

5K RUN/WALK



Location: Lancaster City Hall – 44933 Fern Avenue
Race will go through downtown Lancaster

Date & Time: February 20, 2016

Sign in begins at 7:15 am

Race begins at 8:30am (or as soon as Opening Ceremonies are completed)

Format: Coed teams need to consist of 4 or more runners.

Rules:

1. Runners must start at the same time and run the same course as marked.
2. Runners cannot cut corners or deviate from the designated course. Violators will be disqualified.
3. Teams are responsible for providing their own water.
4. Shirts and shoes must be worn at all times.
5. 1-1/2 hour maximum run time.

Scoring: The top two (2) men's times and the top two (2) women's times will comprise the final team score.

Awards: Team points are awarded for 1st through 5th place. Team awards for 1st – 3rd place will be given out during the Closing Ceremonies on May 21st, 2016.

Brought to you by:



8-BALL



Location: Brunswick Sands – 43233 Sierra Hwy, Lancaster

Date & Time: March 2nd & 3rd, 2016

Sign-in begins 6:30 Event start time 7:00 p.m.

Format: Coed Teams, up to 4 players – 2 players minimum, 1 male and 1 female must be playing at all times. This tournament is double elimination, race to two wins, with a maximum of three (3) games in a match. The winning team is the first to score two wins.

Check in: Each participant will need to sign the liability waiver before the tournament begins.

The Game: 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 player must pocket balls of the group numbered 1 through 7, while the opponent has 9 through 15. The player pocketing his group first and then legally pocketing the 8-ball, wins the game.

Break: Start of play is determined by a coin flip. 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/herself. 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/she wins the game.

Alternating shots: The winner of the coin toss (male or female) continues to shoot until a missed shot or foul occurs. At that time, the opposing team (male or female) beings at the table. After a foul or missed shot is committed, the opposing team shall alternate shooters from a man to a woman or vise versus.

Choice of group: 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/her inning at the table.

Call your pocket: On a team's final ball (8-ball), the player must mark the intended pocket before the shot. Failure to do so results in penalization. The target pocket must be made obvious by the shooter placing a marker/indicator and pointing at the intended pocket prior to the shot.

Rules:

1. Alternates: Each team is permitted two alternates (one male, one female). The alternates can relieve teammates only at the conclusion of a game.
2. Cue ball only fouls: The only fouls called will be those committed on the cue ball. 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 is; it is not a foul.
3. Anytime a ball is jumped off the table, it is treated as a foul.
4. Should the 8-ball be pocketed and not be the object ball, the team pocketing it loses the game. An 8-ball jumped off the table, or the cue ball jumped off the table while shooting on the 8-ball, is cause for loss of that game.
5. Anytime a player is shooting on the 8-ball and scratches the cue ball in a pocket, the shooter loses the game.
6. Any shooting foul: Ball placed behind the head string line.
7. Combination on 8-ball: The 8-ball may not be hit first on a combination shot to pocket an object ball.
8. Break: Scratch on the break cue is placed behind the line.

Note: On all shots, the player must strike one of his group balls first and pocket an object ball, or cause the cue ball or any object ball to contact a rail. Failure is a foul and opponent shall place ball behind the head string line. Combination shots are allowed; however, the 8-ball cannot be used as the first ball combination.

Scoring: A player is entitled to any ball of his/her group legally pocketed and he/she continues shooting until he/she fails to pocket a ball of his/her group or to execute a legal shot. After a player has legally pocketed all of his/her group of balls, he/she shoots to pocket the 8-ball. If the shooter hits one of his/her opponent's group of balls or the 8-ball before he/she hits one of his/her, the shot is a foul.

Forfeits and removals: The element of the games that shall remain uniform and consistent is the enforcement of the rules and good attitudes of the participants. Be sure you become familiar with the rules of the game and the time of your match.

Game time: Game time is forfeit time. This rule shall be enforced. Players must be prepared to play or have their alternate standing by to start a game.

Call your own: The game will be played in a recreational manner. The sportsmanlike conduct of all participating individuals shall govern the fairness and atmosphere of the game. Each team shall serve as their own official until a disputed call requires an unbiased judgment. The judgment of the official is final!

Judge availability: Ample assistance will be available to make a judgment on calls. If a player feels that a call that is about to be taken is worthy of outside judgment, an official shall come over and view the call, and make a judgment if necessary. A judge's decision is final.

Decisions: The tournament official's decisions are final. The official's function is to eliminate the judgment of teams and places the final decision on his/her discretion. There shall be no discussions or debating a call. If an individual or team is unable to control their conduct after a decision, the official shall also retain the authority to forfeit and remove any team from competition. These games are intended for recreational activity and social camaraderie.

