

# CORPORATE GAMES RULES MANUAL

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# **CORPORATE GAMES HOLD HARMLESS AGREEMENT**

I am informed and understand that participating in the Corporate Games ("Games") involves athletic activities that can result in personal injury or accidental death. By participating, I certify my voluntary assumption of these risks. In consideration of being allowed to participate in the Games, I release, waive, and discharge the City of San Buenaventura, its elected and appointed officials, agents, certified volunteers, employees, and sponsors (collectively "City") from all liability to me for loss or damage, and for any claim or demand because of my injury or accidental death, whether caused by City's negligence or otherwise. I will indemnify and hold the City harmless from and against all claims arising from my participation in the Games. I will pay all cost incident to any claim, including, without limitation, attorneys' fees. I expressly agree that the foregoing release, waiver and indemnity agreement is intended to be as broad and inclusive as is permitted by the law of the State of California and that if any portion is held invalid, it is agreed that the balance will continue in full legal force and effect.

I have read and voluntarily sign the release and waiver of liability and indemnity agreement, and further agree that no oral representations, statements, or inducement apart from the foregoing written agreement have been made.

<b>Please Print</b>	<b>Signature</b>	<b>Date</b>
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# SITE COORDINATORS & CONTACTS

Welcome Reception	Janine Cobian 658-4764
Opening Ceremonies	Chip Tarleton 654-7809
Bocce Ball	Limoneira 525-5541
Indoor Volleyball	Janine Cobian 658-4764
MB2 Kart Racing	Billy 818-364-8000
Darts	City of Ventura 658-4743
Men's Basketball	City of Ventura 658-4743
5K Age Group Run	City of Ventura 658-4743
Kickball	City of Ventura 658-4743
Team Tennis	City of Ventura 658-4743
Billiards	Stiix Billiards 641-2020
Beach Volleyball	Janine Cobian 658-4764
Softball	City of Ventura 658-4743
Lazertag	City of Ventura 658-4743
Table Tennis	City of Ventura 658-4743
Horseshoes	City of Ventura 658-4743
Six-A-Side Soccer	City of Ventura 658-4743
Bowling	Buena Lanes 656-0666
Miniature Golf	Golf-N-Stuff 644-7132
Flag Football	City of Ventura 658-4743
Frisbee Golf	City of Ventura 658-4743
Dominos/Spades	City of Ventura 658-4738
Golf	Buenaventura GC 677-6772
Dodgeball	City of Ventura 658-4743
Texas Hold'em	Roy Saquing 294-3276
Sandcastle/Tug-O-War	City of Ventura 658-4743

# Corporate Games Event Site Addresses

- **Camino Real Park**  
Dean Drive & Varsity; Ventura, CA 93003
- **Ventura High School (Tuttle Gym)**  
Poli Street between Catalina Street and Seaward Avenue 93001
- **Ventura High School (Main Street Gym)**  
Main Street between Catalina Street and Seward Avenue 93001
- **MB2 Raceway**  
1475 Lawrence Drive Thousand Oaks, CA 91320
- **Limoneria**  
1141 Cummings Road; Santa Paula, CA
- **The Benchwarmer**  
1855 East Main Street; Ventura, CA 93001
- **Lake Casitas**  
11311 Santa Ana Road; Ventura, CA 93001
- **San Pedro Beach Volleyball Courts**  
San Pedro and Pierpont Lane; Ventura, CA 93003
- **Stiix Billiards**  
2520 East Main Street; Ventura, CA 93003
- **Golf N Stuff**  
5555 Walker Street; Ventura, CA 93003
- **Lazertag Extreme**  
1775 East Daily Drive Suite I; Camarillo, CA 93010
- **Balboa Middle School**  
247 South Hill Road; Ventura, CA 93003
- **Barranca Vista Community Center**  
7050 Ralston Street; Ventura, CA 93003
- **Buena Lanes**  
1788 Mesa Verde Avenue; Ventura, CA 93003
- **Four Points by Sheraton**  
1050 Schooner Drive; Ventura, CA 93001
- **BuenaVentura Golf Course**  
5882 Olivas Park Drive; Ventura, CA 93003
- **Westpark Community Center**  
450 West Harrison Avenue, Ventura, CA 93001

# **GENERAL INFORMATION**

The Parks, Recreation & Community Partnerships Department has the authority to cancel or reschedule all events. Please check with your Company Coordinator or call the Corporate Games at **805-654-7809** to determine if an event has been rescheduled. ALL TOURNAMENT FORMATS ARE SUBJECT TO CHANGE.

