



**Wabash County YMCA  
2023 Corporate Cup**

*play time has just begun . . .*

# WABASH CORPORATE CUP

## PURPOSE

The purpose of the Corporate Games is to:

1. encourage employee health and wellness,
2. promote team-building among employees,
3. support the important mission of the YMCA, and
4. network with other professionals.

To achieve these goals and to create a positive experience for all teams and participants, we have established the following rules.

## TEAM COMPETITION:

1. Corporations that enter more than one team may not share or cross-enter team members.
2. All Events are Co-Ed.
3. Teams should have matching uniforms (at least matching T-shirts). Companies are encouraged to appropriately design shirts for their team (YMCA must approve design)
4. Teams will forfeit an event/points if no players are entered, some points are better than no points.

## TEAM ENTRY FEE - \$500

Companies can have a team of up to 20 individuals. For small companies with limited employees, spouses will be able to participate.

## ELIGIBILITY:

1. Team members must be at least 18 years old.
2. Team members must be regular, ongoing (at least 20 hours per week for one month) employees of the company. Contract employees must work at least 20 hours per week at the employer's place of business, on an ongoing basis, to be eligible.
  - a. Spouses of employees may participate if the organization does not have enough regularly scheduled employees.
3. All team members must have a Wabash County YMCA Liability Waiver on file before competing or using any of the facilities.
4. Teams must submit their roster, signed waivers, and registration fee to participate in the Corporate Cup.
5. The Corporate Cup Committee reserves the right to review all team entries to ensure eligibility. Violation of the eligibility rules will result in team disqualification from the Corporate Cup.
6. The company's local CEO must sign a statement that all team members meet eligibility requirements.

## SUBSTITUTION & SCRATCHES:

1. The use of substitutes is intended to make participation possible in the event of illness, injury, or no-show on the part of a team member - not to gain an advantage.
2. All substitutes must be declared to the event judge, at least 10 minutes before the start of the event.
3. Teams or individual team members are allowed to scratch from any event before the start of the competition, but the right to score points is forfeited.
4. The same team members who qualify must also participate in succeeding rounds or heats. In the case of a serious injury, the Corporate Cup officials may allow a substitute.

## **PROTESTS:**

1. Protests affecting the eligibility of any team member to compete shall be made in writing to the Corporate Cup Committee.
2. Protests are to be made to the Committee in the following manner:
  - a. If there is only one heat or round, the protest must be submitted in writing within 20 minutes after the event in which the alleged infraction occurred.
  - b. If there is more than one heat being run, the Team Captain must register the complaint with the official before the start of the next heat of the event. A written follow-up must be completed by the Team Captain and submitted to the Committee within 20 minutes after the event in which the alleged infraction occurred.
3. Decisions of the Corporate Cup Committee are final.
4. Teams shall be limited to one (1) protest during the competition.

## **RULE CHANGE:**

Rule changes will be considered only if they eliminate an unfair situation or encourage participation. A rule change must be approved by the Corporate Cup Committee. The Corporate Cup Committee reserves the right to change the rules of an event as needed.

## **ONE FINAL WORD** - Participation vs. Competition:

The primary purpose of this event is to:

1. Promote healthy lifestyles and health and wellness in the workplace.
2. Foster fellowship among employees from all levels of the corporation structure.
3. Encourage company pride through friendly competition.
  - a. All teams and team members are expected to conduct themselves in keeping with these goals.
  - b. Profanity and unsportsmanlike behavior will not be tolerated.
  - c. It's easy to become overzealous and lose perspective in competitive situations such as this so it is imperative that everyone be reminded, as often as necessary, that our primary purpose is fitness, friendship, and fun.

## **SCORING**

1. Event points will be awarded to the top 8 teams per event:
  - 1st place 10 points
  - 2nd place 8 points
  - 3rd place 7 points
  - 4th place 6 points
  - 5th place 5 points
  - 6th place 4 points
  - 7th place 3 points
  - 8th place 2 points
  - 9th place+ 1 point *(all teams that participate in an event will earn 1 point)*
2. Bonus points will be awarded for CEO participation (5), for submitting required documents by the posted deadline (3), and for volunteer participation (up to 5). See event rules for specific details.
3. Single-elimination tournament scoring will be based on the total points scored in the game. If two teams score the same amount of points, time to complete the game will be used.