Coaching: Coaching from the side is not permitted. A playing woman and man team may discuss any play options only among themselves; they are not allowed to accept outside team member advice. Each player must line up his or her own shot. No physical manipulation of the cue stick will be allowed by the other team member. Violations shall result in warning or in forfeiture.

Byes: Depending on the number of teams registered to play, "byes" may be placed in the bracketing. An unbiased draw by the City of Lancaster Corporate Challenge Committee will determine who is awarded a bye.

Unsportsmanlike Conduct: Unsportsmanlike conduct is strictly prohibited and shall be dealt with immediately. Any team or individual who interferes with the orderly continuance of play shall be removed from the competition and the team will receive a forfeiture.

Awards: Team points are awarded for 1st through 5th place. Team awards for 1st – 3rd place will be given out during the Closing Ceremonies on May 21st, 2016.

Brought to you by:



BOWLING



Location: Brunswick Sands – 43233 Sierra Hwy, Lancaster

Date & Time: March 12th, 2016

Sign-in begins at 10:15am

10 minute practice begins at 10:45am

Tournament begins at 11:00am

Format: Coed Teams (at least 1 male and 1 female)
A team consists of 4 bowlers

The Corporate Challenge entry fee includes 3 games of bowling and shoe rental.

Note: Participants may use their own equipment (shoes, balls).

Check in: Each participant will need to sign the liability waiver before bowling begins. Lanes will be assigned at random.

Rules:

1. Each player will bowl 3 games.
2. No substitutions or line-up changes are allowed after the tournament begins. In the event of an emergency an exception may be made.
3. The combined score of all 3 games for all 4 bowlers will be added together to give the team one total score.
4. In the event of a tie for 1st place, the team with the highest individual score in the third game will determine the winner.
5. All teams must begin once the lanes are on for tournament play. Team members not present will receive zeroes for all frames missed.
6. If a team misses the first game and is not ready to bowl by the start of the 2nd game, they forfeit the event.
7. Good sportsmanship and bowling etiquette are expected of teams and spectators. A second warning of unsportsmanlike conduct from the Event Coordinator may result in team disqualification.
8. Only bowlers and authorized staff are allowed in the lane area.

Awards: Team points are awarded for 1st through 5th place. Team awards for 1st – 3rd place will be given out during the Closing Ceremonies on May 21st, 2016.

Brought to you by:



FIELD DAY CHALLENGE



Location: Lancaster City Park
43063 10th St. West, Lancaster

Date & Time: April 30, 2016, 9:30am - Noon

Golden Rules:

- a. **No Whining!** The first and foremost rule of the game is to have fun. If you are hoping to recapture your athletic glories from the past, this is not the event for you.
- b. **No Alcohol at the Fields!** The consumption of alcohol in Lancaster City Park is prohibited. Anyone caught violating this rule will have their team disqualified from the event and ejected from the park.

Players: Minimum of 6 players are needed. There is no maximum. Teams must be coed.

Points: Each event is worth 5 points each. The team with the most points at the end of the day gets 1st place. If there is a tie then the teams will each earn the points. So there is a potential for multiple teams to earn 10 points towards their total.

Five Games:

Water Balloon Toss – Individuals from each team pair off and line up 6 feet away from one another. First person tosses their water balloon to their team mate and those who do not drop it stay in the game, taking 2 steps back to increase the distance from one another each round. Last team left with their water balloon wins. Each team is allowed to enter 2 teams of 2.

Beach Ball Carry – Two people from each team must carry the beach ball from the start line to a cone and back without using their hands. If the ball is dropped it may be picked up with hands but hands cannot be used while the individuals are in motion. This is a relay style race. Each team will need 3 pairs to compete. The first team back to the start line wins.

Hula Hoop Over and Under – Each team of 5 players lines up single file. With the hula hoop starting on the ground, the first person on each team picks up the hula hoop, raises it over their head, and proceeds to put their body through the hoop until the hoop is back on the ground. After the person has stepped out of the hoop, the next person in line does the same. First team to get all players through the hoop wins.

Big Foot Race – Big foot is a teamwork walking competition. Four teams with 5 people each race to see who can walk together in cooperation from the start line to the finishing cone. The team who finishes first in each round moves on to the finals. The first place finisher in the last race is the overall winner of the event.

Potato Sack Race Relay– Each player puts both legs into the sack and hops from the starting line, around the cone and back. They pass the sack onto the next player in line and that person repeats the same once-around the cone course. The first team to finish wins. Each team will have 5 players.

Awards: Team points are awarded for 1st through 5th place. Team awards for 1st – 3rd place will be given out during the Closing Ceremonies on May 21st.

