) coaching or advising a player who is shooting, E) deliberately stalling the progress of the game. If a player commits a foul, the other team receives ball in hand, meaning they can place the cue ball anywhere on the table and take their shot.
6. When a player has the 8-ball as his/her 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 ball to contact a cushion, it is a foul. A loss results if one of the following occurs: A) a team makes the 8-ball in a pocket other than the one marked, B) a team makes the 8-ball when it's not the legal object ball (except rule #3), C) a team jumps the 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 for 1<sup>st</sup>-4<sup>th</sup> place in Eight Ball and Nine Ball.
8. Teams must show proof of employment at the beginning of each game to Corporate Games or Host staff.

## Billiards – Nine Ball

1. Teams will consist of 1 player playing a single elimination tournament. Players must be 21 years or older to participate. Matches will consist of a race to 4 wins 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 9-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 pockets a ball or drives at least four balls to the rail. If the cue ball is pocketed, it is a foul, and the incoming player has the cue ball in hand anywhere on the table. If, on the break shot, the breaker causes an object ball to jump off the table, it is a foul, and the incoming player has the cue ball in hand anywhere on the table. The object ball is not re-spotted unless it is the 9-ball.
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) An object ball is driven off the table, or D) If during an attempt the jump, curve, or masse' the cue ball around an impeding numbered ball, the impeding ball moves.
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 1<sup>st</sup>-4<sup>th</sup> place in Eight Ball and Nine Ball.
8. Teams must show proof of employment at the beginning of each game to Corporate Games or Host staff.

## **Bowling**

1. Teams will consist of 4 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 captains must submit the first and last names of the bowlers on their teams, in the order they will be bowling, prior to the start of the tournament.
4. After bowling, team scores will be determined, and medals will be awarded to the top 3 teams in each division. In the event of a tie score, the highest individual game will determine the winning team.
5. Teams may not substitute bowlers. If a bowler is late, he/she may enter the game only if arrival is before the third frame. No blind bowling.
6. Masks are required for all participants.
7. Teams must show proof of employment at the beginning of each game to Corporate Games or Host staff.

## Cornhole

1. Teams will consist of two players with no gender restrictions. The tournament will be a single elimination, open gender tournament. All boards and bags will be provided for participants.
2. All companies are allowed 2 teams.
3. Teams will play best of 3 games, score to 21. The last game, if needed, will be played to 15.
4. Matches will have a 30-minute time limit. If, after 30-minutes, teams are tied at 1-1 in games, the current score of game three will determine the winner.
5. Each bag that lands on the surface of the board counts as 1-point. Each bag thrown into the hole counts as 3-points.
6. We will use a "Cancel" scoring format:
  - a. Ex.
    - i. Team A has 2 bags on the board and 1 bag in the hole, totaling 5-points.
    - ii. Team B has one 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 the next round.
7. To determine who throws first, have all four players stand in a circle and spin one bag. Whoever the seams of the bag are pointing at will throw first.
8. Start throwing one bag at a time, alternating teams after each throw.
9. The team that scores after each round will throw first the next round. If there is no score after the round, the first throw alternates teams from the previous round.
10. Sudden Death – if Team A wins game one, and team B is winning game two when time expires, then the match is tied one game apiece. In this scenario, each player will throw four bags each (one round). The person who scores the most points with their four throws will be determined the winner of the overall match.
11. 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 running clock and 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 team's own 15-yard line.
2. If the game goes to overtime, each team will have 4 plays to score their opponent's 15-yard line and then go for extra points. If the score is still tied after each team gets one possession, the ball will be placed at midfield and both teams will have four plays to score and go for extra points again. If the score is still tied after each team gets one possession, teams will continue to attempt to score from midfield until one team scores more than their opponent.
3. 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 midfield and then 4 plays to score after crossing midfield. Touchdowns are worth 6 points with extra points worth 1 point if attempted from the 5-yard line or 2 points if attempted from the 10-yard line.
4. 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, the play is dead. Play is also dead when: A) the ball carrier has their flag pulled, B) the ball carrier steps out of bounds, C) a touchdown is scored, or D) the ball carrier's knee or football hits the ground.
5. No pitching or handoffs once the ball has crossed the line of scrimmage. There are no limits on handoffs behind the line of scrimmage. No Bump-and-Run guarding. Interceptions can be run back, but everyone on the intercepting team must take a knee to avoid down field blocking.
6. "No Run Zones" exist when the ball/line of scrimmage is within 5 yards before the midfield line or endzone. Teams cannot run the football within these zones.
7. Teams must show proof of employment at the beginning of the event to Corporate Games staff.

