

TEAM TRIVIA CONTEST

Team/Roster - Up to 9
Location - Clinton Building
Start Time - 6:30 p.m.

1. All participating teams will receive 5 team points. The first place team will receive a team award.
2. The game will consist of 100 questions - 10 rounds with 10 questions each. A running score will be posted after the completion of each round. The team with the most correct answers out of 100 will be the winner. In the event of a tie, the winner will be chosen by a tiebreaker to be announced by the moderator.
3. Each team should select a recorder to fill in the answer sheets for each round as the teams decide on answers. Pencils and paper will be provided at each team's table to communicate their answers among themselves without tipping off opposing teams. Answer sheets for each round must be turned in to the scorers when time is called by the moderator.
4. Electronic assistance (internet, phone-a-friend, etc.) or printed references are prohibited. Brain power only!

COED AQUALYMPICS

Team/Roster - 10

Location - YMCA

The winner of this event will be the team accumulating the most total points in the following events. In the event of a tie, tie breaker will be the cumulative times for each event. The winner will be the team with the least total time for the three events.

200-METER INNER TUBE RELAY (Team is 2 men, 2 women)

1. Four-member relay teams line up at the shallow end of the pool with the first member of the team taking a seated position in the inner tube in the water. The tube must be in contact with the pool wall until the race begins.
2. At the starter's signal, the first player on each team crosses the pool, remaining in a seated position in the inner tube, touching the pool wall at the deep end with the inner tube and returning to the shallow end where the inner tube is transferred to the next member of the relay team after the inner tube touches the wall. All team members must remain seated in the inner tubes while racing. A player who falls out of the tube during the race may climb back in without disqualification as long as the player makes no attempt to advance the tube until seated again.
3. Successive team members cannot enter the water until the inner tube touches the pool wall, however, the relay member about to enter the water may steady the inner tube while their teammate "dismounts". Once the transfer has been made the new team member must push off the pool wall at the shallow end to start the new leg of the race.
4. The first team whose four members complete their four 50-meter legs of the race wins.

100-meter Kickboard Relay (Team is 2 men, 2 women)

1. Four-member relay teams take positions at each end of the pool with the 1st and 3rd members of the relay at the shallow end and the 2nd and 4th members of the relay at the deep end.
2. The lead-off members of the relay teams take positions in the pool at the shallow end with kickboards. At the starter's signal, the lead members push off the wall holding the kickboard with both hands and kicking toward the deep end.
3. When the kickboard touches the wall at the deep end, the 2nd member of the relay enters the pool, taking the kickboard in

both hands, pushes off the wall and proceeds to kick toward the shallow end. The race proceeds in this manner. The first team whose fourth member touches the wall with his kickboard is the winner.

4. Swimmers must keep both hands on the kickboard while advancing the kickboard. A swimmer who must stop during the race may stand up but cannot advance toward the end of the pool by walking. The kickboard can only be advanced by kicking.
5. Swimmers may use any kicking style: flutter, breaststroke, dolphin, or scissors.

200-meter Rubber Raft Relay (Team 2 men, 2 women)

1. Four-member relay teams will line up at the shallow end of the pool with the first member of the relay team in the water on his team's raft. Swimmers may ride their rafts lying on their stomachs, lying on their backs, or straddling the rafts. All teams must start the race with their rafts touching the wall of the pool.
2. At the starter's signal, the first members of the relay teams paddle their rafts across the pool touching the wall at the deep end with their rafts then returning to the shallow end where the raft is transferred to the next member of the relay team after the raft touches the wall. All members must remain on their rafts while racing, however, swimmers slipping off their rafts during the race may "re-mount" without dis-qualification as long as they don't attempt to advance their raft until they have "re-mounted". Swimmers slipping off their rafts while making their turns cannot advance their rafts until they have re-mounted the raft and pushed off the wall.
3. Successive team members cannot enter the water until the raft touches the pool wall, however, the relay member about to enter the water may steady the raft while their teammate "dismounts". Once the transfer has been made, the new team member must push off the pool wall at the shallow end to start the new leg of the race.
4. The first team whose four members complete their four 50-meter legs of the race wins.

100-meter Spoon/Ping Pong Ball Race (Team 2 men, 2 women)

1. Four-member relay teams take positions at each end of the pool with the 1st and 3rd members of the relay at the shallow end

and the 2nd and 4th members of the relay at the deep end.

