

COLUMBUS



**CORPORATE
★ TEAM ★
SHOWDOWN**

PRESENTED BY

cypclub

FRIDAY, JUNE 15, 2018

SCIOTO AUDUBON METRO PARK (Recreation Fields)

411 W. WHITTIER STREET, COLUMBUS, OH 43215

9:00AM – 4:00PM

Scioto Audubon Metro Park



- Forest
- Fields and meadows
- Water
- Fishing docks and nooks
- Climbing Wall
- Obstacle Course
- Parking

- Observation decks
- Restrooms
- Picnic tables and grill
- Sledding hill
- Connector trails and paths

- Scioto Greenway Trail – 2 miles
- Hermit Thrush Trail – 0.125 miles
- Columbus Rotary Running Track – 0.5 miles
- Boardwalk
- Wetland Trail – 0.4 miles

Columbus Corporate Team Showdown 2018

Schedule of Events

* For RULES for each competition, please refer to the appendix

9:00AM	Arrival, Breakfast & coffee sponsored by Barry's Bagels, and Team Photos
9:30AM	Team Captain's Meeting
9:45AM	Warm up Activity sponsored by Improvement Warrior Fitness
10:00AM	Showdown Start <ul style="list-style-type: none">• 6 v 6 Sand Volleyball• Cornhole Tournament
12:00PM	Lunch Break (and <i>bonus</i> Dance-Off) sponsored by City BBQ and Donatos Pizza
1:00PM	Showdown Resumes <ul style="list-style-type: none">• Cornhole Tournament continues• Kickball Homerun Derby• Wiffleball• Tug of War• Obstacle Course Run
2:30PM	Snack Break sponsored by Girl Scouts of Ohio (1 box of cookies per person!)
2:45PM	Showdown Resumes <ul style="list-style-type: none">• Cornhole Tournament continues• Kickball Homerun Derby continues• Wiffleball continues• Tug of War continues• Obstacle Course Run continues
4:00PM	Showdown Wrap Up (and Trophy Announcements)

Appendix – Rules

All participants must sign a waiver before participating in any of the events.

DANCE-OFF COMPETITION (*Bonus*)

The dance-off competition is optional and will not count towards your total team points. Individuals may request to participate in the competition from 9:00am – 12:15pm. When registering, if you have a specific song request please let the DJ know. Also if you have music you'd like to bring from home, please provide it on a USB drive. The contest will start at 12:20pm. Each participant will have 30 seconds to show their best moves to all of the teams. The judges for the contest will score each participant on a 1-10 (1 - worst, 10 - best) scale. Crowd reaction and cheering will be factored into the scoring.

CORNHOLE

The Cornhole / Corn Toss match shall be played by two members of one corporate team versus two members of another corporate team until the first team of contestants reaches (or exceeds) 21 points at the completion of an inning. The winning team does not need to win by two or more points. Regulation distance for each game will be 33 feet between boards.

A corporate team may enter as many as six 2-person teams (12 players max.) throughout the course of the full day. For each 2-person team that competes and wins, that corporate team will receive 1 point toward their total cornhole score, for a maximum potential score of 6.

The team with the most points at the end of the day will be declared the winner. In the case where two or more corporate teams end with the same point score, we will go to a tiebreaker inning. In this instance, a team may place 2 competitors of their choosing to play one more inning for the win.

Values

Corn Bag In-The-Hole - A corn bag in-the-hole (or Hole-In) is a corn bag which is thrown through the hole in the cornhole platform or otherwise comes to rest inside the cornhole platform (knocked in by another player or an act of God). A corn bag in-the-hole has a value of three points.

Corn Bag In-The-Count - A corn bag that is not in-the-hole but lands with any portion of the corn bag resting on the cornhole platform is in-the-count. A corn bag in-the-count

has a value of one point. For a corn bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the cornhole platform. If a corn bag touches the ground before coming to rest on the cornhole platform, it is a foul and must be removed from the cornhole platform prior to the continuation of play.

Corn Bag Out-Of-The-Count - A corn bag which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value. A corn bag which is declared to be a foul is considered to be out-of-the-count (no matter where it comes to rest) and must be removed from the cornhole surface prior to the continuation of play.

Skunks

The game shall be played to 21 unless a team scores 7 or more points at the end of an inning before their opponents score any points. In this case the game is a skunk and the team that scores 7 or more points wins the match.

Cancellation Scoring

In cancellation scoring, corn bags in-the-hole and corn bags in-the-count pitched by opponents during an inning or half of an inning in doubles play cancel each other out. Only non cancelled corn bags are counted in the score for the inning.