## CEO PARTICIPATION

1. Teams will receive 5 additional points added if their CEO participates in the Corporate Cup.
2. If a CEO represents multiple teams in the competition, s/he must compete on one team only.
3. The CEO is defined as the company's highest-ranking local manager. The CEO must be the highest-level local individual in the company. Another company officer is eligible for the CEO points if the CEO represents another Team. This person must be indicated on the CEO Eligibility Form. Any clarification should be directed to the Corporate Cup Committee.

## REQUIRED PAPERWORK

1. Teams are required to submit certain paperwork to the Y in preparation for the event: Entry Form, Signed CEO Eligibility and Participation, Team Roster with Signed Waivers, and Team Grid.
2. Teams will receive 3 points added to their score for meeting all paperwork deadlines.

## VOLUNTEER PARTICIPATION

1. Teams will receive 1 additional point for every volunteer that participates in the Corporate Cup - up to 5 volunteers. Volunteers must attend event meetings.
2. Volunteers are allowed to participate in the events, but they can't sub for another player during an event they are volunteering for.

## CALENDAR

Tuesday, October 10, 2023, @ 6:30 pm OR Thursday, October 12, 2023, @ 6:30 pm  
Wabash County YMCA Multi-Purpose Room – Captain's Meeting

Monday, October 16, 2023

Sponsor/Team Payments due to the Wabash County YMCA

Deadline to submit signed CEO Eligibility and Participation Form, Team Roster, and signed Waivers

Please direct questions and deliver all documents, payments, etc. to:

Dean Gogolewski, CEO, Wabash County YMCA, 500 S Cass St. Wabash IN 46992  
260.563-9622 or [deanq@wabashcountyyymca.org](mailto:deanq@wabashcountyyymca.org)

Blake Gribben, Director of Sport and Recreation, Wabash County YMCA, 500 S Cass St. Wabash IN 46992  
260.563-9622 or [bgribben@wabashcountyyymca.org](mailto:bgribben@wabashcountyyymca.org)

## MASTER SCHEDULE / TEAM REQUIREMENTS FOR EVENTS

Day/Date	Event	# of players	# of subs	Total on Roster	# of females
Mon 10/23	Pickleball	2	1	3	1
Tue 10/24	3-on-3 Basketball	3	2	5	1
Wed 10/25	Cornhole Tournament	2	1	3	1
	Euchre Tournament	2	1	3	1
Thu 10/26	Volleyball Tournament	6	3	9	2
Sat 10/28	DASH in the BASH 5K	2	0	2	1
	Tug-O-War	8	2	10	3

\*schedule/events subject to change

## EVENTS

### PICKLEBALL – DOUBLES

1. Team: Maximum of 3 players on the roster 2 starters, 1 sub.
2. The Serve
  - a. The server's arm must be moving in an upward arc when the ball is struck.
  - b. Paddle contact with the ball must not be made above the waist level.
  - c. The head of the paddle must not be above the highest part of the wrist at contact.
  - d. A 'drop serve' is also permitted in which case none of the elements above apply.
  - e. At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.
  - f. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
  - g. Only one serve attempt is allowed per server.
3. Serving Sequence
  - a. Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault \*(except for the first service sequence of each new game).
  - b. The first serve of each side-out is made from the right/even court.
  - c. If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
  - d. As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
  - e. When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence of the game\*).
  - f. The second server continues serving until his team commits a fault and loses the serve to the opposing team.
  - g. Once the service goes to the opposition (at side out), the first serve is from the right/even court and both players on that team have the opportunity to serve and score points until their team commits two faults.
  - h. In singles, the server serves from the right/even court when his or her score is even and from the left/odd when the score is odd.