2. The lead-off members of the relay teams take positions at the shallow end, backs against the pool wall, placing spoons in their mouths at the handle ends and placing the ping pong balls on their spoons. At the starter's signal, they walk/run/swim across the pool to the opposite end without touching the ping pong ball.
3. When they touch the pool wall at the opposite end, the next member of their relay teams, with backs against the pool wall, place the ping pong balls on their spoons, then proceed to the other end. The race proceeds in this manner. The first team whose fourth member touches the wall with his hand with ping pong ball on the spoon is the winner.
4. If the ping pong ball falls off the spoon, players must return to the start of their legs and begin again. Any intentional attempt by a player to cause another player's ping pong ball to fall from their spoon will have his team disqualified.

Game time is forfeit time!

BASKETBALL

Team - 5

Roster - 10

Location - 5th/6th Grade Center, 7th/8th Grade Center Gyms

1. Play will be governed by the Missouri High School rules with the current revisions except as noted below. Tournament format will be double elimination.
2. A game will consist of 60 points. There will be a 5-minute half when a team reaches 30 points. Preliminary round games will be 50 points with a 5-minute half at the 25-point mark.
3. Teams must wear shirts of the same color with a number on at least one side.
4. Each team will be allowed 4 timeouts per game. Timeouts may be used at any time during the game by any player on the floor. Timeout cannot be called from the sideline.
5. Game time is forfeit time.
6. Free substitutions will be allowed, but only during a dead ball situation.
7. Dunking is prohibited during warm-ups.

BOWLING

Team - 5

Roster - 5

Location - Sikeston Bowling Center

1. A bowling team shall consist of five bowlers, 3 men and 2 women OR 2 men and 3 women.
2. Teams must have two men and two women to start. A team's fifth bowler must begin bowling prior to completion of his team's third frame, or wait until the next game. The scores of the four bowlers will apply to the team's total pins. No blind scores will be allowed.
3. Teams will bowl three games. Handicapped scoring will be used to determine the winners. Bowlers who have established handicaps through an '05-'06 fall/winter league will use their lowest league handicap as of the conclusion of the fall/winter league for the Corporate Games competition. Non-league bowlers who competed in the 2004 Corporate Games will use the handicap/average they established in that Corporate Games tournament. Non-league bowlers competing in the Corporate Games for the first time will have their handicaps figured on their three-game average in the Corporate Games based on 80% of the difference of their average and 200. Winners will be determined based on total scratch pins plus team handicap for the three games.
4. This event will follow standard American Bowling Congress rules and regulations except as otherwise noted herein.
5. In the event of a tie in the total team score, the team's high handicap game will be used as the tie-breaker. In the event two teams tie with total pins and high game, the high handicap team game first bowled will be the tie-breaker.
6. Bowlers are responsible for their own shoes.
7. Good sportsmanship and bowling etiquette are expected of team members and cheering sections. After the event begins, please do not use flash or flood lights when taking pictures. Video camera operators and photographers may not get beyond the start of the approach area to take pictures once the bowlers have completed their warm-ups. Any team receiving two warnings for unsportsmanlike conduct from the Event Coordinator may be disqualified from the event.

Game time is forfeit time!

COED CANOE RACE

2 teams per corporation

Team - 2

Roster - 2 per team

Location - Recreation Complex Lake

1. A team shall consist of one man and one woman.
2. All participants must wear USCG-approved life vest/jackets, and shoes. Vests will be available at the event, or participants may provide their own. Certified lifeguards will be posted along the race course.
3. The race course will begin at the north end of the Recreation Complex Lake, and finish at the southeast corner of the lake on the south side of the "island". The distance is approximately 250-300 yards.
4. Canoes and paddles will be provided. Participants may not use their own canoes or paddles.
5. No straps, suction cups, or any other kind of help devices are allowed in the canoes. Five-second penalties will be added to your race time for flagrant "pushing off" or other similar fouls during the race.
6. Teams will compete against the clock in heats of three teams each in a preliminary round. The fastest times from the preliminaries will advance to a semi-final round competing against the clock in heats of three teams each. The sixth, fifth, and fourth fastest times in the semi-finals will be awarded team points. The third, second, and first fastest times will advance to a final in which they will race head-to-head against each other for team points, and team trophies and medals.
7. No practicing will be allowed in the Recreation Complex Lake prior to the event.