Corn Bags In-The-Hole – Hole-ins (HI's) cancel each other. A corn bag in-the-hole of one contestant shall cancel a corn bag in-the-hole of his competitor and those corn bags shall not score any points. Any non cancelled corn bag in-the-hole scores three points.

Corn Bags In-The-Count – Corn bags in-the-count cancel each other. A corn bag in-the-count of one contestant shall cancel a corn bag in-the-count of the opponent and those corn bags shall not score any points. Any non cancelled corn bags in-the-count score one point each.

Score Calculation

Cancellation scoring may be easily calculated as follows:

The points of both contestants are calculated for hole-ins and in-the-count corn bags.

The points of the lowest scoring contestant for hole-in corn bags are subtracted from the points of the highest scoring contestant for hole-in corn bags. The result is the hole-in score for the highest scoring contestant. The hole-in score for the lowest scoring contestant is zero.

The points of the lowest scoring contestant for in-the-count corn bags are subtracted from the points of the highest scoring contestant for in-the-count corn bags. The result is the in-the-count score for the highest scoring contestant. The in-the-count score for the lowest scoring contestant is zero.

The hole-in score for each contestant is added to the in-the-count score for each contestant to derive the recorded score for the inning.

In this manner hole-in and in-the-count corn bags from each contestant or team of contestants are cancelled out and only non cancelled corn bags are counted in the score.

CORNHOLE TOSS WORLD RECORD ATTEMPT (*Bonus*)

This bonus competition is for the longest cornhole shot successfully converted, thrown into the target hole. This is to be attempted by an individual. This Guinness World record is measured in meters and centimeters, with the equivalent imperial measurement also given in feet and inches.

For the purposes of this competition, cornhole is a lawn game in which players take turns throwing bags of corn on to a platform with a small hole in the far end of the platform. You'll need to toss the corn bag and succeed in getting it it-the-hole on one and only one attempt per person.

Unfortunately it will be an unofficial win as the land isn't able to be surveyed and may have a downward slope. However if someone does attempt the 110 foot world record, and by some miracle succeed, we will award that person \$110 cash.

****Three witnesses will need to be present, including 2 from a team other than yours. If you can capture it on video that will work too!***

KICKBALL HOMERUN DERBY

Points will be award for distance. Each team will have 20 kicks. There will be one team in the dugout kicking and one in the field returning balls to the pitcher. The pitcher will roll the ball, without bouncing at a reasonable pace towards the kicker. Each kicker will have at most 2 attempts to kick the ball. Fielders will not interfere with the flight of the ball and will mark the location the ball lands on the fly. The field judge will then measure and record that kick. All of a team's 20 kicks will be averaged for a final score. The team with the highest average will win.

WIFFLE BALL

The maximum number of players that can compete are ten – five players to a side. If a full team is playing, each side will consist of a catcher, pitcher, double area fielder, triple area fielder and home run area fielder. Fielders cannot move from one area to another when a full team is playing. As in baseball, the game is played with one team at bat and one team in the field. The batting order of the team at bat shall be Pitcher, Catcher, Double Area player, Triple Area player and finally Home Run area player. The rules of play are similar to baseball, however there is no base running. Three outs to retire a side, per inning, nine innings per game. In case of a tie, additional innings are played. For a complete inning, both sides must bat.

An out for the batter can be made in three ways:

The batter can strike out only if he/she swings at a pitched ball and does not foul tip the third strike. Foul tips count as a strike for the first two strikes only. A foul tip caught in back of the batters box does not count as an out.

Fly balls caught in fair or foul territory

Ground balls caught while the ball is in motion, in fair territory. Bunting is not allowed and the batter cannot obtain a base on balls.

Scoring

Single markers are placed approximately 24 feet from home plate on the foul line. A ball hit in the single area (i.e. the area between batters box and single markers and not caught, constitutes a single. Double markers are placed approximately 20 feet in back of the single markers on the foul line. A ball hit in the double area (between the single marker and the double marker) and not caught constitutes a double. Triple markers are placed on foul lines 20 feet back of the double markers. Balls hit in the triple area (between the double markers and triple markers) and not caught, constitute a triple. Balls hit past the triple markers, and not caught, constitute a home run.

The baseball rules of scoring apply:

Example: A player hits a single – his/her team has a man on first base (imaginary runners). The next player hits a single – the team now has a man of first and second. Third batter hits a home run – three runs score! (The imaginary runners on first and second, plus the home run.)

