

2023 OFFICIAL RULE BOOK

CITY OF VISALIA PARKS & RECREATION PRESENTS THE

12th

CORPORATE GAMES

Annual

CORPORATE GAMES

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Hello Corporate Games Competitors:

WE ARE BACK!

On behalf of the City of Visalia Parks & Recreation Department, welcome to the 12th Annual Visalia Corporate Games! We are proud to once again offer a fun, active way for local businesses and their employees to collaborate and strengthen their bond. Visalia Corporate Games are an excellent way to improve morale, inspire team spirit, and supercharge future performance.

Let's keep it real—this is a competition, each event medals will be given to 1st, 2nd, and 3rd place and at our closing ceremonies the Corporate Cup will be awarded!

However, there's more at stake than a medal or the Corporate Cup. Over the past games, we've watched networking and friendships develop between teams that participate in the games, which makes this City wide opportunity one that businesses should take advantage of — and you are! We are so glad you're here!

One of the many benefits of Corporate Games is the Development of friendships with co-workers as they work hard, develop strategy together, and strive for success as a team. We encourage all employees to join one of our various events. We've designed our games so that there's something for almost every personality and ability. We believe that the more people who participate, the more your work team develops and grows.

Teamwork makes the dream work and with the right outlook, no matter the score, everyone comes out a winner.

LET THE GAMES BEGIN.

City of Visalia Parks & Recreation Department

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INTRODUCTION

Welcome to Visalia's only business-to-business tournament where companies compete against one another in a variety of fun and exciting events. Company teams earn points that accumulate towards winning the Corporate Cup. Join us for the 12th Annual Visalia Corporate Games (VCG)!

Sign-Up Your Company to Compete: Talk to your co-workers, talk to human resources, talk to the boss. Make sure to get your team entered into this year's event.

Select a Company Coordinator: The Company Coordinator is the main contact between your company and VCG in order to assure information is communicated effectively. The Company Coordinator will handle administrative functions associated with registration and verification of participation rosters, will attend the Coordinator's Briefing on **Monday, September 11th at the Anthony Community Center at 6 p.m.,** and arrange for Team Captains for each event.

Team Captain: The Company Coordinator should designate a Team Captain for each event. Team Captains will prepare and organize the players for the event, schedule practice times (practice is optional and at the individual company's discretion) and assure that the players are on time, sign in for the event and know and understand the event rules.

Submit a Master Roster: A master roster listing the names of all team players is required and must be submitted for each company on or before the day of the Coordinator's Briefing.

Team Uniforms: Team uniforms (or same colored shirts) are required.

The Games Begin: Events will take place on weekday evenings and weekends from: **Saturday, September 16th through Friday, October 6th**. Team Captains for each event must make sure that all participants know the date, time, location and rules for their event(s).

The Corporate Cup: Points are awarded for each event and are accumulated throughout the Games. The company with the highest point total at the end of the tournament wins the 2023 Corporate Cup, which will be presented at the closing ceremony.

POINT SYSTEM FOR THE CORPORATE CUP

PER EVENT:

Place	Point Value
1 st	40
2 nd	32
3 rd	24
4 th	20
5 th	16
6 th	12
7 th	8
8 th	4
All Unplaced Teams	1
Announced Forfeit	0*

PENALTY POINTS:

Unannounced Forfeits	- 10 Points Per Event
Unsportsmanlike Conduct	-10 Points per Occurrence

EARN EXTRA POINTS:

Attend Coordinator's Briefing	+10 Points
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Medals: In addition to earning points for your company towards the corporate cup, gold, silver and bronze medals will be awarded to the top three teams in each event. The medals will be presented to the winning team members at the conclusion of each event.

POLICIES AND PROCEDURES

It is recommended that participants arrive at each event at least 15 minutes prior to their scheduled start time, unless otherwise noted.

Bracket Events: If a team is not present at their scheduled time in a bracket formatted tournament, the team will forfeit their first game and automatically drop into the loser's bracket. If the team is not present during their second game time, the team will be dropped from the event as an un-announced forfeit.