Start time is forfeit time!

COED EIGHT BALL

Teams - 2

Roster - 2 per team

Location - Clinton Building

1. Teams shall consist of two members, one man and one woman. Tournament format will be double elimination. A match will be the best 3 out of 5 games with a 55-minute time limit on all matches. If time expires before the end of the best of 5 match, each player will take one turn after which a winner will be determined based on the team with the fewest balls remaining on the table. If time expires during the fourth game and the match is tied at 2-2 after each person has taken one more turn, the loser of the fourth game will break, each person will take one turn, then the winner will be the team with the fewest balls on the table after each player has taken an additional turn.
2. The game is played with a cue ball and 15 object balls numbered 1 to 15 inclusive, or divided into two colors as in an 8-ball set. One team must pocket balls of the group numbered 1 through 7, while the other team has 9 through 15. The team pocketing their group first and then legally pocketing the 8-ball wins the game.
3. Games will be played in a recreational manner. Each team shall serve as their own official until a disputed call requires an unbiased judgement from the event coordinator. The judgement of the event coordinator is final.
4. Start of play will be determined by coin toss; the losing team breaks in all subsequent games. The breaker must make an open break (4 object balls to the rail). If not, opponent has the option of accepting the table in position and shooting, or having the balls re-racked and breaking himself. All balls pocketed on the break remain pocketed whether or not the shot is legal. If the player makes the 8-ball on the break, and the cue ball does not scratch or jump the table, he wins the game. If a player scratches on the break, all pocketed balls remain pocketed, the table is open, and the opposing team has ball in hand behind the head string but must shoot at an object ball in front of the head string. If the 8-ball is pocketed on the break but the player has scratched, the 8-ball is spotted, and play continues as described in the preceding sentence. If the cue ball jumps the table on the break, the cue ball is placed behind the head string by the opposing team for the next shot as described above.
5. Each team will determine which order the individual members

will take their turns shooting. The individual shooting first for the team winning the coin toss will continue to shoot until a missed shot or foul occurs. At that point, the first shooter for the opposing team will take his or her turn at the table. After a foul or missed shot has been committed, the second shooter for the first team will take his or her turn at the table. Rotation of players will continue in this manner until the end of the game. Teams have the option of changing their rotation at the start of a new game.

6. Choice of object balls is determined if a ball from only one group is pocketed on the break. 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 1) pocket an object ball, or 2) cause the cue ball or any object ball to contact a rail. Combination shots are allowed however, the 8-ball cannot be used as the first ball in a combination.
7. THE ONLY FOULS CALLED WILL BE THOSE COMMITTED ON THE CUE BALL. Any team committing 3 consecutive fouls loses that game. If an object ball is touched, the opposing player has the option to place the moved ball back to its original position, or leave it as it is - it is not a foul.
8. The penalty for all fouls will be cue ball in hand to the opposing team. It may be placed in any legal position on the table wherever the shooter feels it is most advantageous for their position. It is not required that the cue ball be placed behind the head string unless it is a scratch committed on the break as discussed in Rule #4. Otherwise, the ball is spotted and the shooter's opponent gets cue-ball-in-hand. Other cue-ball-in-hand fouls include a scratch on any shot other than a shot on the 8-ball; one foot is not on the floor; the cue ball or object balls are jumped off the table (cue ball jumped off the table while shooting the 8-ball is cue-ball-in-hand); failure to contact a rail with a ball after contacting one of the player's object balls.
9. A player is entitled to shoot any ball of his group, and he continues shooting until he fails to legally pocket a ball of his group, or to execute a legal shot. If the shooter hits one of his opponent's group of balls or the 8-ball before he hits one of his own, the shot is a foul.
10. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball. A PLAYER SHOOTING TO POCKET THE 8-BALL MUST VOCALLY CALL HIS INTENDED POCKET

BEFORE THE SHOT, AND MAKE THE TARGET POCKET OBVIOUS TO HIS OPPONENT BY POINTING AT THE INTENDED POCKET PRIOR TO THE SHOT. FAILURE TO DO SO RESULTS IN LOSS OF THE GAME. A SCRATCH OF THE CUE BALL WHILE TAKING A SHOT ON THE 8-BALL IS A LOSS OF GAME.