\*At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team.
4. Scoring
  - a. Points are scored only by the serving team.
  - b. Games are played to 11 points, win by 2.
  - c. best  $\frac{2}{3}$  series with games being timed at 15 minutes.
  - d. When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving.
5. Two-Bounce Rule
  - a. When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
  - b. After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).
  - c. The two-bounce rule eliminates the serve and volley advantage and extends rallies.
6. Non-Volley Zone
  - a. The non-volley zone is the court area within 7 feet on both sides of the net.
  - b. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.

- c. It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.
- d. It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
- e. A player may legally be in the non-volley zone any time other than when volleying a ball.
- f. The non-volley zone is commonly referred to as "the kitchen."

7. Line Calls

- a. A ball contacting any part of any line, except the non-volley zone line on a serve, is considered "in."
- b. A serve contacting the non-volley zone line is short and a fault.

8. Faults

- a. A fault is any action that stops play because of a rule violation.
- b. A fault by the receiving team results in a point for the serving team.
- c. A fault by the serving team results in the server's loss of serve or side out.

### **3 vs 3 BASKETBALL**

- 1. Team: Maximum of 5 players on the roster, 3 starters & 2 subs.
  - a. Always co-ed on the court.
- 2. Game to 20 by 1s and 2s.
  - a. 20-minute time limit.
- 3. Winner will be the team to reach 20.
  - a. OR in the lead at the buzzer.
- 4. Fouls will be called by officials.
  - a. 5-second free throw clock will be in effect,
  - b. 3 fouls and a player is ineligible to return to the game, and
  - c. arguments will result in ejection from the game.

### **CORNHOLE TOURNAMENT**

- 1. Team: Maximum of 3 players on the roster, 2 starters & 1 sub.
- 2. Boards 27' Apart.
  - a. Fault/No toss if the front edge of the board is crossed.
- 3. Scoring – Cancellation Scoring.
  - a. 1 pt for a bag on the board,
  - b. 3 points for a bag in the hole, and
  - c. 1<sup>st</sup> team to 21 wins.
  - d. If a team scores more than 21 points, they return to 13 points.
- 4. Fouls
  - a. Overstepping the foul line: Stepping beyond the front of your board is a foul.
  - b. Bag hits the ground: Bags that hit the ground and bounce onto the board are considered a foul and should be removed from the board. Players may not re-toss foul bags.
  - c. Foul bags disrupting other bags: If a foul bag (i.e. one that bounces onto the board) either knocks another bag off the board or into the hole, then the foul bag must be removed and the original bag must be returned to its scoring position.
  - d. 20-second limit: Cornhole bags must be tossed within 20 seconds from the start of the inning or from the previous player's toss. Players who fail to deliver within the 20-second time limit will receive a foul.

## **EUCHRE TOURNAMENT**

1. Team: Maximum of 3 players on the roster, 2 starters & 1 sub.
2. Deck: 24 standard playing cards (using only the 9, 10, J, Q, K, and, A). The objective of Euchre is for your team to win 10 points.
3. Start: Each player draws one card from a shuffled deck. The player with the lowest card becomes the dealer.
4. Establishing Trump: The top card from the remaining deck is flipped over. The player to the left of the dealer has the option to establish the flipped-over card as the trump suit. If they decline, the authority of establishing trump moves to the left. If no one decides to establish the flipped-over card as the trump suit, the player to the left of the dealer decides whichever trump suit they would like and so on. If no trump is decided, the dealer will designate trump from the remaining suits.
5. If the card initially flipped up is established as trump, the dealer takes the flipped-up card and replaces it with any card in their deck. If the flipped-up card is passed as trump, no one replaces the card.
6. Card Rankings: Aces are high and 9's low. The Jack of the trump suit is called the Right Bower and it is the highest-ranking card. The Jack of the off-suit (suit of the same color) is called the Left Bower and it becomes the Jack of the trump suit.
7. Scoring:
  - a. If the attackers take 3 or 4 tricks, they receive 1 point; If they take 5 tricks, they receive 2 points.
  - b. If the defenders take 3 or 4 tricks, they receive 2 points; If they take 5 tricks, they receive 4 points.
  - c. If an attacking player decides to go alone and they take 3 or 4 tricks, they receive 2 points; If they take 5 tricks, they receive 4 points.
8. Gameplay keeps going until a team earns 10 points.