Non-Bracketed Events: Unless specified in an individual event's rules, if a team is not present at the scheduled start time of a non-bracketed tournament, a five minute grace period will be allowed. After the grace period has expired, an un-announced forfeit will be declared.

Unannounced Forfeit: If a team does not notify event coordinator that they will not participate in an event at least 48 hours in advance, there will be a 10-point penalty to that company's overall Corporate Cup score.

Announced Forfeit: Teams notifying the tournament Director that they will not participate in an event 48 hours prior, will not be penalized –10 points.

Insurance: Each team and individual player is responsible for his or her own health/medical expenses should someone suffer injury at a Corporate Games event.

Waivers: All participants are required to sign a waiver at each event in which they are participating – no exceptions.

Substitutions: See individual event rules for substitutions rules.

Participant ID's required: VCG Staff reserves the right to ask for photo ID from participants during the course of the Games. If a participant is unable to produce a photo ID, they will be removed from the event. Please see the VCG Protest Policy for more information on protests and disqualifications.

Unsportsmanlike Conduct: VCG has the power to disqualify, suspend, or remove any manager, player, spectator, team and/or company for unsportsmanlike conduct before, during or after an event. Any striking or threatening of any spectator, official or participant will result in a lifetime suspension of the individual from VCG and will disqualify the individuals' team in the associated event. The team can be disqualified from Corporate Cup participation at the discretion of the Corporate Games Tournament Director. Fighting will not be tolerated.

Rescheduling and Cancellation: VCG has the authority to cancel or reschedule any event if there is inclement weather or other unforeseen problems. Events will only be postponed or cancelled in the event that weather or facility conditions are a direct danger to participants. In such an instance, check with your Company Coordinator or call VCG at (559) 713-4365 to see if an event has been rescheduled. Teams will not be allowed to reschedule events themselves. All tournament formats are subject to change at the discretion of the tournament director. If an event is postponed, VCG reserves the right to reschedule any-time.

POLICIES AND PROCEDURES (Continued)

Protests: Protests must be declared at the time of the incident. If such protests occur during a game/match/etc., notify the on-site VCG official that the remainder of the game/match/etc., is being played under protest. In the case of a dispute or protest, the decision of the on-site official is final unless a formal dispute or protest is submitted in writing within 24 hours of completion of the event. The written protest must be accompanied by a \$50 filing fee, which will be refunded if the protest is successful. A protest may be filed on a question of eligibility of an opponent or other game rules. Protests will not be accepted based solely on a judgment call of an official. The VCG Board of Directors makes all final decision.

Company Eligibility and Regulations: All VCG companies must be located in, or have a branch in Visalia. A company is allowed to enter more than one team in the VCG. Teams from the same company will be treated as individual teams and will submit a separate roster for each team. Employees will not be allowed to play on more than one team for any event or reason. Each participating employee must be designated to a specific team.

Combined Teams: A company with less than 50 employees can combine with another company with less than 50 employees to form one team (maximum of two companies per team).

Participant Eligibility and Regulations:

- Each participant must be an employee of the participating company who has been on the payroll for 30 days prior to the start of VCG.
 - If a participant is deemed ineligible by VCG staff after having already participated in an event, that team will be disqualified from the event and 10-points will be deducted from that teams score, regardless of the results of the event. Any medals or awards will be removed from the company and reassigned.
- All participants must be at least 18 years old and cannot be attending high school.
- **Spouses:** Each company under **160 employees** (including teams that partner together) may independently decide whether they will allow spouses of employees to participate in the Games as a representative of their organization. Allowing spouses to compete may help increase their participation levels.
- **Amateurs Only:** If an individual is considered “professional” by the national affiliate organization for that particular sport or event, they are not allowed to compete in that sport or event. Retired professionals must be retired prior to January 1st of the current year in order to compete (please consult the national affiliate organization’s policy).