11. When a player is shooting a ball frozen on a cushion, the player must contact the frozen ball and either:
 - A. Pocket the frozen ball, or
 - B. Cause the cue ball to contact a cushion, or
 - C. Drive the frozen ball to another cushion, or
 - D. Cause another object ball to contact a cushion, or
 - E. Pocket another object ball from either his or his opponent's group.Failure to accomplish any of the above results in a foul, and cue-ball-in-hand to the player's opponent.
12. If the cue ball is in contact with a player's object ball, the player may play directly at the object ball in contact with the cue ball and must accomplish one of the five alternatives which apply to a ball frozen on a cushion. Failure to do so is a foul, and results in cue-ball-in-hand for the player's opponent.
13. Should the 8-ball be pocketed before a player has made all his object balls, the team pocketing it loses the game. An 8-ball jumped off the table will be spotted, and the opposing team gets cue-ball-in-hand.
14. There shall be no coaching from the side. Playing team members may discuss any play options between themselves, but will not be permitted to accept outside advice, not even from a non-playing captain. Violations shall result in loss of game.
15. Unsportsmanlike conduct is strictly prohibited, and shall be dealt with immediately. In addition to the those items identified as unsportsmanlike in the general rules, attempts by a non-playing captain to in any way intercede in the play or offer advice will be considered unsportsmanlike conduct. Any team or individuals who interfere with the orderly continuance of play shall forfeit the match and be removed from the competition.
16. GAME TIME IS FORFEIT TIME!

FISHING

Team - 4

Roster - 5

Location - Recreation Complex Lake

1. Teams shall consist of four members. All members must possess a valid Missouri fishing license, unless exempted by the Missouri Department of Conservation.
2. All fishing will be done in the Recreation Complex Lake from the bank - no boats will be allowed.
3. Fishermen must provide their own bait which may be any type of live or artificial bait.
4. Only one fishing pole per team member, only one hook per pole.
5. Teams should check-in at the picnic shelter near the west parking lot for the 7:00 a.m. start by 6:30 a.m. At check-in, teams will have their names entered for the position draw. All team members must be present before a team will be allowed to draw. Beginning at 6:30 a.m., teams will be allowed to take positions around the lake in one-minute intervals, according to the random draw. Those teams which have less than four team members will take their positions at 6:55 a.m. Fishing may not start until the signal has been given by the event coordinator. The tournament will end at 9:00 a.m. with a signal from the event coordinator.
6. Winners will be determined by the total weight of up to 10 fish per team. The lake will be stocked with catfish, however, teams may weigh in any fish caught in the lake. In the event of a tie in total weight, the tie will be broken by the largest fish.
7. Teams may present no more than 10 fish at the weigh-in. Teams will be encouraged to keep their fish alive for release back into the lake after the weigh-in, however, they may keep fish caught if they choose. Teams will not be penalized for dead fish at the weigh-in, however, they will be responsible for dead fish following the weigh-in. Those wishing to keep their fish are encouraged to put them on ice, and should bring a cooler to the tournament.
8. Weigh-in will begin about 15 minutes after the close of the tournament at the picnic shelter near the west parking lot.
9. Help keep the lake area clean! Teams are responsible for all litter and refuse generated during the fishing tournament.

10. Fishermen are expected to observe courtesy and proper fishing etiquette during the competition. For example, an angler from Team B should not move right in next to an angler from Team A who has established his position first.

HINT: Teams may want to use their fifth man as a "rover" to keep track of the fish that are being caught by the four fishermen or to fill in during restroom breaks!

COED PYRAMID RELAY

Team - 5

Roster - 5

Location - Lake area at the Recreation Complex

1. Teams shall be composed of 5 members, three men and two women or two men and three women.
2. The relay shall cover 1.25 miles in five relay legs in the following order: 220 yards - 440 yards - 880 yards - 440 yards - 220 yards. Teams may assign their runners in any order they choose. Teams do not have to alternate men and women unless they choose to do so. Runners may run only one leg.
3. Each team in the relay shall carry a baton (provided). The baton must be passed from runner to runner within the designated exchange zone, or the team will be disqualified. The anchor runner must cross the finish line with the baton.
4. The course will be clearly marked with marshals along the route to direct runners as needed. Runners may not cut corners or deviate from the course. Violators will be disqualified.
5. All runners must be at the east parking lot beside the lake at 8:00 a.m. to receive instructions. The race will begin as soon as all runners are in position. Start time is forfeit time.