Brought to you by:



GOLF

Location: Rancho Sierra Golf Course –
47205 60th St. East, Lancaster

Date & Time: May 14th, 2016

Sign-in begins at 8:00am

Tournament begins at 8:30am



Format: 18-hole Scramble, Shotgun Start
Coed Teams (at least 1 male and 1 female per team)
A team consists of 4 players

The Corporate Challenge entry fee includes all green fees, range balls, goody bag, and a boxed lunch.

Tournament fee does not include a cart. Carts available on a first come first served basis and must be secured through the course for an additional \$11 per person.

Note: Participants must provide their own equipment. No galleries or coolers on the course. A beverage cart will be located between Holes #5 and #6.

Rules:

1. Each team player hits and the team captain selects which shot will be played next. Each team player must contribute at least two tee shots of the 18 holes played.
2. Each team player will then play their next shot within one club length (no closer to the hole) of the selected shot. If the selected shot is in the fairway, all shots must be taken from the fairway. If the selected shot is in the rough, a bunker, or hazard, then all shots must be taken from the rough, bunker, or hazard.
3. On the putting green, the ball selected is marked and each player must putt from that spot.
4. A putt near the hole that is tapped in counts for the team score and no additional putts are allowed.
5. All team members will use the white tee markers the first time they play a hole and the blue tee markers the second time they play a hole.
6. The highest score allowed on any hole is a double bogey. If all four players miss the bogey putt, the team will pick up and record a score of double-bogey.
7. In the event of a tie, a "card-off" will be used to break the tie. A comparison of scores beginning with the most difficult hole will be used. The card-off will use as many holes as necessary until a winner is determined. The difficulty order is: Hole #11, Hole #2, Hole #17, Hole #8, Hole #18, Hole #9, Hole #15, and Hole #6.

Individual Contests:

1. **Closest to the Pin** - #4, #6, #13 and #15 – A tape measure is provided. Measure the distance from the edge of the cup to the edge of the ball. The ball must be on the putting green to qualify. If the distance is closer than the person listed on the marker, legibly print your name and distance below that person's name.
2. **Most Accurate Drive** - #9 and #18 – A painted line will run down the middle of the fairway. If a player's ball is closer to the line than the player listed on the marker, legibly print your name and move the marker to the new location.
3. **Men's Longest Drive** - #8 and #17 – The ball must be in the fairway to qualify. If a player's drive is longer than the player listed on the marker, legibly print your name and move the marker to the new location.
4. **Women's Longest Drive** - #2 and #11 – The ball must be in the fairway to qualify. If a player's drive is longer than the player listed on the marker, legibly print your name and move the marker to the new location.

No subs allowed once the tournament has begun. An exception may be made in the case of an emergency.

Note: A team is not required to use a player's potential individual contest winner as the team's selected shot. Prizes will be given out for the individual contests; the results will not affect the LCC points.

Awards: Team points are awarded for 1st through 5th place. Team awards for 1st – 3rd place will be given out during the Closing Ceremonies on May 21st, 2016.

Brought to you by:



Missing Player:

All teams must register with four players to participate in the golf tournament. If on the day of the tournament, one player is missing, the 3 players will be allowed to compete to earn LCC points.

The following rules will apply:

1. The team must be coed (at least 1 male and 1 female player).
2. In the scramble, each player hits only one ball on each shot. There is no rotating fourth shot.
3. Each player must contribute at least three tee shots, instead of two.
4. A two stroke penalty will be added to the team score at the end of the tournament.

HORSESHOES



Location: COL Maintenance Yard – 615 W. Avenue H

Date & Time: April 9, 2016

Sign-in begins at 8:00am

Tournament begins at 8:30am

Format: Teams consist of Men's, Women's and Coed Doubles, a total of 6 players. Corporate Challenge Horseshoes event fee includes the cost of one six (6) person team.

National Horseshoe Pitcher's Association of America rules apply, with some modifications to ensure an effective event. See rules below.

Note: Participants must wear shoes at all times during the tournament.
No glass bottles or drinking.
No smoking in the pits.

Teams must supply their own horseshoes.

Rules:

1. The horseshoe pitching events are for doubles only.
2. The tournament is a double elimination tournament.
3. Regulation metal horseshoes are not necessary, but recommended.
4. The choice of the first pitch is determined by the toss of a shoe or coin. The winner of the toss gets his/her choice.
5. Each person throws two horseshoes during each of his/her respective turns.
6. The match plays to 21 points.
7. Women may throw from foul line 10' closer than men's foul line.
8. Men's foul line is in line with front of pit box.
9. Horseshoes must be within 6" of stake to score.
10. Point counting:
 - a. A ringer counts 3 points
 - b. A leaner counts 1 point
 - c. Within shoe width counts 1 point
 - d. There is no point and the shoe must be pulled if:
 - i. A shoe hits before the box
 - ii. A shoe hits the back board
 - iii. A shoe hits any part of the box
 - iv. A shoe hits any objects outside the box at any time during throw
11. Winner of points throws first.
12. First team to 21 points – wins.