## **VOLLEYBALL**

1. Team: Maximum of 9 players on the roster, 6 starters & 3 subs.
2. Flip a coin to decide which team serves first.
3. 5-minute warm-up before each game.
4. Play one game to 25 points or 40-minute time limit.
  - a. the winner must win by 2 points, and
  - b. play through the buzzer.
5. Rally Scoring: one point is awarded each time the ball hits the floor or a violation occurs.
6. 3 players in the front row and 3 players in the back row.
  - a. clockwise rotation - everyone must serve.
7. Rules:
  - a. Only 6 players on the floor at any given time: 3 in the front row and 3 in the back row.
  - b. Points are made on every serve for the winning team of the rally.
  - c. Players may not hit the ball twice in succession (a block is not considered a hit).
  - d. Ball may be played off the net during a volley and on a serve.
  - e. A ball hitting a boundary line is in.
  - f. A ball is out if it hits an antenna, the floor completely outside the court, any of the net or cables outside the antennae, the referee stand or poles, or the ceiling above a non-playable area.
  - g. It is legal to contact the ball with any part of a player's body.
  - h. It is illegal to catch, hold or throw the ball.

- i. After the serve, front-line players may switch positions at the net.
  - j. Matches are made up of 3 sets.
8. Violations: Committing any of these volleyball rule violations results in a point for the opponent.
- a. Stepping on or across the service line when serving while contacting the ball.
  - b. Failure to serve the ball over the net successfully.
  - c. Ball-handling errors and contacting the ball illegally (double touching, lifting, carrying, throwing, etc.).
  - d. Touching the net with any part of the body while the ball is in play.
  - e. Blocking a ball coming from the opponent's court and contacting the ball when reaching over the net if your opponent has not used 3 contacts AND has a player there to make a play on the ball.
  - f. Attacking a ball coming from the opponent's court and contacting the ball when reaching over the net when the ball has not yet broken the vertical plane of the net.
  - g. Crossing the court centerline with any part of your body, with the exception of a hand or foot. It is only considered a violation if the entire hand or entire foot crosses the court centerline.
  - h. Serving out of rotation or out of order.
  - i. Back row player blocking (deflecting a ball coming from the opponent) when, at the moment of contact, the back row player is near the net and has part of their body above the top of the net. This is an illegal block.
  - j. Back row player attacking a ball inside the front zone (the area inside the 3M/10-foot line) when, at the moment of contact, the ball is completely above the net. This is an illegal attack.

### **DASH in the BASH**

1. 5K race.
2. 2 runners.
3. Best team combined time is awarded the highest points.

### **TUG OF WAR**

1. Team: Maximum of 10 participants on the roster, 8 starters & 2 subs.
2. Each team will consist of a maximum of 8 participants (at least 3 female) alternately arranged (male, female, male, etc.). Teams may have fewer than 8 members as long as the male/female ratio is maintained.
3. The rope will be 1" in diameter and 75 feet long with a flag attached to the center.
4. The field will be marked 5 feet on either side of the centerline. The object is to pull the opposing team so that the flag crosses the plane of the line on your side of the centerline.
5. The Referee will indicate when the match is over and declare the winner.
6. Participants cannot wrap the rope around their hands or bodies.
7. Spikes or cleats are not allowed.
8. We encourage participants to wear gloves.
9. Competition will consist of a single-elimination format.
10. There will be a 3-minute time limit for the appearance of a late team. Failure to be present will result in forfeiture of the event.
11. Sides from which teams will pull will be decided by a flip of a coin.
12. One person from each team is required to signal to the referee when their team is ready to start the pull.
13. If pulling back to back, a five-minute rest period will occur if needed.