COED FOOTBALL CHALLENGE

Team - 3

Roster - 3

Location - Recreation Complex Soccer Field

1. Teams shall be composed of two men and one woman, or two women and one man.
2. Footballs and tees will be provided for this event. Participants must use the footballs and tees provided.
3. Each team member will be required to perform only one of three football skills: punt, pass or kick. You must have a different team member performing each skill. Participants will have two opportunities to punt, pass, or kick, and their best effort will be recorded for their team's score. Each team determines which of their team members will perform which skills.
4. Participants will be judged on both distance and accuracy in each of the skill competitions. Example: if a participant passes the football 100 feet, but lands 30 feet to the right of the measuring tape, that participant's final score would be 70 (100 feet - 30 feet). Scores will be determined from where a participant's punt/pass/kick first makes contact with the ground. Bounces or rolls do not add to the score. Winning teams will be determined by the cumulative total of all three skill competitions.
5. If a participant goes over the line when passing or punting, this is a scratch and an invalid pass or punt. In place kicking, a participant may go over the line without penalty provided the tee is placed on or behind the line. Note: there is no violation if the place kicking tee is kicked with the football during that event.
6. All participants must wear soft-soled athletic shoes i.e. running, walking, tennis, or basketball shoes. No football shoes/cleats/turf shoes/boots are allowed. Bare feet will not be allowed.
7. In the event of a tie for 1st, 2nd, or 3rd, the tie will be broken by a head-to-head competition of the two teams, with each team receiving one punt, pass, and kick.
8. **Game time is forfeit time!**

GOLF

Team - 3

Roster - 3

Location - To be announced.

1. U.S.G.A. rules will govern play except where noted below. Golfers will observe proper golf etiquette with other participants.
2. The competition format will be a 3-person scramble event.
3. Preferred ball in the fairway: the ball is played by each player no closer to the hole, within one club length of the selected lie.
4. Preferred ball in the rough: the ball must be played in the rough as close to the selected lie as possible by each player, no closer to the hole.
5. Preferred ball in a trap or hazard: the ball must be played from the point where it lies or as close as possible to that point by each player. Traps may be raked between shots.
6. Preferred ball on the green: the ball will be marked and each putt will be played from that spot by each player.
7. In the event of a tie for first place, there will be a sudden death playoff between the teams beginning with Hole #1. All other ties will be broken with a scorecard playoff beginning with hole #1.
8. Teams must pick up after double par and that score is recorded.
9. Men will play from the white tees; women from the RED tees.
10. Please be at the course at least 30 minutes prior to the scheduled tee time. There will be a 9:00 a.m. shotgun start.

Tee time is forfeit time.

HORSESHOES

2 teams per corporation

Team - 2

Roster - 2 per team

Location - Lake area of Recreation Complex

1. The horseshoe pitching competition shall be a double elimination tournament. Teams shall be composed of two members.
2. Regulation metal horseshoes will be used. These will be provided by the tournament officials.
3. Pitching distances will be 40 feet for men; 30 feet for women.
4. The choice of first pitch will be determined by coin toss, with the winner of the toss having his choice.
5. Each member of the team will throw two horseshoes during their respective turns.
6. A game will be 21 points or 18 minutes, whichever comes first. Any team deliberately stalling a match may, at the discretion of the judge, be assessed a penalty point or points. A horseshoe must be within 6 inches of the stake to score. The team with the horseshoe closest to the stake, if it is within 6 inches, scores one point for each shoe that is closer than the opposing team's. A ringer is 3 points; a leaner 1 point.
7. Any horseshoe that hits concrete or wood is a disqualified throw, and will be pulled from the pit.
8. **Game time is forfeit time!**

COED SAND VOLLEYBALL

Team - 6

Roster - 12

Location - Rotary Park, Recreation Complex

1. Tournament format will be double elimination.
2. Games will be 21 points (rally scoring), win by two points. A match will be the best 2 out of 3 games won. First service will be determined by coin toss. Teams will change sides following each of the first two games. If a third game is needed, teams will change sides after one team has scored 11 points.
3. Teams shall consist of 3 men and 3 women, no exceptions. Teams must start with 6 players and end with 6 players. Rotation will be clockwise. Substitutions must be made at the server's position unless in an injury situation, and all substitutions must be made man for man or woman for woman.
4. The serve may be received with an open hand as long as the receiving player does not "catch or lift" the ball. If the receiving team hits the ball more than once following serve or volley, a woman must hit the ball before it goes back over the net. Penalty will be a side out or point for the opposing team.
5. There will be no spiking of serves, however, a serve may be blocked at the net if there is no downward motion on the ball.
6. No center line will be used. Players may step over the center of the court as long as they don't touch the net or interfere with a player on the opposing team. Penalty will be side out or point to the opposing team.
7. The tournament coordinator will make all decisions regarding play affected by inclement weather.
8. **Game time is forfeit time!**