Equipment: Participants are responsible for their own equipment. Some equipment will be provided on site and will be noted in the VCG Game Rules.

Food/Drinks: No outside alcohol. Consuming alcoholic beverages outside the designated facility or in parking areas is prohibited (and illegal!). For convenience food and drinks will be available at some events. Please see event calendar for information.

Tips for Organizing Your Team: Post VCG information in highly visible areas to help get the word out about the Games. Company and/or HR Managers can support participation in the Games by enclosing a memo in the employee’s paychecks, sending e-mails, announcements at staff meetings or trainings, or calling a brief meeting to explain the concept. It is recommended that the emphasis be placed on the fun that employees will have as well as the health and fitness advantages and the team-building they will experience.

Indoor Soccer

Date:	Saturday, September 16, 2023
Time:	Check in 8:00 a.m. Games start at 8:30 a.m.
Location:	1852, 707 W Murray Ave, Visalia, CA 93291
Equipment Needed:	Shin guards and socks completely covering shin guards mandatory.
Event Roster Size:	Minimum 4 , Maximum 10
Players:	5 (including goalkeeper); minimum of 2 female and 2 male
Length of Game:	Straight 16 minute running clock or first to 12 points

- A coin toss will determine ball and side.
- Each team will receive two 30 second timeouts per game.
- Each team must have like-colored or matching shirts for each player.
- Goalkeepers must wear a different colored shirt from their team to distinguish them from the rest of the players and the referees. It is recommended, but not required, that goalkeepers wear long pants, elbow pads, knee pads and a long sleeved shirt. It is also recommended that they wear goalie gloves. This is in addition to the required attire of shin pads, socks and shoes.
- Substitutions shall be unlimited and can be made only by the team in possession of the ball during a kick-in. Either team may substitute after a goal or injury and any goal kick or during a time out.
- Anyone may take a free kick.
- Referees will be carding players as necessary: yellow card (three minute penalty; cautionable offense), red card (ejection related offense).
 - If you receive a red card you will be removed from the game and from any subsequent games that your team may play in the tournament. If you receive a red card you will be required to leave the field immediately and your team will play one player short for the remainder of the game.
 - If you receive two yellow cards in one game you will be removed out of the current game with no substitution and required to miss your team's next game.
- Intentional charging of the goalie in the penalty area is illegal at all times.
- Whether playing the ball or not, aggressive contact will be penalized. Players must make every effort to prevent body contact.
- Slide tackling is strictly prohibited. First offense will result in a yellow card, a players second offense will result in a red card.
- If at the end of regulation time the score is tied each team's players will take turns at kicking five (5) Penalty Kicks, best of five kicks wins. Only players who were on the field at the end of the regulation time will be allowed to participate in the tie breaker. If at the end of the round, the game is still tied, teams will go extra rounds of penalty kicks until there is a winner. At this point any player on the team may kick.
- All basic rules of play as described by FIFA, USSF and USYSA will be used at Soccer City 1852 Visalia with adaptations and exceptions as noted.
- 1852 Rules can be found on their website: [5v5 Footy Rules \(1852visalia.com\)](http://1852visalia.com)
- NO COED RULES



Disc Golf

Date:	Sunday, September 17, 2023
Time:	Event Start 9:00 a.m.
Location:	Seven Oaks Park; 900 S. Edison St., Visalia, CA
Equipment Needed:	Encouraged to bring own discs, limited number of discs will be available
Event Roster Size:	Minimum 2, Maximum 4
Players on Field:	4; minimum of 1 female and 1 male
Length of Game:	One round of thirteen holes/player