If a team does not have all 6 players checked in, they may play with the doubles that have checked in prior to match time. Match time is forfeit time. If a double's team forfeits their game in the Winner's Bracket, and arrives prior to start of Loser's Bracket game, they may continue in Tournament play from that point.

No substitutions allowed once the tournament has begun. An exception may be made in the case of an emergency.

Scoring: Points are awarded to 1st through 5th place for each doubles category. At tournament completion, earned points for each doubles category are combined for each team. Total point totals will determine Horseshoe Tournament winners (1st through 5th place).

Awards: Team points are awarded for 1st through 5th place. Team awards for 1st – 3rd place will be given out during the Closing Ceremonies on May 21, 2016.

Brought to you by:



INDOOR VOLLEYBALL



Location: Quartz Hill High School – 6040 W. Avenue L

Date & Time: February 16th, 18th, 24th & 25th, 2016
Sign-in begins at 6:15pm, Tournament begins at 6:40pm

Format: Single elimination tournament with a consolation bracket. Each coed team is allowed up to 12 players, but must have 6 players, 3 men and 3 women.

Equipment:

1. Game balls will be provided.
2. All participants must wear non-marking, rubber soled, and athletic shoes.
3. No jewelry or hats may be worn.
4. Team shirts are encouraged but not required.

Rules:

Starting the Game

- The winner of a coin toss will decide who serves and who receives first.
- If your full team (6 coed players) is not ready to play at game time, your team will forfeit game one. You have until your second game to field your team; if not your team will be eliminated from the tournament.

The Serve

- Server must serve from behind the end line until after contact
- Ball may be served underhand or overhand
- Served ball may graze the net and drop to the other side for point
- Serve must be returned by a bump only. no setting or attacking a serve

Scoring

- Rally scoring will be used.
- There will be a point scored on every serve of the ball.
- Offense will score on a defense miss or out of bounds hit.
- Defense will score on an offensive miss, out of bounds hit, or serve into the net.
- Game will be played to 25 pts.
- Must win by 2 points.

Rotation

- Team will rotate each time they win the serve
- Players shall rotate in a clockwise manner
- There shall be 6 players on each side, 3 men and 3 women

Playing the Game

- Maximum of three hits per side
- Coed hitting rule is enforced. If the ball is hit two or three times before going over the net, **at least one hit must be by a female.**
- Player may not hit the ball twice in succession (A block is not considered a hit)
- Ball may be played off the net during a volley and on serve

- A ball touching a boundary line is good
- A legal hit is contact with the ball by a player body above and including the waist which does not allow the ball to visibly come to a rest
- If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play
- A player must not block or attack a serve
- Each team gets one 30-second time out.
- New players can be substituted into the game to the center back position on each rotation or to any position when a time out is called. The time out can be called by either team or an official. The official must signal the new players into the game. Players re-entering the game must return to their original position.
- All players must conduct themselves in a courteous, cooperative and sportsmanlike manner or risk being ejected from the tournament.
- Only the team captains may discuss rulings with the official.

Basic Rule Violations

- Stepping on or over the line on a serve
- Failure to serve the ball over the net successfully
- Hitting the ball illegally (Carrying, Palming, Throwing, etc.)
- Touches of the net with any part of the body while the ball is in play. If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play
- Reaching over the net, except under these conditions a) When executing a follow-through b) When blocking a ball which is in the opponents court but is being returned (the blocker must not contact the ball until after the opponent who is attempting to return the ball makes contact). Except to block the third play
- Reaches under the net (if it interferes with the ball or opposing player)
- Failure to serve in the correct order
- Blocks or spikes from a position which is clearly not behind the 10-foot line while in a back row position

Awards: Team points are awarded for 1st through 5th place. Team awards for 1st – 3rd place will be given out during the Closing Ceremonies on May 21st, 2016.

Brought to you by:



KICKBALL

Location: Lancaster City Park
43063 10th St. West, Lancaster - Fields #1-4



Date & Time: April 25th, May 2nd & 16th, 2016
Sign-in begins at 6:30pm
Games begin at 6:50pm

Format: Consolation bracket will be used. Each team is guaranteed to play at least 2 games. A game will end after 5 innings or 40 minutes, whichever comes first. Teams will be allowed to finish the inning they are in once the game hits 40 minutes. No new innings will begin after 35 minutes.

If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.

If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.