- A batter earns 1 imaginary base on a single, 2 imaginary bases on a double and 3 imaginary bases on a triple.
- A runner on 1st advances one base on a single, 2 bases on a double and scores on a triple
- A runner on 2nd base scores on a single, double, or triple.
- A runner on 3rd base scores on any hit.

TUG OF WAR

The objective is to beat the competition and win the match by winning at least two of the three pulls in the match. Within each pull, the objective is to win by pulling the opposition and the opposition's marker towards the center so that the mark passes the center line, resulting in a win. It is not possible to tie a Tug of War match.

Players

Each Tug of War team will consist of 8 members, all of whom cooperate to pull the rope. Teams may also select 1 or more 'drivers.' The 'driver' does not hold the rope during the competition, but is in effect like a coach giving orders of when to pull and when to rest from the sidelines.

Scoring

A team must win two out the three pulls to win the competition.

Each team will have a mark on their end of the rope. The team who is pulled by the opposition towards the center whose mark goes over the center line is declared the loser. With matches often being the best of three, it is the team that successfully wins two out of three pulls that is declared the winner.

OBSTACLE COURSE RUN

The Obstacle Course features a quarter-mile running track plus a tire run and flip, an 8-foot wall, a tunnel crawl, balance beams, monkey bars, cargo climb, a belly crawl, over/under and a log run.

Teams of 4 will compete for the best time to run the course TOGETHER. Your team must work together to finish the course. Your team time will be the time when your fourth team member crosses the finish line (not the first), so it's really more of a team-building effort. You may send as many teams of 4 to compete, (not to exceed 16

players) and each 4-person team may only compete once. The best time for any of your 4-person teams will become your team score. Referees will keep time for all teams.

SAND VOLLEYBALL

Tournament Setup

Match Rules:

1. Matches must start once the minimum number of players are present. See Roster Rules for details.
2. Each Match is 3 sets, RALLY SCORING (point on each serve). All sets are played to 21, win by 2, capped at 25.
3. Each set counts towards total scoring. PLAY ALL THREE.
4. Both captains are responsible for reporting games won/lost to the tournament scorekeeper

Gameplay Rules

First and foremost, these games are intended to be fun, social and recreational in nature. Accordingly, aggressive or confrontational behavior will not be tolerated. If there is a dispute, replay the point.

1. Service:
 - a. Each member of a team shall rotate clockwise for service.
 - b. Server must hit the ball with both feet behind the end line.
 - c. Returning team CANNOT spike/block a serve return.
 - d. Players in the backrow CANNOT run up to the net to spike the ball, but may hit from behind the 10 ft. line.
 - e. Returning team CAN set the serve, as well as any first-ball, over the net.
 - f. Serves that hit the net and go over are LEGAL.
 - g. No player may serve twice in a row.
 - h. Substitutions may only be made at the server position.
2. Other game rules:

- a. Each team may hit a ball 3 times before the ball is hit to the opposing team (duh!).
 - b. Touching a ball (other than a block) is considered a hit.
 - c. A ball is “in-play” UNTIL it touches the ground or hits an out of bounds object. This includes the net antenna, poles, supports, etc.
 - d. Two players touching a ball at the same time counts as one “hit” and either may return or hit it again.
 - e. Don’t scoop, carry, redirect, lift or throw the ball!
 - f. The ball can make contact with any part of your body and count as a hit. Players CAN kick the ball as long as the contact is clean.
3. Net Rules:
- a. Touch the net? You lose the point.
 - b. Spikers may cross the “net-line” with a follow through but not touch the net.
 - c. Blockers MAY NOT reach over the net.
 - d. Players MAY NOT run into other players under the net. Players MAY cross under the net as long as it doesn’t interfere with play.
4. Disputes: In the case of an honest dispute, REPLAY THE POINT.

Roster Rules

In general, we are against making teams forfeit due to lack of players. Any format is acceptable as long as it meets the minimum and maximum requirements outlined below.

1. All games are “Co-ed 6s” meaning up to six players on the court at one time (3 male MAXIMUM, 1 female MINIMUM).
2. Minimum (4) players on the Court at one time. (example: 3 male, 1 female; 2 male, 2 female; 1 male, 3 female; etc.)
 - a. MAXIMUM of (3) men on the Court at one time.
 - b. MINIMUM of (1) female on the Court.
 - c. Must start game on-time if the minimum number of players are there.
3. You may have as many substitute players as you’d like, but we suggest no more than 2-3 per match.