- At the start of the event, a brief clinic will be given to explain the rules, format etc.
- Once four (4) team members are registered at the event, no additional team players may register. If a team does not have four players, they may not make extra throws for absent players.
- Two teams will be assigned per hole with all members teeing off at the same time. These two teams will complete the hole together.
- Score cards shall be traded prior to starting the scramble and scores shall be kept by the opposing team sharing the hole.
- Play the disc from where it lies. You are not allowed to move the disc. Exception: You may mark the spot and lift the disc when it may obstruct the other player's disc in any way. Scenarios will be provided during the clinic at the start of the event.
- Order of play at the first hole shall be determined by a coin toss.
- At all holes after the first, the order of play is established based on the score of the previous hole. The team with the best score will throw first.
- If the disc enters a hazard, retrieve or replace it within two steps from the closest land point from where the disc entered the hazard, receiving a one stroke penalty or you can place the disc at the position of the previous throw and receive one stroke penalty.
- Do not throw if it is possible that you will interfere with the group ahead of you.
- Players should not stand close to or directly behind the thrower or directly behind the hole when another player is going to throw.
- Each team will play the best throw from their team and list their score as a team per hole
 - On odd holes men will throw first, women will throw second and so on
 - On even holes women will throw first, men will throw second and so on

Tiebreaker:

- In the case of a tie, a card-off shall determine places 4th through 8th.
- A playoff will determine final placement for 1st through 3rd places.

SPORT RULES

All matches will be conducted in accordance with Professional Disc Golf Association rules—unless otherwise stated.

Pub Trivia—Team Score

Date:	Tuesday, September 19, 2023
Time:	6:00 p.m.
Location:	1852, 707 W Murray Ave, Visalia, CA 93291
Equipment Needed:	A fully charged smartphone, with access to the internet
Event Roster Size:	Minimum 2, Maximum 4
Players:	4
Length of Game:	7 Rounds

- Teams will provide a smartphone to participate in the game via a web-based, contactless scoring app.
- The Trivia Master will read a question or give instructions. Teams can confer before deciding their answer, which they will enter via the web-based game.
- Some rounds allow for Double or Nothing point wagering. Teams will receive double points if all of the questions in that round are answered correctly and they opt in. Teams that opt in and get one question (or more) incorrect will receive 0 points for that round.
- One smartphone will be allowed to submit answers via King Trivia's app. No outside resources such as phones (aside from the one used for game play), smart watches, laptops or other methods of accessing the internet are allowed at the table or to be in use during the event. If caught using outside resources, team will be disqualified from the entire competition.
- Communication between players & spectators is not allowed. If it is determined that spectators are providing input to players, the team will be disqualified from the current round and provided a zero score.
- Any spectator or player calling out answers will be asked to be quiet or leave the facility.
- In the case of a tie, the order in which round 10 answer sheets are turned in will determine placement.
- The Trivia Master's rulings are final.



Darts

Date:	Thursday, September 21, 2023
Time:	6:00 p.m.
Location:	Anthony Community Center, Main Room
Equipment Needed:	Provided, no personal equipment will be allowed
Event Roster Size:	Minimum 2, Maximum 4
Players:	2 per game, minimum of 1 female and 1 male

- Darts will consist of a Double Elimination Tournament playing the game “301”.
 - Game is played by subtracting each dart from the starting number, 301, until the player reaches exactly 0 (zero).
 - If a player goes past zero it is considered a “Bust” and the score returns to where it was at the start of that round.
- Two players from each team will play at a time; substitutions may be made between completed games, not during.
- To begin, one player from each team throws one dart at dartboard, the team with the closest dart to the bull’s-eye throws first in Game 1.
 - After the Game 1, winner will go for first for Game 2, winner of Game 2 will go first for Game 3.
- A turn shall consist of three (3) darts with turns rotating between teams and players.
 - Example:
Team A, player 1 will throw three darts
Team B, player 1 will throw three darts
Team A, player 2 will throw three darts
Team B, player 2 will throw three darts
- Teams will play best of three (3) games with a five (5) minute time limit per game, 15 minutes total.
 - At the 5 minute time limit, the round will be completed (so that both teams have the same number of turns) and the team with the lowest score shall be declared the winner of that game.
 - No time limit on medal matches.