## Golf Tournament

1. Teams will consist of 4 players using a scramble format. Team fees are \$350/team and include green fees, lunch, and tee prizes. Fees must be paid to Buenaventura Golf Course at least 2 weeks before the 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 the scheduled tee time.
3. The 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 Blue tees and women tee off from the Green tees.
4. Teams with the lowest gross score will be declared the winner. Using the lowest score on the #1 handicap hole, #2 handicap hole, until the tie is broken will break tie scores.
5. There will be a Putting Contest, Longest Drive Contest on hole #10, and Closest to the Pin Contest on Par 3s for all participants.
6. A lunch will be served immediately following the round in the Buenaventura Banquet Center.
7. Four medals will be awarded for the 1<sup>st</sup>-3<sup>rd</sup> place in each Division.
8. Practice rounds are available for \$20/player, including cart, Mondays-Thursdays, after 5pm, based on availability, beginning September 20, 2021. Please call Buenaventura Golf Course Pro Shop at (805) 677-6772 to check availability.
9. Teams must show proof of employment at the beginning of the tournament to Corporate Games or Hos staff.



## **Kickball**

1. Teams will consist of up to 10 players on the field. All teams must always play with a minimum of 3 women in the field. All players present may kick without playing in the field.
2. A regulation game shall consist of five innings or a time limit of 25-minutes, whichever comes first.
3. Each team has three outs per inning. An out occurs due to the following: A) after two pitches, the ball is not in play, B) a ball is caught on the fly after a kick, C) a base runner is forced out, or D) a base runner is hit with the ball while running between bases.
4. Each team will pitch to themselves. Pitchers may not interfere with defensive players at any time. Interference will result in batter/runner being called out. 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. Kickers will get two pitches to kick the ball into fair territory or they will be called out. Runners may not leave their base before the ball is kicked.
6. Teams must show proof of employment at the beginning of each game to Corporate Games staff.

## Miniature Golf

1. Teams will consist of 2 players. Players must use golf balls and putters provided by Golf-N-Stuff. Two opposing teams will start at each hole.
2. Teams must exchange scorecards before the start of the tournament. All players will “tee-off” from their respective holes, mark their best shot, then use the best shot from their twosome to complete the hole once their opponents have shot. Once a ball is in the hole, the score is counted and recorded by the opposing team.
3. Any ball that is stuck on the rail can be moved a club head away from the rail. If the ball leaves the fairway, it should be placed at the spot where it left the fairway, and a one-stroke penalty is assessed. After 5 strokes, pick up the ball and score a 6 on the scorecard.
4. Team scores will be determined by taking the lowest score obtained on each hole using a best-ball format. Lowest scores for 18 holes will determine the winners in each division. Tie scores will be broken using the scores from the hardest holes on each course in order: #14, #15, #17. The next tie breaker is number of hole-in-ones.
5. On holes that indicate “Best Shot” or “Hole-in-One”, this only applies when the tea makes the shot on their first attempt. Scoring otherwise will be counted as mentioned above.
6. 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.
7. Rules provided are those of the City of Ventura Corporate Games, not Golf-N-Stuff. For clarification of the rules, please contact Corporate Games staff at [eburton@cityofventura.ca.gov](mailto:eburton@cityofventura.ca.gov).



## NODUS 805 Challenge

1. To sign up for the NODUS 805 Virtual Challenge, go to *Insert Link Here*. You can register your team anytime from September 1 until September 30. Once your team is registered, there are no refunds.
2. After registering, you will be sent an email with the URL link to the competition website, along with login information and a password.
3. Teams will consist of 5 members working together to solve puzzles. Teams can work together virtually, or can be in the same location.
4. Teams will be sent puzzles and will have to solve as many puzzles as possible within 90 minutes. Once the timer starts, you have 90 minutes to solve puzzles. Make sure that you are ready to start when the timer starts.
5. Teams will have one chance to login.
6. When you login, you will get a certain amount of puzzles before you can start them, but most puzzles are calculated by most points scored in 90 minutes.
7. Companies may have as many as 5 members per team and each individual team must participate.
8. Companies with multiple teams can have multiple teams medal in the event.



**805** Nodus 805

## 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 will be selected by the field operator, as they have the best knowledge of current field conditions and how each side is balanced for air play.
3. All players must use equipment supplied by 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 player eliminations.
6. Each game will be 6 minutes long. Referees will announce time with 3, 2, and 1 minutes remaining, and then 30 and 10 seconds 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 at 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 (ex. Surrenders). 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:
  - a. One team has all their players eliminated
  - b. Game time runs out and one team has more players remaining than their opponent
11. If a game's ending point score results in a tie, a "1 vs 1 – Sudden Death" tie breaker will determine which team wins the game. Each team will select 1 player, each player will start at their base, referees will give the "GO" signal, and the first player to eliminate the other wins.
12. A player is eliminated from the game when he/she is marked anywhere on his/her body, clothing, or equipment with quarter-sized or larger splay caused by a direct hit from a paintball.
13. 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.
14. Players are not to shoot opponents from fewer than 10 feet away. If this rule is broken, the shooter will be eliminated.
15. A player can force another player to "surrender" when the following conditions are met:
  - a. Distance between players is fewer than 10 feet
  - b. The player is pointing their paintball gun at their opponent
  - c. Player loudly called for their opponent to "Surrender"
  - d. Under these conditions, the player being surrendered must accept. Declining is not an option

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16. If 2 players try to surrender each other simultaneously, the referee will decide which player will be eliminated (or both).
17. Teams must show proof of employment at the beginning of each game to Corporate Games or Host Staff.