SOFTBALL

Team - 10

Roster - 20

Location - Recreation Complex softball fields

1. ASA softball rules for men's slowpitch softball will govern the tournament play except where noted below. Tournament format will be double elimination. Home team will be determined by a coin toss prior to the start of each game.
2. No metal spikes are allowed.
3. Baserunners must slide into bases if the defensive team is making a play to the base to which the runner is advancing. A player unwilling or unable to slide must "give himself up". Any deliberate attempt to "take out" or collide with a fielder in an effort to dislodge the ball will be considered unsportsmanlike conduct, and the offending player will be subject to ejection from the game.
4. A roster shall consist of 20 players, including a playing manager. A full team shall consist of 10 players, however, teams may play with 8 or 9 players. A team playing with 8 or 9 players must take an "out" each time the spots for the 9th and/or 10th players in the batting order come up. Players may be inserted into the lineup to fill open spots as soon as they show up. To allow companies the opportunity to play as many different players as possible, a designated hitter and/or extra hitters will be allowed. If companies enter teams in both the open tournament and the coed tournament, the respective rosters must be made up of entirely different players. The same players cannot play on both teams.
5. A pitching mat will be used to determine balls and strikes. Any pitch that strikes the mat or the top portion of the plate (designated with a black line across the plate) will be a strike. The pitching arch is a 6-foot minimum and 12-foot maximum from the ground.
6. Players will begin each at-bat with a one ball, one strike count. Any third strike foul is an out. If caught, the ball is dead and there is no advancement by baserunners.
7. All games will be 7 innings. The 10-run rule will be in effect after 5 innings; 15-run rule after 3 innings.
8. A 3-pitch warm-up is permitted between innings. There will be no infield practice between innings.
9. The tournament coordinator will make all decisions regarding play affected by inclement weather.
10. No alcoholic beverages will be allowed in dugouts. Offending players / teams will be subject to ejection / forfeit.
11. **Game time is forfeit time.**

COED SOFTBALL

Team - 10

Roster - 20

Location - Rotary Park

1. A roster shall consist of 20 players, including a playing manager. If companies enter teams in both the men's tournament and the coed tournament, the respective rosters must be made up of entirely different players. The same players cannot play on both teams.
2. ASA softball rules will govern the tournament play except where noted below. Tournament format will be double elimination. Home team will be determined by a coin toss prior to the start of each game.
3. The official diamond shall consist of 65-foot basepaths with a 50-foot pitching distance.
4. No metal spikes are allowed.
5. A roster shall consist of 20 players including a playing manager. A team will consist of 5 men and 5 women, however, teams may play with 8 or 9 players but must "take an out" each time the vacant 9th and/or 10th spots in the batting order come up. A team playing with 9 players must have at least one woman in the outfield. A team playing with 8 players must have at least one woman in the outfield and one woman on the infield. Players may be inserted into the lineup to fill open spots as soon as they show up. To allow companies the opportunity to play as many different players as possible, a designated hitter will be permitted. Extra hitters will also be allowed, however, there must be one each male and female extra hitter. Companies fielding both coed and open softball teams must have separate rosters for each team. Players cannot play on both teams.
6. Offensive teams must alternate the batting order according to gender. Substitutes must be of the same gender.
7. Defensively, two men and two women must take position in the outfield and infield. The pitcher and catcher must be of a different gender. Anyone may make the play at any position.
8. If a male batter is walked, the offensive manager shall have the option to have the next batter, a woman, awarded first base.
9. A coed line rule will be in effect in the outfield. This is an arc 150 feet from home plate. No outfielder is allowed in front of the line until the ball is hit. If an outfielder is judged to be in front of the line, the batter is awarded first base or the hit, whichever is greater. Infielders must play even with or behind bases until the ball is hit. If an infielder is judged to be in front of the base when the ball

is hit, the batter is awarded first base or the hit, whichever is greater.