Volleyball

Date:	Sunday, September 24, 2023
Time:	9:00 a.m.
Location:	Anthony Community Center - Gym
Equipment Needed:	Provided
Event Roster Size:	Minimum 4, Maximum 8
Players:	6; minimum of 2 female and 2 male
Length of Game:	Maximum 20 minute time limit

- Teams may play with four players (two females and two males). If a team begins a game with four players and additional players arrive during the course of the match, he/she may enter the court on the next dead ball.
- Team with eight players on the roster may rotate players out of the match after they finish serving, allowing teams to utilize all of their players. Two females must remain on the court at all times.
- Teams must be ready to play when their team is called. Failure to show up within 5 minutes of game announcement will be considered a forfeit.
- The first game will start with a coin toss. Winner may select side or serve. The team who lost the first game will serve first in the second game, and so on for the third game.
- The receiving team will start their first serve with the player who occupied the number one position at the beginning of the game; they will not rotate before service.
- The winning team will be the first to win two games (Best of three).
 - The first two games in a match will be rally score to 15 (must win by 2)
 - The third game, if necessary, will be rally score to 10 (must win by 2)
- Each team will receive one (1) 30-second time out per game.
- All matches have a 20-minute time limit.
 - At the 20-minute whistle, the team with the most points will be the winner of that game. If the game is tied, next point wins.
 - If only two games have been played at the 20-minute whistle, and the games are tied one-to-one, the point differential of the two games will be used to determine the match winner (high scorer wins). If the match is still tied, a third game will be started and first point wins that game.
- Each team may only touch the ball three times before returning it over the net. When there are two or more hits on the side, at least one hit must be from a female player.
- Male players are not to spike a ball in front of the 10 foot line and may only leave their feet in front of the 10 foot line to block (excluding serves).
- All ceilings and overhead obstacles are in play unless otherwise specified.
- NFHS Volleyball rules will apply.
- There will be no blocking of the serve. A block is not considered to be a hit. Three hits will still be allowed after a block. A male player may block a ball & another male player may return it over the net. This situation is considered one hit.

Corn Hole

Date:	Tuesday, September 26, 2023
Time:	6:00 p.m.
Location:	1852, 707 W Murray Ave, Visalia, CA 93291
Equipment Needed:	Provided, no outside equipment
Event Roster Size:	Minimum 2 , Maximum 4
Players:	2, minimum of 1 female and 1 male
Length of Game:	Each game is to 15 points, best of three games per match

- Substitutions can only be made between games.
- Teams must be ready to play when their team is called. Failure to show up within five minutes will be considered a forfeit.
- The winning team will be the first to win two games; each game is to 15 points using cancellation scoring.
- A coin toss will determine the pitch. Teams may switch sides after a completed game
- Players cannot cross the foul line (front of board) while tossing. If this happens, the throw is considered dead and the bag will be placed aside.
- Scoring:
 - A bag that is pitched through the hole in the platform or goes through the hole by another player's bag is worth three (3) points.
 - A bag that is pitched and comes to a rest on any portion of the platform, and stays on the platform after all bags have been pitched, is a Woodie, value is one (1) point. A bag that is touching the ground does not count for any points.
 - A bag that does not hit any portion of the board is a foul, value is zero points. Any bag knocked off the board is also zero points.
 - A bag that hits the ground in front of the board and bounces onto the board is not permitted.
- The first team to 15 points wins the game.
- Players are responsible for calling out the score before each pitch. Games are self-officiated.
- The team who scored the most points in the last round, goes first in the next round.
- Teammates must stand on opposite boards facing each other.