## **COMPANY COORDINATOR'S MEETINGS**

(All meetings will be held in the Community Meeting Room, City Hall 6:30 PM)

**January 25 & February 1**

**March 27, 2012**

**Schedules Available On-line**

## **WELCOME RECEPTION**

Spanish Hill Golf Course will be hosting the 2012 Corporate Games Welcome Reception on March 21 from 5:30 pm to 8:30 pm. RSVP to Janine Cobian, Parks, Recreation & Community Partnerships Department at 805-658-4764 by March 16, 2012.

## **OPENING CEREMONIES/COMPANY FAIR**

The Ventura Corporate Games Opening Ceremonies will be held during the Run/Walk/Jog on Wednesday **March 28 2012 at 4:30 p.m.** Opening Ceremonies will include a Run/Walk/Jog, music, demonstrations, food, and more. Companies are encouraged to display banners, flags and T-shirts, at Opening Ceremonies, to show unity and spirit during the event.

## **CLOSING CEREMONIES**

Closing Ceremonies will be held on Saturday, **May 12, 2012 at Harbor Cove Beach in Ventura** and will include music, Tug-O-War, Sandcastle Contest, and Company Picnics. Space is available on a first-come, first-serve basis.

## **SCORES, UPDATES, & STANDINGS**

Get the latest scores, updates, and standings of all your teams events by visiting the Corporate Games website at **[www.venturacorporategames.org](http://www.venturacorporategames.org)**. Event scores will be continually updated so you have the most current information at your fingertips.

**As always, in most of the events listed in the next pages, where it is required to have a certain number of men and a certain number of women, you can have more women than men.**

# 5K AGE GROUP RUN

1. Runners are expected to arrive at the Ventura Community Park at least one-half hour before the start of the race. Age groups may be combined in heats, however, participants will be timed against others in their respective age groups. **All runners must be pre-registered with assigned bib numbers.**
2. The 5K course will consist of a run within the Ventura Community Park.
3. **Team scores, and overall points for the standings, will be determined by calculating points for 1st - 5th place in each age group.**

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

	MALE RUNNERS	FEMALE RUNNERS
18-28	_____ _____ _____	_____ _____ _____
29-40	_____ _____ _____	_____ _____ _____
41-49	_____ _____ _____	_____ _____ _____
50-59	_____ _____ _____	_____ _____ _____
60+	_____ _____	_____ _____

**Individual medals awarded for 1st- 3rd place finishers in each division.**

# BASKETBALL

1. Teams will consist of 5 players. Teams may play with as few as 2 players without forfeiting. Teams must have numbered jerseys.
2. Games will consist of two 20-minute halves with a running clock except in the last two minutes of each half. If the difference in the game score is more than 14 points, during the second half, the clock will continue to run.
3. Players must check-in with the scorekeeper before entering game. Teams are allowed 4 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".
5. Technical fouls, for poor sportsmanship, will result in a 10-minute time-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.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please type or print first and last names.

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**Individual medals awarded for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place finishers in each division.**

# EIGHTBALL

## STIIX BILLIARDS

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, and 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, that team 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. **Team scores, and overall points for the standings, will be determined by calculating points for 1st - 5th place in Eight Ball AND Nine ball.**

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

PLAYER NAME: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# NINE BALL

## STIIX BILLIARDS

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. Team scores will be determined by calculating 1st – 5th place in both 8-ball and 9-ball events.
7. **Team scores, and overall points for the standings, will be determined by calculating points for 1st - 5th place in Eight Ball AND Nine ball.**

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

PLAYER NAME: \_\_\_\_\_

**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# BOCCE BALL TOURNAMENT

LIMONERIA RANCH, SANTA PAULA

1. Teams will consist of up to 4 players on each side. When multiple team members are present, a playing rotation is maintained throughout the game.
2. Tournament format will be determined by the number of teams registered for this event. Games will be played to 14 points.
3. 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.
4. The first player throws the pallina into the opponent's court. That player also rolls the first bocce ball. The idea is to get as close to the pallina as possible. The remaining players on the team then throw.
5. Now the opposing team throws until they get a ball closer to the pallina or all four balls are tossed.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE: \_\_\_\_\_

Print first and last names

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**Individual medals will be awarded for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place finishers**

# BOWLING

## BUENA LANES

1. Teams will consist of 5 bowlers with no more than 3 men on a team playing in a single elimination tournament. Event Coordinators should remain at the site until scores have been calculated and winners determined.
2. No Handicaps will be given. This is a scratch tournament.
3. Lanes will be pre-assigned.
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.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please print or type first and last name and indicate (M) or (F).