10. If a pitched ball lands on the pitching mat or the top portion of home plate (as designated with a black line) it is a strike. The pitching arc is a 6-foot minimum and 12-foot maximum from the ground.
11. There will be no sliding at home plate. When a runner passes the halfway point designated between third base and home plate, he or she is committed to go home and the play becomes a force out situation. A player who slides at home plate will be called out and may be ejected from the game.
12. The re-entry rule will be in effect. Any of the starting players may be withdrawn and re-entered once, provided players occupy the same batting position whenever in the lineup (the original player and substitute cannot be in the lineup at the same time).
13. To avoid a collision at home plate, the strike mat will be considered part of home plate. The catcher must play home plate for a force out - NO STANDING ON HOME PLATE OR STRIKE MAT. No blocking of the same or impeding a runner's progress toward home plate.
14. All games will be 7 innings. A 15-run rule after 3 innings will be in effect; a 10-run rule after 5 innings.
15. A 3-pitch warm-up between innings will be allowed. No infield practice will be permitted between innings.
16. Baserunners must slide into bases if the defensive team is making a play to the base to which the runner is advancing. A player unwilling or unable to slide must "give himself up". Any deliberate attempt to "take out" or collide with a fielder in an effort to dislodge the ball will be considered unsportsmanlike conduct, and the offending player will be subject to ejection from the game.
17. Players will begin each at-bat with a one ball, one strike count. Any third strike foul is an out. If caught, the ball is dead and there is no advancement by baserunners.
18. The tournament coordinator will make all decisions regarding play affected by inclement weather.
19. No alcoholic beverages will be allowed in the dugouts. Offending players / teams will be subject to ejection / forfeit.
20. **Game time is forfeit time!**

COED TENNIS

Team - 2 men and 2 women

Roster - 6

Location - Recreation Complex, High School tennis courts

1. United States Tennis Association rules will apply throughout the tournament except where noted below. Tournament format will be double elimination.
2. A match will consist of three 9-game sets: one each of men's singles, women's singles, and co-ed doubles. The winner of the match will be determined by the team with the most games won out of the three sets.
3. Players may participate in one set only. The man and woman on the mixed doubles team cannot be the same man and woman on the singles' teams. There will be no substitutions after a set has begun unless there is an injury, and then the substitute must be the non-participating roster member. Substitutions must be man for man, woman for woman. Teams may change players at the start of a new match to give all six roster members an opportunity to play, or to switch players from singles to doubles.
4. Players must provide their own racquets. Tennis balls will be provided.
5. Players must call their own lines. Line judges will not be provided.
6. Once a match has begun, only the players competing are allowed inside the court fence. All other team members, captains, photographers, etc. must be outside the fence.
7. All three sets will be played at the same time, so all players must be ready to play at their team's scheduled start time. Matches will be scheduled every 45 minutes.
8. Once a set has begun, play will be continuous until the match has concluded, with no breaks.
9. Game time is forfeit time.

COED TUG-OF-WAR

Roster and team are based on a 2,000-pound weight limit.

Average team is 10-12 with at least 4 women.

Location - West side of the Recreation Complex Lake

1. Teams will be limited to a maximum of 2,000 pounds. A minimum of 4 women must weigh in for each team. Once a team has completed the weigh-in at or under the 2,000-pound limit, those individuals who have recorded their weights are the only ones who can pull for their company's team. All team members who have weighed in and who are going to compete in the tug-of-war event must be on the rope for their company's first pull, and only those who pull in the first match may continue in the tournament. All competing members of a team must weigh in, however, a company may compete with less than the full team that has weighed in but the company must finish the tug-of-war with the same team that pulled in the first match. Example: Company A has weighed in at the 2,000-pound limit with eight men and four women. At game time, one of four women is not present for the first match. Company A may go ahead and compete with the other eight men and three women who weighed in, but if they win, must continue with the 11 who pulled in the first match. If the fourth woman shows up later she will not be eligible to compete.
2. Official weigh-in will be 11:00 a.m. - 1:00 p.m. on Super Saturday at the picnic shelter beside the Recreation Complex Lake. Companies will be limited to 15 individuals for the tug-of-war weigh-in. Companies must complete the weigh-in, including at least four women, in order to be eligible to compete.
3. Format for the Tug-of-War competition will be single elimination. The tournament bracket will be drawn up following the completion of the official weigh-in.
4. Teams will pull against other teams, with the winning team pulling the losing team 8 feet. There will be a 3-minute time limit placed on all matches. The team leading when time expires will be declared the winner. The judge's decision is final.
5. All teams competing in the Tug-of-War must report at the designated start time for the event.
6. Lying down will not be allowed. Participants must make an effort to stay on their feet. No sitting, kneeling, or lying down in a stalemate position is allowed. Slips will be allowed as long as participants make an effort to return to a standing position. Teams not complying with this rule will be given one warning, and can be disqualified on the second violation. The judge's decision is final.
7. If a team has an ineligible team member on the rope, the team will forfeit that match.