Super Spelling Bee Team Score

Date:	Thursday, September 28, 2023
Time:	6:00 p.m.
Location:	Anthony Community Center, Main Room
Equipment Needed:	Provided
Event Roster Size:	Minimum 4, Maximum 8
Players:	4; no male/female requirement
Length of Game:	3 Rounds

Round One - Step & Spell

Round Two – Team Write & Spell

Round Three - Classic Spelling Bee

Tiebreak Round - Spell Off

General:

- All teams will compete in 3 rounds. The objective of the game is to score the most points.
- At the end of each round, scores will be logged on the master score sheet. At the end of the 3 rounds, teams will be ranked based on the highest cumulative score. If a tie exists, 1 representative from the tied teams will have a spell off.
- No outside resources can be used at the table or to be in use during the event; If caught using outside resources, team will be disqualified from the event.
- Communication between players & spectators is not allowed. If it is determined that spectators are providing input to players, the team will be disqualified from the current round and provided a zero score for the round.
- When spelling words verbally; participant may stop and start over to retrace the spelling from the beginning of the word, but when retracing they may not change the order of letters already stated.
- Substitutions may be made between rounds only.
- Spelling will be based on order of the letters only, not on specific capitalizations etc.
- Spelling Master & Judge's rulings are final.

Round One – Step & Spell

Players: 4

- Players are not allowed to discuss answers with team members in this round.
- Game Board: There will be 8 tape spaces on the ground for each team, with an X marking the starting point for each player.
- Each team will line up in a single file of 4 players on the X facing the 8 tape spaces on the ground.
- Player must take turns in line order, to verbally spell the word given by Spelling Master, if the team correctly spells the word the entire team advances forward one space. If the speller misspells the word the team does not advance forward.
- The speller must go to the back of the team line after their turn.
- Players must begin to give answer within 10 seconds of word and sentence delivery. 1 request to repeat the word will be granted on each word.
- Spaces in this round are worth 2 points each.
- After the 8 words have been given by the Spelling Master to each team, the team is granted the number of points, up to 16, for the number of spaces they moved forward, and that score is placed on the master scoresheet.

Super Spelling Bee (Continued)

Round Two – Team Write & Spell

Players: 8

Time Limit: 30 Minute

- Teammates are allowed to discuss answers in this round.
- Words in this round are worth 4 points each.
- Teams will receive a game book and a pen.
- The Spelling Master will read the word and use it in a sentence to all the teams. Team members will discuss and must agree on the proper spelling. Then a designated player will write the word on game book in reasonably legible handwriting within 30 seconds of the word and sentence delivery.
- When time is up, all pens must go down immediately. If players continue writing when time is up, team will not receive points for that word, as identified by Spelling Master & Judges.
- After round is complete, Judges will tally scores and add them to the master scoresheet.

Round Three – Classic Spelling Bee

Players: 2

Time Limit: 30 Minute or if 1 winner is declared.

- Teams will select 2 players for the final round.
- Spellers will be randomly drawn for their order in the Classic Spelling Bee.
- Words will be given individually in the order pre-determined by the random drawing.
- Players must begin to give answer within 10 seconds of word and sentence delivery. 1 request to repeat the word will be granted on each word.
- If a player spells the word correctly, they will get 5 points added to their score for the round. If a player spells the word incorrectly, they must sit down.
- Last player standing will receive 10 bonus points, upon correct spelling of final word.
- After round is complete, Judges will tally scores and add them to the master scoresheet.

Tie-Breaker – Spell Off (if needed)

- Teams will select 1 player for the tie-break round.
- Teams will be randomly drawn for their order in the tie-break round.
- Words will be given individually in the order pre-determined by the random drawing.
- Players must begin to give answer within 10 seconds of word and sentence delivery. 1 request to repeat the word will be granted on each word.
- If a player spells incorrectly, they are disqualified. Last team standing will determine placement.

Table Tennis

Date:	Friday, September 29, 2023
Time:	6:00 p.m.
Location:	Anthony Community Center - Gym
Equipment Needed:	Provided or you may bring your own paddle
Event Roster Size:	Minimum 2, Maximum 4
Players:	2; 1 female and 1 male
Length of Game:	Best of 3 games, games are first to 11 points, must win by 2 points

- Tournament format will be double elimination.
- Mixed format, 1 male and 1 female playing at all times.
- Substituting will be allowed at start of a new game.
- Format is subject to change based on number of participating teams.
- Play shall consist of best of 3 games per match. The winning team will be the first to win 2 games.
- A game shall be won by the team first scoring 11 points, but must win by (2) points.
- During games 1 and 3 serve will be to same gender . In game 2, gender opposite.
- A coin toss shall determine side and serve; winner of the toss shall choose service or side.