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**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division**

# 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 30 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.

## No open hand serve receive.

COMPANY NAME: \_\_\_\_\_

DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please print or type first and last names.

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# COED SOFTBALL

1. A Coed team will consist of 10 players on the field, 5 Men and 5 Women. **Division "D" teams may play with 6 men and 4 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 game.
2. 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) International Tiebreaker Rule will be used to determine a winner.
3. Teams are allowed one homerun, per inning, over the left field fence when playing at Westpark or right field at Harry Lyon Park. The 1<sup>st</sup> team to hit a homerun, hits another before the opposing team hits two homeruns, the batter will be called out.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE# \_\_\_\_\_

Please type or print first and last names and indicate (M) or (F).

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**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# DART TOURNAMENT

## BENCH WARMER

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 their places in the rotation will be skipped for every **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.
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.

COMPANY NAME: \_\_\_\_\_ DIVISION \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please print or type first and last names.

MALE PLAYERS	FEMALE PLAYERS
1. _____	_____
2. _____	_____

**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# DISC GOLF

## LAKE CASITAS

1. Teams will consist of 4 players, 2 men and 2 women using a scramble format.
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 a total of 6 women's tee-shots must be used for each team, 3 shots from each woman. Women's tee shots can be used on any hole.
4. Teams with lowest gross score will be declared winner. Tie scores will be broken by using the lowest score on the #1 handicap hole, #2 handicap hole, until the tie is broken.
5. There will be a Long Drive Contest, and a Closest to the Pin Contest for both men and women.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please type or print first and last names.

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For more information call (805) 658-4743

**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# 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 however a game may be played with a minimum of four.
2. Games will start with balls placed in the middle of the court. On the officials whistle players will retrieve balls 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 for the remainder of the game and may return at the start of a new game.
3. When a players thrown attempt is caught by a player of the opposing team before it strike the ground, wall, or other structure the player is retired to the Player Return Area for the remainder of the game. Players have five seconds to make an attempt (throw the ball) towards the other team after gaining possession of a ball.
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. Teams 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.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

COMPANY COORDINATOR: \_\_\_\_\_ PHONE# \_\_\_\_\_

Please print or type first and last names.

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**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division**

# 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.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please print or type first and last names.

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**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# GOLF TOURNAMENT

## BUENAVENTURA GOLF COURSE

1. Teams will consist of 4 players, 2 men and 2 women using a scramble format. **Team Fees are \$200/per team and include green fees, cart, lunch and tee prizes.**
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. I.D's will be checked at this event.
3. Tournament will use a scramble format in which a total of 6 women's tee-shots must be used for each team, 3 shots from each woman. Women's tee shots can be used on any hole. Men tee off from the white tees and women tee off from the women's tees.
4. Teams with lowest gross score will be declared winner. Tie scores will be broken by using the lowest score on the #1 handicap hole, #2 handicap hole, until the tie is broken.
5. There will be a Putting Contest, Long Drive Contest, and a Closest to the Pin Contest for both men and women.

**Individual medals awarded for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place finishers in each division.**

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### CORPORATE GAMES REGISTRATION