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## **Pickleball**

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

1. All games will be doubles, with no gender restrictions or requirements. Matches will consist of best 2 out of 3 games to 11 points each. This will be a single elimination tournament format.
2. If the serving team loses the serve, then the serve goes to the other team. Teams must alternate servers each time they break their opponent's serve.
3. Teams must provide their own IFP approved paddles and balls.
4. Players call their own lines and settle disputes on the court.
5. Teams must show proof of employment at the beginning of each game to Corporate Games staff.

## **Sand Sculpture Contest**

### **2021 Theme: Moving Forward Together**

1. Teams will consist of up to 6 participants working on the design at one time who will have 3 hours to complete their sand sculptures. Teams need to have an official photographer to document the construction process. Please take as many photos as possible of different angles of your sculpture so the judges can see all the detail you put into your sculpture.
2. Once completed, send all photos to [cggphotocontest@cityofventura.ca.gov](mailto:cggphotocontest@cityofventura.ca.gov) no later than Friday, October 29<sup>th</sup>, using the following format in the subject line: "Sand Sculpture Contest – Organization Name"
3. Once all teams have submitted photos, sculptures will be judged by City of Ventura staff based upon creativity, originality, and attention to details.
4. Teams will have to construct their sculpture within a 10' x 10' area.
5. No supporting forms or other man-made objects may be used to support/stack sand during construction of sand sculptures. Small buckets (5 gal or less), shovels, and other tools may be used to construct the sculpture; however, they cannot be in the final product.
6. Teams may use natural materials commonly found on the beach, however, un-natural or man-made materials cannot be used in their sand sculptures.
7. Spirit Award Credits will be given for participation.

### **Six-A-Side Soccer**

1. Games will be played with 6 players on the field, including the goalkeeper. Games will consist of two 15-minute periods, with a 5-minute half time. Teams will be allowed “Free Substitutions” on dead balls. Throw-ins will be replaced by indirect kicks. Tie games will use FIFA rules to determine the winner.
2. Goalkeepers can kick the ball by placing it on the ground before kicking it and can play it again after rolling it out of the arch. The goalkeeper is the only player allowed to handle the ball on the playing field. Only one player can be in the goalkeeper area at one time. The goalkeeper may only control the ball in the arch for 6 seconds.
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. Any player who receives a red card will be kicked out of the game and not be allowed a replacement player. They will not be allowed to play in their team’s next game, provided they win.
4. Penalties for a field player entering or breaking the goalkeeper area are as follows: A) by a defender – Penalty Kick, or B) by an attacker – Goalkeeper gets possession of the ball.
5. All penalty kicks will be taken from 49 feet with the goalkeeper moving freely after the referee puts the ball in play. After a score, the game will restart with a midfield kick-off by the team that allowed the score.
6. Teams must show proof of employment at the beginning of the tournament to Corporate Games staff.

### **Softball – Men's/Coed**

1. Teams will consist of 10 players on the field, but teams may field as few as 8 players. Coed teams must play with at least 4 women on the field at all times. A minimum of three male outfielders must stay behind the 180-foot outfield arc until the batter swings. The rover must be a female while a female is batting. There must be an alternating male/female batting order submitted to the umpire prior to the start of each Coed game.
2. Southern California Municipal Athletic Federation rules will apply with the following exceptions: A) Games will be innings, or no new innings after 60 minutes of play, B) All games will use a 1-ball, 1-strike count, C) SCMAF mercy rules, D) California Tiebreaker Rules will be used to determine a winner in the event of a tie after 7 innings, and E) no composite bats allowed.
3. A “One-Up” Rule will be used for hits over the fences at Auto Center Field. If the 1<sup>st</sup> team to hit a homerun over the fence hits another one before their opposing team hits a homerun, the batter will be called out.
4. Teams must show proof of employment at the beginning of each game to Corporate Games staff.

## Surfing

1. The event will take place at 9am on Saturday, October 16<sup>th</sup>. Check in runs from 8-8:30am.
2. Teams of 6 will surf in 20-minute heats. Surfers may ride their board of choice, kayaks and SUPs excluded. Surfers are encouraged to catch as many waves as they can. There will be 3 scores that go to each team's cumulative score; the 2 highest individual rides and the total team score.
3. The maximum score on each ride is 10 points. The highest team score will be scored by number of riders, position changes, and board transfers or tandem riding.
4. Scores will be calculated by independent judges.
5. Teams must show proof of employment at the beginning of the event to Corporate Games or Host staff.