SPORT RULES

All matches will be conducted in accordance with USA Table Tennis rules, except as modified herein.

The Event Coordinator may change the format to keep the tournament on schedule. Changes may be placed in effect during a match, but must not be placed in effect in the middle of a game.



Bowling 3 Games, Total Combined Team Score

Date:	Sunday, October 1 , 2023
Time:	12:00 PM
Location:	Bowlero Visalia, 1740 W. Caldwell Ave., Visalia, California 93277
Equipment Needed:	Provided
Event Roster Size:	Minimum 2 , Maximum 4 (no substitutions)
Players:	4; minimum of 1 female and 1 male
Format:	3 Games

- This event is designed for four (4) players per team however, a team may still participate with a minimum of two (2) players with a minimum of one (1) female and one (1) male.
- Overall scores will be added at the end of the three games, with the winning team having the highest combined team score.
- If a team does not have four (4) players, they may not bowl additional games and their score will be based off of the number of players in attendance.
- In the event of a tie in the combined team score, the highest overall team score is used to break the tie. In the event teams are still tied, the second highest overall team score will be the tie breaker. If a tie still exists, the highest team score from game one will be the determining factor.

3-Point Contest Combined Team Total

Date:	Tuesday, October 3, 2023
Time:	6:00 p.m.
Location:	Anthony Community Center - Gym
Equipment Needed:	Provided, no personal equipment will be allowed
Event Roster Size:	Minimum 2 , Maximum 4 (substitutions not allowed)
Players:	4; minimum of 1 female and 1 male
Length of Game:	Two Rounds

- Four (4) members from each team will shoot twenty-five three point shots per round. All shots must be taken from behind the three point line.
 - Five from each corner.
 - Five from both 45 degree angles.
 - Five from the top of the key.
- A team may play with only 2 or 3 members (minimum 1 male and 1 female), and scores will be added for those in attendance. Teams may not have a person shoot more than once per round to make up the fourth person.
- Teams will have two minutes to warm-up prior to competing.
- Once the team is called to begin, each team member will compete in the order listed on the team roster.
- Team members will rotate with each member taking a turn to shoot, until all four players have participated.
- Each participant will be timed and has a one minute and 30-second time limit per round to try and reach the 25 shot maximum per player.
- Each Team will be given three balls to shoot with.
 - Non-shooting team members will be responsible to shag and provide balls to the shooting team member.
- Teams must use provided balls (size 28.5)
- After each team member has completed their turn, scores will be added together for an overall team score.
- VCG officials will keep score of each player's successful shots.
- Tie Breaker: In the event of a tie, each team selects one player for a best of five shootout. Each shooter has the option of station to shoot from.



Tug-of-War

Date:	Wednesday, October 4, 2023
Time:	6:00 p.m.
Location:	Riverway Sports Park, Saputo Field
Equipment Needed:	Optional Attire: Gloves and Long Sleeved Shirts
Event Roster Size:	Minimum 6 , Maximum 10
Players:	6; minimum of 3 females and 3 males
Length of Game:	Three minute limit per tug

- The Tournament will be double elimination.
- The winning team must pull the opposing team five feet, across the mid-line. If no team has been pulled over the line at the end of the 3 minute time limit, the tug will go to the team who has the advantage at the end of the time limit. The Judge's decision is final; no appeals.
- Participants in the tug may use feet or hands only to gain foothold. They will not be allowed extensive time to dig in and get set.
- Lying down is not allowed.
 - Each team member must make an effort to stay on their feet and not sit, kneel or lie down in a stalemate position.
 - Slips are allowed as long as the players are making a reasonable effort to return to a standing position.
 - Teams that do not comply with these rules are given two warnings, and will be disqualified on the third violation.
- Team members are not allowed to wrap the rope around their arms or bodies.
- Gloves, long sleeved jerseys, and/or arm wraps are allowed and recommended. These items are for your personal protection to prevent rope burn.
- Tennis shoes, boots, aqua socks, or rubber cleats are allowed during competition. **Metal spikes will not be allowed.**
- Teams must be ready to play when their team is called. Failure to report within 5 minutes of being called shall result in a forfeit.
- Once a round has started, players will not be allowed to add or change places for the remainder of that round.
- Rope marker must be completely over the line for a win.