Golden Rules:

- a. **No Whining!** The first and foremost rule of the game is to have fun. If you are hoping to recapture your athletic glories from the past, this is not the event for you.
- b. **No Alcohol at the Fields!** The consumption of alcohol in Lancaster City Park is prohibited. Anyone caught violating this rule will have their team disqualified from the event and ejected from the park.

Players: A team consists of a minimum of 8 players and a maximum of 12. Teams must be coed. Teams will be allowed to play with more women than men but not vice-versa. Any less than 8 players your team will have to forfeit. Men and women alternate kicking. If a team doesn't have the minimum amount of required players within 10 minutes after the scheduled start time, that team forfeits the game.

Substitutes:

A substitute may replace a player whose name appears in his/her team's kicking order, but such relieved player shall not thereafter participate in the game except as a coach or manager.

There is no Re-Entry: A violation of this rule results in the use of an ineligible player. Upon discovery, the ineligible player must be removed from the game and replaced with a legal substitute. If no legal substitute is available, then the game shall be declared a forfeit.

Inning: A complete inning is when the Visiting team has kicked and made 3 outs and the Home team has kicked and made 3 outs.

Scoring: Teams are limited to scoring 8 runs in one inning (except in the last inning). After the 8th run teams will switch regardless of the number of outs.

Tied Games: If the score is tied after 40 minutes, another inning will be played. If the game is still tied after the extra inning the teams will play Roshambo to determine the winner.

Mercy Rule: A 12 run rule will be in effect at the end of the 4th inning.

Leadoff Rule: Base runners are not allowed to lead off a base for any reason. Players who lead off will be called out. No base stealing is allowed.

Strikes: Three strikes is an out. The pitch must bounce at least two times before crossing the front of the home plate to be considered a strike. The pitch must cross home plate and be below the kicker's knees to be considered a strike.

Outs: We are using a "touch out" format. In order to get a runner out, you must touch the base with the ball in hand or tag the runner with ball in hand.

Penalty for Throwing the Ball at a Runner: Players may not throw the ball at other players to get them out. Touch outs only! Any runner who is intentionally hit with the ball by another player will be granted an automatic homerun. The thrower may be thrown out of the game (at the discretion of the umpire).

Forced Outs: During a forced out situation, defense must step on the base or tag the runner resulting in the out.

Fouls: A ball will be considered foul when it travels past the first or third base on the outside or if a player standing outside the first and third base lines picks it up before the ball reaches the bases. If a player picks up or touches the ball while any part of his/her person is still inside the baselines, then the ball is considered fair. Once the ball travels past the inside of first and third base on the ground it is a fair ball, even if it travels outside the baseline after it has reached the bases. A fly ball is considered fair if it lands inside the first and third baselines, or if a player positioned with any part of his body in fairground touches a ball that is going to land in foul territory. If the ball is kicked from in front of home plate, this will result in an out. Four (4) fouls equal an out.

NO BUNTS! Full kicks will only be accepted. A kick is considered a bunt if the kicker doesn't use a full range of motion and the ball does not travel beyond the pitcher. If the kicker bunts, this will result in an out.

Metal Cleats: Metal cleats are not permitted.

Pitcher: The pitcher will pitch the ball (underhanded) from the rubber of the pitching mound while always having 1 foot on the rubber when releasing the pitch. The pitcher will roll the ball in a controlled manner.

Fielding Positions: Teams are allowed to have four outfielders (at least one must be a female) and six infielders. If a team is only playing with eight players then the number of outfielders must be adjusted accordingly. All infielders must stay behind the imaginary line stretching from 1st to 3rd base until the ball is kicked.

Awards: Team points are awarded for 1st through 5th place. Team awards for 1st – 3rd place will be given out during the Closing Ceremonies on May 21st, 2016.

Brought to you by:



RANGE SHOOTING



Location: The Gun Shop
44633 Sierra Hwy, Lancaster – (661) 942-8377

Date & Time: Teams will choose a date and time to shoot:

April 15th - 3:00pm - 5:00pm

April 20th - 3:30pm - 5:30pm

April 23rd - 10:00am - Noon

Format: Team consists of three individuals. Any combination of male and female is allowed.

Equipment: A competitor will need to provide his/her own gun (see below). Ammo must be purchased from the facility unless you meet their requirements. **Ear and eye protection must be worn** and can be borrowed from the facility or shooters may provide their own.

Fees: Range fee – Included in the team entry fee

Targets – included in the event entry fee and will be provided to your team.

Ammunition – Purchase directly from range or call to see what ammo is acceptable if you provide your own.

Eye protection – Bring your own or use range equipment at no charge

Ear protection – Bring your own or use range equipment at no charge

Check-in: When checking in for this event you must:

- a. Each team member must show photo ID to confirm their identity.
- b. Sign the Gun Shop waiver AND the LCC waiver.