Please detach and return with payment to: Buenaventura GC, Ventura, CA 93003

Company Name: \_\_\_\_\_ Division: \_\_\_\_\_ Fax #: \_\_\_\_\_

Event Coordinator: \_\_\_\_\_ Phone: \_\_\_\_\_

Male Players: \_\_\_\_\_ / \_\_\_\_\_

Female Players: \_\_\_\_\_ / \_\_\_\_\_

**For more information call (805) 677-6772**

# HORSESHOE TOURNAMENT

1. Teams will consist of Men's, Women's and Coed Doubles. The tournament will use a single elimination format. Teams will provide their own horseshoes.
2. Two horseshoes will be thrown per person during each of their respective turns. There will be 40 total throws per team. Team ahead after 40 throws will be declared the winner. If a tie exists after 40 throws, each team will throw 2 additional shoes in the rotating order until the tie is broken.
3. Any horseshoe that hits concrete, wood or any object outside the pit is disqualified.
4. Points will be counted as follows: Ringers will count as 3 points. Shoes must be within 6 inches of stake to score 1 point.
5. Team scores will be determined by calculating 1st - 5th place finishers in each category. Event scores will be combined to determine overall team scores.
6. Players may play in more than (1) event as long as it doesn't cause conflict or delay the tournament in any way. Women playing in the Men's Division must throw from the Men's Line.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please type or print first and last names.

	MEN'S DOUBLES	WOMEN'S DOUBLES	COED DOUBLES
1.	_____	_____	_____
2.	_____	_____	_____

**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# 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. 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 2 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.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please print first and last names and indicate (M) or (F).

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**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# KICKBALL

1. Teams will consist of 11 players on the field 6 men and 5 Women. *Division "D" teams may play with 8 men and 3 women.* All players present may kick, however only 2 consecutive male kickers will be allowed. A regulation game shall consist of four innings or a time limit of Twenty-five minutes.

2. The batting team has three outs per inning. An out occurs due to the following: Two strikes, A 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.

3. The ball must be kicked within the Kicking Box. If the ball is kicked outside of the box kicker will receive a strike.

4. 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 runner is tagged by the ball or the ball is thrown to a fielder touching the previous base.

COMPANY NAME: \_\_\_\_\_ Division: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE # \_\_\_\_\_

Please print or type first and last names for each participant

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**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# LAZERTAG

1. Teams will play 12-minute missions in which total strikes made and received will determine winner. Teams will score points as follows: 75 points for every hit on opponents Home Base, with shields activated; 25 points for every hit on opponent; and 5 points deducted for hits received. All teams will have to defend both bases. Divisions A & B may have 12 participants with at least 3 women; Divisions C & D may have 8 participants with at least 2 women.
2. Teams will receive scoring instructions and house rules prior to the start of each mission. Players must obey the house rules or be subject to disqualification. Overly aggressive players may be ejected from arena and suspended from tournament.
3. Teams will compete in an elimination tournament to determine 1st – 5th place in each division. If teams are tied, at the end of a mission, the team with the highest number of player hits will be declared the winner.
4. In the event a pack malfunctions it is the players' responsibility to notify attendant in the arena immediately to replace their pack. Packs that continue to malfunction will be taken out of play until fixed.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE# \_\_\_\_\_

Please print or type first and last name for each participant.

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**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# MEN'S SOFTBALL

1. A Men's team shall consist of 10 players on the field. 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 Rule. D) Tie games will continue until there is a winner.
2. Teams are allowed one homerun per inning, over the left field fence, when playing at Westpark. If a player on the same team hits a second homerun, over the left field fence, that batter is out. Any ball that rolls or bounces into the left/center field bushes, in the outfield, will be ruled a triple.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE# \_\_\_\_\_

Please type or print first and last names.

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**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# MINIATURE GOLF

## GOLF-N-STUFF

1. Teams will consist of up to 4 players, 2 men and 2 women using a best ball format. Teams must check-in at the tournament table at least half hour before the start of the tournament.
2. Teams must exchange scorecards before the start of the tournament. All four players will "tee-off" from their respective holes, then using the best ball of the foursome, complete the hole. If a ball is hit by another players' ball, it must be replaced at the original spot.
3. All four players determine which ball they want to use for their next shot. Players then place their balls, no more than 1 club-head length away from the spot, (No closer to the hole). After reaching the green, 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).
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.

Please type or print first and last names and indicate (M) & (F)

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COMPANYNAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_ FAX: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# MB2 KART RACING

MB2 Raceway, Thousand Oaks

**Teams:** 1 male and 1 female racer/driver per team

**Race:** Multi Lap Time Trial (number of laps TBD). 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.

**Scoring:** Teams will be placed based on adding the two fastest lap times together from each driver on each company team. 1<sup>st</sup> place will be the TEAM with the fastest time combined time (adding both the male and female fastest times together).

**Team Fees are \$50/per team and include kart fees and lunch**

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please type or print first and last names.