Lip Sync—Single Performance Judge Scored

Date:	Thursday, October 5th, 2023
Time:	Performer check-in between 5-6pm; Event start time 6:15pm (Doors open at 5:30pm)
Location:	Cellar Door, 101 W. Main St., Visalia, Ca 93291
Equipment Needed:	Props Optional
Event Roster Size:	Minimum 3, Maximum 10

Roster & Team Members:

- Teams may range in size from 3 to 10 people.
- Performance order number will be drawn at random the day of the managers meeting.

Music Rules:

- Music selection must be pre-approved and duplicates will not be allowed.
- Songs can be no longer than five (5) minutes. If possible, submittals should be 4 minutes or less. Our sound technician will start the music at the beginning and stop at 5 minutes.
- Song approval shall be granted on a first submitted, first approved basis until October 2nd. Teams will be notified of song approval and/or a request for a substitute song within 48 hours of receiving song request. (submit earlier if you'd like more time to practice!).
- Music can be submitted should include artist name & song on Apple music.
- Music must be the edited "CLEAN" version, no explicit, lewd or offensive lyrics will be accepted.
- Failure to submit music request by the due date shall be considered an announced forfeit.

Props & Costumes:

- Props & Costumes are not required but are strongly encouraged. Teams are responsible for all of their own props.
- Bubble machines, fire, water, glitter/confetti, and profane or lewd items may not be used.
- Acrobatics or stunts that could result in injury or throwing items from stage are not allowed.

Performance Structure & Scoring:

- Each team will perform once.
- Each performance will be judged in three categories, each category is worth 15 points:
 - Lip Sync Ability: How well the performers lip-sync the lyrics of the song.—believability knowledge or the words, 'sings' on time.
 - Choreography & Creativity: How original and creative the performance is. Instead of just standing on stage and moving your lips—props, choreography, costumes and/or other ideas should be used and often impresses the judges and generates crowd response. Be creative!
 - Stage Presence & Audience Engagement: Engage the audience, dance, smile and make eye contact with judges. Hype up the crowd and get them excited for your performance!

Lip Sync (continued...)

- In case of a tie, the act with the highest Lip Sync Ability score will win. If there is still a tie, then highest score in creativity will be looked at and then stage presence if necessary. Judges' decisions are final.
- Scores will be read and medals will be given after the final performance.
- The City of Visalia Parks & Recreation department reserves the right to disqualify any team if the act is inappropriate or offensive to others. If an offensive act is performed, the Department reserves the right to terminate the performance and the act will be disqualified.

Helpful Hints:

- Perform a song that is fun, crowd appealing and no more than 5 minutes long. Some of the best songs for lip syncing are upbeat tunes that allow for plenty of facial expressions and exaggerated movement.
- Costumes and props are strongly encouraged.
- Be creative in your props, costumes, choreography, etc. Remember that you are being scored on creativity and appearance, as well as ability to lip sync.
- Bring your cheering section of family & friends and have fun—crowd engagement is part of the judging criteria!

NOTE: People under 21 years of age are allowed at Cellar Door until 10:00pm.



cellar
door

Closing Ceremony

Date:	Thursday, October 5, 2023
Time:	Immediately following Lip Sync Tournament
Location:	The Cellar Door

VCG Closing Ceremony, we will feature the presentation of the Corporate Cup to the winning company.

- Please wear team shirts.

NOTE: People under 21 years of age are allowed at Cellar Door until 10:00pm.



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door