Check-out: Each team member must return all three target sheets to the LCC committee staff. Only targets turned in immediately after shooting will be counted towards your team score.

Acceptable Firearms:

- a. All firearms must be factory stock center fire handguns with barrel length not to exceed 8-3/8", no scopes, and laser sights or aim points (exception: target grips, adjustable sights, and action jobs).
- b. Team members may use a 9mm or above (as long as it meets range specifications).
- c. Shooters must use only one firearm. The chosen firearm must be used for all distances.

Maximum Shots: Each player will get 3 targets with a maximum of 10 shots per target. There are a total of 30 maximum shots per team member. If there are more than 10 shots on a single target the 10 lowest points will be totaled. Please keep count!

Scoring: All targets will be placed at a range of 3, 7 and 15 yards. Each player will have their highest scoring target used for the overall team score.

Tie Breaker: In the event of a tie, the number of "xs" will be counted to serve as the tiebreaker. Should a tie still exist, a "team shoot off" will be required. Date and time will be announced.

Awards: Team points are awarded for 1st through 5th place. Team awards for 1st – 3rd place will be given out during the Closing Ceremonies on May 21st, 2016.

Brought to you by:





Start Date: List will be released at 4:00pm on March 23rd, 2016.

Drop Off Date: Saturday, April 9th, 2016.

Drop Off Location: Lancaster Maintenance Yard – 615 W. Avenue H

Format: There is no specified team size.

Rules:

1. The Scavenger Hunt list will be emailed to Company Coordinator's and posted on the website at 4:00pm on March 23. Teams will have two weeks to collect items from the list. All items will be tabulated at the drop off on April 9.

2. Teams will collect as many items as possible. It is not necessary to collect all of the items to participate in the event.

3. In the spirit of fair competition, teams are NOT allowed to trade, share and/or barter for scavenger hunt items with other teams at any time during the challenge. **This includes trading items with another team after your items have been totaled.**

4. Questions/clarification of items on the list should go through your Company Coordinator who will then contact the Corporate Challenge Event Coordinator.

Item descriptions will be as clear as possible. Creativity is welcomed and encouraged!

5. Protests on matters of fact, not judgment can be filed in accordance with the policy in our Registration Packet.

6. All items, with the exception of the non-perishable food donations, will be returned to the team immediately upon being tabulated.

List of Items:

The Scavenger Hunt list will consist of two areas:



- 1. Photos & Videos** – We will be asking for pictures of team members in certain locations and/or performing certain activities. The number of team members required to be in the picture will be specified on the list. You may submit actual photos or color copies of the photos, or you may show us pictures/videos on your cell phone/camera.
- 2. Items to be collected** – These will be items you will need to bring in to the drop-off location to be counted. The purchase of items is done so at the discretion of each team. Fees for items will not be covered or reimbursed by the Corporate Challenge. Everything will be returned with the exception of the food donations.

The search for items/pictures/videos will not require dangerous or illegal activities. Teams assume their own risk in the scavenger hunt and are expected to follow all laws/rules, etc.

Scoring:

Event points will be awarded based on the chart below:

Scavenger Hunt Score	Event Points
50 - 45	10 points
44 - 39	8 points
38 - 29	6 points
28 - 19	4 points
18 - 10	2 points
9 - 1	1 point

: given

Brought to you by:



SOFTBALL



Location: Lancaster City Park – Fields #1-4
43063 10th St. West, Lancaster

Date & Time: March 7th, 14th & 28th and April 4th
Sign-in begins at 6:30pm
Games begin at 6:45 pm

Format: Double Elimination tournament. Each coed team must have 10 – 16 players. There must be an even number of males and females in the field at all times. You must have at least 1 female in the outfield.

City will supply softballs. Teams must provide their own bats, gloves, etc.

Golden Rules:

- a. **No Whining!** The first and foremost rule of the game is to have fun. If you are hoping to recapture your athletic glories from the past, this is not the event for you.
- b. **No Alcohol at the Fields!** The consumption of alcohol in Lancaster City Park is prohibited. Anyone caught violating this rule will have their team disqualified from the event and ejected from the park.

Administrative Rules:

1. Rosters: Each team is limited to 16 players. Players must be listed on the Event Roster in order to be eligible to play.
2. Illegal Players: **All players must be company employees.** Any player who participates on more than one team during the softball tournament will be suspended from the tournament. The team who allows an illegal player to participate will not be allowed to receive any awards or points.
3. Starting the Game: Each team may start the game with 8 players, provided 4 are male and 4 are female.
4. Batting Order: The Team Captain or coach must provide a line-up card to the home plate umpire before the game. **Men and women alternate batting.**
5. Game Time: A 10 minute grace period will be given if a team is not checked in and ready to go at game time. After 10 minutes, the incomplete team will forfeit the game.
6. A random drawing will be used to create the bracket and decide the home and away teams.
7. Time limit: all games will be 60 minutes or 7 innings, whichever comes first. No new inning will start after 55 minutes have elapsed.