TEAM 1	TEAM 2 (Div. A only)	TEAM 3 (Div. A only)
1. _____	1. _____	1. _____
2. _____	2. _____	2. _____

**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# RUN/WALK/JOG OPENING CEREMONIES

Teams will consist of an unlimited number of participants. Duplicate this form, if necessary, and list the names of all participants entered in this event.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE #: \_\_\_\_\_

Please type of print first and last names.

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**25 Spirit Award Points will be given for participation in this event.**

# SANDCASTLE CONTEST

## Theme – Summer Olympics

1. Teams will consist of 5 participants who will have approximately 2 hours to complete their Sand Sculptures.
2. At the end of the designated time, sculptures will be judged by an unbiased panel of laymen 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 the 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.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please print or type first and last names.

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**25 Spirit Award Points 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.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

COMPANY COORDINATOR: \_\_\_\_\_ PHONE# \_\_\_\_\_

Please print or type first and last names.

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**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# SPADES TOURNAMENT

## FOUR POINTS SHERATON

1. Teams will consist of 2 players competing in a single elimination tournament. Games will be played to 200 points or 30 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.
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 - 5th place in Spades, Dominoes AND Texas Hold' Em.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

PLAYER NAME: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# DOMINOS TOURNAMENT

## FOUR POINTS SHERATON

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 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 - 5th place in Spades, Dominoes AND Texas Hold' Em.**

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

PLAYER NAME: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# TEXAS "NO LIMIT" HOLD'EM

## FOUR POINTS SHERATON

Teams consist of **(4 players in Division A; 3 players in Divisions B, C, D) per team** 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.

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.

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.

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

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

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

For the first ten minutes of the tournament, empty seats will pay their blinds when due. After ten 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 first ten- minutes of the tournament.

**Team scores, and overall points for the standings, will be determined by calculating points for 1st - 5th place in Spades, Dominoes AND Texas Hold' Em.**

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

PLAYER NAME: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

PLAYER NAME: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

**Individual medals awarded for 1<sup>st</sup>- 3rd place finishers in each division**

# TABLE TENNIS

## BALBOA MIDDLE SCHOOL

1. Teams will consist of 2 men and 2 women playing single elimination tournaments. 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. 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.
3. Team scores will be determined by accumulating points in each category. **Players must supply their own paddles.** Balls will be provided. **Players may NOT compete in both singles and doubles events.** Companies must be able to field a team when called.
4. Team scores, and overall points for the standings, will be determined by calculating points for 1st - 5th place in Mixed Doubles, Men's Singles AND Women's Singles.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please type or print first and last names.

MIXED DOUBLES

\_\_\_\_\_  
\_\_\_\_\_

MEN'S SINGLES

WOMEN'S SINGLES

\_\_\_\_\_

**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# TEAM TENNIS

## CAMINO REAL PARK

1. Teams may consist of a maximum of 4 players, 2 men and 2 women. **Players may NOT participate in both Singles and 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 Tie-breaker at 7-7. NO Ad scoring methods will be used.**
2. Warm-ups up to 5 minutes will only be allowed if time permits. Players will/could play more than one match each day.
3. Players will call their own lines and scores, and settled disputes on the court. Once the tournament has started, only players on the Team Tennis Roster will be allowed to play.
4. **Team scores, and overall points for the standings, will be determined by calculating points for 1st - 5th place in Mixed Doubles, Men's Singles AND Women's Singles.**

COMPANYNAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please type or print first and last names.

MIXED DOUBLES

\_\_\_\_\_  
\_\_\_\_\_

MEN'S SINGLES

WOMEN'S SINGLES

\_\_\_\_\_

**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**

# TUG-O-WAR

## HARBOR COVE BEACH

**Division D – 6 participants with at least 1 woman**  
**Division C – 9 participants with at least 2 women**  
**Division B & A – 12 participants with at least 3 women**

1. Teams will pull against each other in an elimination pull-off with a blind draw. 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 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 1- minute will be allowed to determine winner. A 5-minute rest period will be given when consecutive pulls are required.

COMPANY NAME: \_\_\_\_\_ DIVISION: \_\_\_\_\_

EVENT COORDINATOR: \_\_\_\_\_ PHONE#: \_\_\_\_\_

Please print or type first and last names and indicate (M) or (F).

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**Individual medals awarded for 1st, 2nd and 3rd place finishers in each division.**