8. Participants are urged to wear gloves, long-sleeved shirts and/or arm wraps. These items will prevent rope burns. No metal cleats are allowed. Do not wrap the rope around your hands or arms.
9. When the judge signals a team has won, and the match is over, both teams must stop pulling immediately! Failure to stop pulling after the judge has signaled the end of the match will be considered unsportsmanlike conduct, and the offending team can be disqualified. The decision of the judge is final.
10. **Start time is forfeit time!**

COED TEAM TRIATHLON

Team - 6

Roster - 6

Location - South of Little League Football field
in the Recreation Complex

Participants may compete in only one of the following events.

Each event must have a different couple for a total of six
different team members.

The winners of this event will be the teams accumulating the most
points in the following events:

Three-legged race (One man, one woman)

1. Teammates standing side by side shall be tied together snugly at their adjacent ankles with material provided. Teams whose ankles become untied during the race will be disqualified.
2. Teams shall take their positions at the designated starting line and at the starter's signal will race as quickly as the can to the finish line 120 feet away. Teams intentionally bumping, colliding with, or otherwise interfering with opponents during the race will be subject to disqualification.
3. The first team to cross the finish line will be declared the winner. Points will be awarded to the first six teams to cross the finish line as follows:
 - 1st - 10 points
 - 2nd - 8 points
 - 3rd - 6 points
 - 4th - 4 points
 - 5th - 2 points
 - 6th - 1 point
4. In the event heats are necessary, teams will be timed in the heat races and points awarded to the six fastest times.
5. In the event of a tie for first, second, or third place, the teams tied will go head to head in one of the three events selected by blind draw by the event coordinator. Ties for 4th through 6th place will split the points.

Shuttle Sack Race (One man, one woman)

1. Women shall take positions in their sacks (provided) at the designated start/finish line. At the starter's signal, they will race in the sacks to their male partners who will be positioned at the exchange line 90 feet away.
2. When the women have crossed the exchange line, they will give their sacks to their partners. The men, while remaining behind the exchange line, will step in to or pull

on the sacks and race back to the finish line.

3. The team whose man is the first to cross the finish line will be declared the winner. Points will be awarded to the top six teams the same as outlined above. Teams intentionally bumping, colliding with, or otherwise interfering with opponents during the race will be subject to disqualification.
4. In the event heats are necessary, teams will be timed in the heat races and points awarded to the six fastest times based on the scale mentioned above.

Balloon Toss (One man, one woman)

1. To start, teammates will face each other 5 feet apart. Team members standing on the "stationary line" will toss their water balloons to their "mobile" partners. Those catching their balloons without the balloons bursting will receive 1 point for their team. The "mobile" partners will then move to a point 10 feet from their "stationary" partners. The mobile partners will then toss the balloons to their stationary partners. Those catching their balloons without them bursting receive 2 points for their team. The mobile partners then move to a point 15 feet from their stationary partners. Scoring continues in the same progressive manner for each successful toss and catch:
3 points for 15 feet
4 points for 20 feet
5 points for 25 feet
6 points for 30 feet
7 points for 35 feet
8 points for 40 feet
2. Teams whose balloons burst are eliminated from the competition with the points accumulated from the number of successful tosses completed. Teams whose balloons hit the ground but do not burst may continue. However, balloons must cross the line to which they are being tossed, or must be retrievable by the receiving team member without having to step across the line. Team members must keep their feet on or behind their respective lines at all times. Team members who cross the lines while tossing their balloons or while attempting to catch them will be eliminated and their score tallied from their successful tosses up to the point the foul was committed.

Start time is forfeit time!