8. Mercy Rule:

- a. If a team is 15 or more runs ahead after the third or fourth inning, the game shall be called.
- b. If a team is 8 or more runs ahead at the conclusion of the fifth or sixth inning, the game shall be called.
- c. All other games shall be completed or played until 60 minutes or 7 innings have elapsed.

9. Forfeits: Any team which forfeits its first tournament game will be allowed to play their second game as long as their team is complete and ready to play.

10. **Protests:** All valid protests must be submitted **during** the game, not after. All pertinent information must be given to a City representative before the game is over.

11. Unsportsmanlike conduct is not tolerated.

- a. Verbal threatening or harassment of an opposing player, coach, umpire or City of Lancaster staff member.
- b. Unnecessary rough tactics, fighting, etc.

Depending on the severity of the act, any participant, coach or player who displays unsportsmanlike conduct may be ejected from a game, expelled from the tournament, removed from the park facility, and/or prevented in participating in any future Corporate Challenge events.

In case of inclement weather: Team Captains or LCC Coordinators should contact the Corporate Challenge office for the most current information available regarding field conditions and/or cancellation of program activities.

Playing Rules:

NOTE: All Rules not specifically covered below shall be referenced to the current Amateur Softball Association Rulebook.

Batting:

A team will have the option of batting any number of legally rostered players from 8-16, with any remaining rostered players being withheld as substitutes. All defensive players must be in the batting order. The starting batting order must be followed and may not be changed after the game has started with the first pitch. Players arriving after the first pitch of the game may be added to the end of the batting order immediately upon arrival or must be used as substitutes.

Any batter failing to bat, due to removal from the lineup for any reason, regardless of number of batters in batting order, will be automatically out, if no legal substitute is available **ONLY** the first time a batter fails to bat. If this penalty is missed, said penalty shall still apply if the error is discovered in the same inning. In this case, an additional out would simply be awarded to the defensive team, with no further penalty. Said player shall not participate any further in the game. This space shall be skipped for the remainder of the game with no further penalty.

Batting (cont'd):

A batter will be called out, when after having two strikes, hits a second foul ball. If the foul ball is caught, it is alive and in play. Otherwise the ball is dead.

Any pitched ball that touches the ground before reaching home plate shall be declared a dead ball. The batter shall not hit or swing at the ball after it bounces on the ground, plate, or plate extension. **Penalty:** Ball is dead. Batter is declared out.

The Home Team May Elect To Bat First.**Pitching:**

The pitch must arc higher than the batter's head and no higher than 12 feet from the ground. **Penalty:** An illegal pitch will be called. An illegal pitch must be signaled verbally at the same time the umpire gives the delayed-ball signal. A ball is called on the batter and the ball is dead. **Exception:** If a batter strikes at an illegal pitch, it shall be a strike and the ball is live and in play (unless the ball touches the ground before crossing home plate.) If a batter hits an illegal pitch, the ball shall be live and in play. In both cases, there shall be no penalty for the illegal pitch.

Substitutes:

A substitute may replace a player whose name appears in his/her team's batting order, but such relieved player shall not thereafter participate in the game except as a coach or manager.

There is no Re-Entry: A violation of this rule results in the use of an ineligible player. Upon discovery, the ineligible player must be removed from the game and replaced with a legal substitute. If no legal substitute is available, then the game shall be declared a forfeit.

Courtesy Runners:

A manager may have another player run for a base runner. A manager is entitled to one courtesy runner per inning. Additional Courtesy Runners may be used by consent of both managers and made known to the umpire. If a player is currently a courtesy runner when it is his/her turn to bat, then another courtesy runner shall be used for the player. When a courtesy runner is used, it shall be the player of the same sex as the original base runner who:

- 1) Was the last official out in the inning
- 2) If no outs, the last official out in the previous inning.
- 3) In the first inning and no outs, the batter listed last in the batting order.
- 4) If an incorrect runner is used, said runner is replaced with the correct runner with no further penalty.

Base Running:

Base runners must remain in contact with the base until the pitched ball leaves the pitcher's hand. No base stealing. If a runner advances illegally to the next base, he/she is declared out. If the runner does not touch the next base and is returning to his/her legal base, he/she can be forced out if the throw reaches the base first. If after a pitch, the ball is thrown to any fielder other than the pitcher and a dropped ball or an overthrow of intended fielder results, the ball is live and the force is removed, and the runner must be tagged. All runners may advance at their own risk, and need not retouch.

Double Base:

When a Double Base is used at first base, the following rules apply:

A batted ball hitting the inside base shall be declared fair and a batted ball hitting the outside base shall be declared foul.

The defense must always use the inside base. When a play is being made at first base, **for safety reasons**, the batter-runner is strongly encouraged to use the outside base. The responsibility for contact shall be on the Batter-runner. If there is another play after the play at first base, the batter-runner may be called for interference for failure to use the outside base. On extra base hits, hits to the outfield, or, if no play is being made at first base, the batter-runner may touch either base. When returning to or re-touching first base, the runner must use the inside base.

Interference:

If in the judgment of the umpire, a retired runner interferes with a double play, the ball shall become dead, the runner being played on shall be declared out and all remaining runners shall be returned to the base that was held at the time of the pitch.

Strike Zone:

A legally pitched ball not struck at that lands **on any part** of the strike zone which is 17" by 34" in length including the plate, will be ruled a strike (shoulder to knee strike zone eliminated.) The catcher must let ball land on any part of the strike zone to be called a strike. A strike will be called if the batter allows himself to be hit with a pitch that, in the umpire's judgment, may have a chance to hit the strike zone. The pitch must arc over the batter's head and may not arc more than 12 feet from the ground. Any pitch that lands short of the plate shall be declared a dead ball. The batter shall be called out if he/she swings at a pitch after it has struck the ground or plate.

Homeruns:

There are no restrictions on the number of homeruns that may be hit by any player or team. After hitting a home run the player has the option to either A) run all the bases, or B) touch first base only. Players are not required to run all the bases, however, he/she must at least touch first base. If there are runners on base, they may also A) run the remaining bases, or B) touch only the next consecutive base. Each batter/runner is required to touch the next consecutive base at the minimum.

Infield Fly Rule:

Infield fly rule (a fair fly ball which can be caught by an infielder with ordinary effort) shall be called if there are runners on first and second or bases are loaded with less than two outs.

Overthrow (ball out of play):

Baserunners are entitled to advance two bases past the last one legally touched when an overthrown ball enters dead ball territory. **The award shall be governed by the position of the runners when the throw left the fielder's hand.**

Equipment:

All equipment must meet USSSA Rulebook Guidelines. In addition, bats receiving a Bat-Performance-Factor (BPF) rating greater than 1.2 will not be allowed. If the batter hits a pitch, fair or foul, with an illegal or altered bat, the batter is out and the bat shall be removed from the game. If discovered before a pitch is hit, the bat will be removed from the game with no further penalty.

The umpire also reserves the right to ban any bat that compromises the safety of the players. If the batter is discovered in the batter's box with a banned bat, the batter will be declared out and the player will be ejected.

Metal cleats or shoes containing metal pieces are not allowed at any time. Casts, splints, and jewelry may not be worn.

Special Note: The umpire shall judge his or her game without any interference from Lancaster Corporate Challenge staff during a game, unless there is an infraction dealing with LCC rules only.

Awards: Team points are awarded for 1st through 5th place. 5th place points will be split between the loser of game 23 and game 24 (game numbers may change based on bracket). Team awards for 1st – 3rd place will be given out during the Closing Ceremonies on May 21st, 2016.

Brought to you by:





Location: American Heroes Park – Community Building - 701 West Kettering

Date & Time: May 21st – 10:00am

Teams: Teams are allowed to have family members and friends participate in their act as long as a minimum of 3 people are team members (employees, volunteers of the company).

Rules:

1. Talents may include (but are not limited to) singing, dancing, instrumental music, skits, magic, comedy, martial arts, juggling.
2. Talent is open to all teams: **ONE** team entry.
3. Recommended length is 3 minutes; acts must be no more than 5 minutes.
4. Maximum number of participants in an act is 10.
5. In all cases, decisions of judges are final and will not be open to discussion.
6. A non-returnable CD of music must be supplied. It must be labeled with name, act, and song title. Have **only** what you want on the CD.
7. Prior to SHOW DAY all talents shall be preapproved by LCC committee to ensure that it is in good taste as this is a “family” event.
8. Absolutely no profanity or insensitive subject matter will be permitted.
9. Costumes must be appropriate for all age groups. This is a “family” event.
10. Acts are responsible for their own props, costumes and music.
11. If your act is not ready when called, you will be immediately disqualified with a grace period of 5 minutes.
12. Bathroom facilities are limited on site. (NO changing rooms other than bathroom will be provided).

Family and friends are encouraged to come ‘cheer’ your team on and to support the Leukemia & Lymphoma Society.

Scoring: This event is for participation points only. Each participating team will earn 10 bonus points.

Brought to you by:

