



**Official Rules and Guidelines
2024 Competition**

GENERAL STATEMENT OF RULES AND ELIGIBILITY
2024 UNITED WAY CORPORATE CUP CHALLENGE

The United Way Corporate Cup Challenge is an exciting team-building experience for your organization while raising vital funds for the United Way. While the main goal is to have fun, measures are being taken to help assure a fair and equitable competition for all participants.

Entries

Team entries will be classified into one division.

Eligibility

1. Team members must be at least **16** years of age to enter.
2. Team members must be employed by the sponsoring company, agency, or corporation. (Exception – see #4 below)
3. Team members must sign the 2024 United Way Corporate Cup Challenge Waiver of Liability and Release Form **on the date of competition**. **A parent or legal guardian must sign on behalf of a minor. No member will be permitted to participate without signing the Waiver form.**
4. Family members* of employees are eligible to participate on a team providing that the spouse is not on a different team already in the competition. No one may compete for more than one team. (*Includes children ages 16 and above, spouses, parents and mother/father in-laws, brother/sister in-laws and brothers/sisters of employees)
5. **PARTICIPANTS UNDER THE AGE OF 18 MUST PROVIDE THE FOLLOWING:**
-Proof of age (by providing a copy of their driver's license, birth certificate or written proof of age) PRIOR to the event
-A Parent/Legal Guardian signature on behalf of the minor PRIOR to the event
6. The 2024 United Way Corporate Cup Challenge Committee reserves the right to review all team entries relative to eligibility.
7. Teams wishing to compete but unable to field a full team may combine with another "like" firm, (i.e. law firm/law firm) or contracted agency that is affiliated with the sponsoring company. All rules regarding Entries, Eligibility, and Team Composition are still applicable.
8. Individual event rules are included in this packet.

Team Composition

1. A team member may participate in an unlimited number of events.
2. Team registration must be submitted on or before **June 7th**.

EVENT SITE REGULATIONS

All team members and associated spectators will be expected to follow the rules and regulations at the site for the event in which they are participating. For example, alcohol is not permitted at most of the sites.

**UNITED WAY CORPORATE CUP CHALLENGE
INDIVIDUAL EVENT AND OVERALL SCORING**

	Cornhole	Kickball	Volleyball	Bowling	Billiards	Team Trivia	3 Pt Shot	Horseshoes	Three Leg Race	Shooting Simulator
1 st	25	25	25	25	25	25	25	25	25	25
2 nd	20	20	20	20	20	20	20	20	20	20
3 rd	15	15	15	15	15	15	15	15	15	15
4 th	10	10	10	10	10	10	10	10	10	10

There will be a 1st, 2nd, 3rd and 4th place award. (Awards will only be awarded for 1st, 2nd, and 3rd place winners. 4th place will be used for points toward the overall winners.

The overall champions will be determined by the total team score. In the event of a tie, the tie breaker will be determined by the highest number of 1st place finishes, followed by the highest number of 2nd, 3rd, and 4th place finishes if necessary.

**2024 CORPORATE CUP
CHALLENGE CO-ED BOWLING
COMPETITION**

1. Teams will consist of five (5) bowlers. At least two (2) females must be on the team and participate.
2. No substitutions are allowed once the games have started.
3. All teams will bowl 3 games.
4. ABC bowling rules will be followed. This competition is not an ABC sanctioned event.
5. All teams shall submit individual averages for each participant. The highest average in any sanctioned league for the 2020-2024 season must be used. If no current league bowling average, then submit a “best guess” for the bowler’s actual average.
6. Handicaps will be used.
 - For bowlers with a current league average, the handicap will be 90% of the difference between 210 and the average.
 - For bowlers with no current league average, the handicap will be 90% of the difference between 210 and the greater of “best guess” or 175 for men or the greater of best guess and 125 for women.
7. The total score of the three games (series) including handicap will determine 1st, 2nd, 3rd, and 4th place.
8. All bowling entry forms, with averages, must be submitted to Amanda at the United Way at amanda@unitedwaympc.org no later than 12:00 PM, Friday, June 14, so averages may be verified.

The decisions of the Official shall be final. No protests shall be considered.

2024 UNITED WAY CORPORATE CUP CHALLENGE CO-ED KICKBALL RULES

Kickball is a game consisting of two teams, bases, and a big playground ball. Played like baseball, the object is to score more runs than the opposing team.

Kickball is played with 8 fielders, no head shots, one base on an overthrow, and forced outs. The games will be 3 innings or 20 minutes, whichever comes first. The sport will be single elimination.

1. THE PLAYING FIELD

The strike zone extends to 1 foot on either side of home plate, and 1 foot high.

2. EQUIPMENT

Athletic shoes are required. Metal cleats are not allowed.

Players may wear protective equipment provided it does not offer the wearer an unfair performance advantage.

3. UMPIRES

Umpires have jurisdiction over play and may:
call a time out;

Penalize a player, including game ejection, for unsportsmanlike conduct. Ejected participants may not return to the game.

4. TEAMS

Teams must field 8 players. Teams must field a minimum of 2 female players.

Each team shall have one captain who will be responsible for the team. The Team Captains must ensure that:

only the Captain may dispute calls

During play, the team captain may request time outs from the umpire that are granted at the umpire's discretion. Each team is allowed ONLY 2 timeouts per game.

When in outfield, team must provide catcher behind home plate.

LINEUPS: You can decide your batting order as you want as long as you don't bat 3 men in a row.

If a player is ejected, injured, or becomes ill and cannot continue, and there are no available substitutes, the lineup will continue in the same formation, unless minor adjustments need to be made to adhere to gender rules.

5. GAME PLAY

Games are 4 innings or 20 minutes, whichever comes first. Regulation games can end in a tie. Ties are broken based on the overall Corporate Cup rules.

A team failing to field at least 8 players within 5 minutes after scheduled game time will forfeit the game. A forfeit shall count as a loss.

A team Captain may raise protest with the umpires for blatant rule infraction but will accept the referee's final ruling. Remember to be respectful. WE ARE ALL HERE TO HAVE FUN!

6. PITCHING / CATCHING

A legal pitch shall be a ball that is delivered underhand. Bounces are permitted, **meaning the ball must touch the ground twice before reaching the plate**) and any pitch speed, with the exception of fireballs, is allowed.

Note: Pitching 'fireballs', balls with excessive speed, is not permitted and shall be ruled a ball at the umpire's discretion.

The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball. Pitching strip = imaginary line connecting 1st and 3rd base.

No player may field in front of the pitcher other than the catcher, and no player may advance in front of the 1st-3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.

The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule results in a ball.

7. KICKING

All kicks must be made by foot.

All kicks must occur at or behind home plate. A kick in front of home plate is called a foul.

The kicker must take a full kick at the ball. A kicker who bunts the ball is out and the ball is immediately dead.

Three men cannot kick in a row.

8. RUNNING

Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.

Neither leading off base, nor stealing a base is allowed. A runner cannot leave the base until the kicker has made contact with the ball or the runner on the base will be out.

Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances 1 base. If the runner intentionally uses the head to block the ball, and is so called by the umpire, the runner is out.

After a kicked ball is caught, runners must tag their originating base before running to the next base. If the runner has not moved before the ball is caught, the runner may simply run forward without a tag up.

All ties will go to the runner. Runners may overrun first base.

Baserunners must not interfere with the play in progress. A baserunner who does interfere will be charged with interference resulting in both the baserunner and the batter-runner being called out on the play.

When a defensive player has the ball and is waiting for the runner, and the runner remains on his feet and deliberately runs into the defensive player, the runner is declared out. The ball will be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the offending player will be declared out and ejected from the game and the runner closest to home will also be called out.

One base on an overthrow: In taking advantage of the time loss from an overthrown ball that travels out of bounds, a runner may not run beyond the subsequent base to the one originally running toward when the ball was thrown.

9. STRIKES

A count of 3 strikes constitutes an out.

A strike is:

- a pitch within the strike zone not kicked
- a pitch missed by the kicker
- a foul ball

10. BALLS

A count of 4 balls advances the kicker to first base.

A ball is:

- a pitch outside of the strike zone
- any fielder or pitcher advancing on home plate before the ball is kicked
- any catcher crossing home plate before the kicker or failing to field behind the kicker

11. OUTS

A count of 3 outs by a team completes the team's half of the inning.

An out is:

- Any combination of 3 strikes/fouls
- a runner touched by a kicked ball at ANY time while not on base
- a fielder throwing a ball at a runner with medium force (an umpire will decide if a fielder used unnecessary force to throw at a runner; in this case that player will be ejected, and the runner will be called safe.)
- any kicked ball (fair or foul) that is caught in the air
- a ball tag on a base to which a runner is forced to run
- a runner off of his/her base when the ball is kicked.

A foul is:

- a kick landing out of bounds
- a kick landing in bounds but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an in-bounds fielder is automatically in play.)
- a kick where contact is made with the ball in front of home plate

12. BALL IN PLAY

Once the pitcher has the ball in control and on the mound, the play ends.

If a runner intentionally touches or stops the ball, the play ends.

If the umpire calls a timeout, the play ends.

13. DESIGNATED RUNNER / PLAYER POSITIONS

In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute. Gender rules must still be obeyed in this situation. If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held.

2024 UNITED WAY CORPORATE CUP CHALLENGE HORSESHOE RULES

There will be one entry per team consisting of two participants. This will be a double elimination tournament. There is no coed requirement for this event.

The official rules of Horseshoe Pitchers Association of America (NHPA) will be used for play with the following adjustments for the benefit of the Corporate Cup. The website for anyone wishing to review the rules or learn what's going on in the horseshoe world is <https://www.horseshoepitching.com/>

Players may use their own horseshoes. Horseshoes will be provided for players that do not have their own.

Pitching distances will be 37' for men and 27' for women. All participants must pitch from behind foul line.

Each game will be played to 21 points or 50 shoes, whichever comes first.

Ringer – A ringer is a shoe which comes to rest encircling the stake. Both heels of the shoe must clear the stake in order for a shoe to be declared a ringer.

Shoe In Count – A shoe which is not a ringer but comes to rest with any portion of it within 6 inches of any part of the stake is a shoe in Count.

Shoe Out of Count – A shoe which comes to rest further than 6 inches from the stake is a shoe out of Count and has no scoring value.

Any shoe that hits outside the pitching box, even though it rolls (comes) to a rest in the allowable scoring distance, is a dead shoe and out of count.

Scoring – Ringers cancel each other. A ringer of one contestant shall cancel a ringer of the other contestant and those shoes shall not score any points. Any un-cancelled (live) ringer scores three (3) points.

Shoe in Count – A shoe in count shall score one point under the following conditions:

- 1) If there are cancelled ringers and no live ringer, the closest shoe in Count to the stake shall score one point.
- 2) If there are no ringers, the closest shoe in Count Shall Score one point. Points will only be awarded to the pitcher who is closest to the peg (may be one or two shoes).
- 3) A "leaner" is considered a shoe in Count and the pitcher will be awarded one point.

The decisions of the Official shall be final. No protests shall be considered.

**2024 UNITED WAY CORPORATE CUP
CHALLENGE THREE POINT COMPETITION RULES**

1. Equipment

1. All equipment will be provided.

2. General Rules

1. Each team will consist of three individuals.
2. Each participant will have one minute to complete the course.
3. There will be five shooting locations arranged evenly around the three-point arc.
4. Only legally attempted shots, both feet behind the arch before jumping (or at the release of the ball for a set shot), will count towards the participants final score. Shots having left the participants hand prior to the conclusion of one minute are legally attempted shots.
5. Participant must attempt 4 shots at each location before moving on to the next spot.
6. Each made basket will count as one point.
7. Participant's team members are required to retrieve the balls and return them to the shooting team member.
8. Team scores will be determined by adding all participants scores together.
9. The top four teams then qualify for the final round. If ties occur, more than 4 teams may qualify for final round.
10. Only first round qualifiers participate in the Final Round.
11. Rules for the final round are the same as for the qualifying round.
12. The team champion will be determined by the final round team score. Ties will be broken by conducting a tie breaker round with only one participant from each team.

3. Eligibility

1. Participants are eligible to compete as long as they meet the general competition requirements.
2. There are no Co-Ed requirements for this competition.

The decisions of the Official shall be final. No protests shall be considered.

**2024 UNITED WAY CORPORATE CUP
CHALLENGE CO-ED VOLLEYBALL COMPETITION**

1. Teams may have up to six (6) competitors on the court. Two (2) females on the court at all times. Balls will be provided by the official. (All teams will use the same type of balls.) If a team does not have 6 players, it will be up to the opponent to determine if the game should be considered official or for fun.
2. Each team will provide an extra person to co-officiate each match. If there is an objection to their call, there will be a play over.
3. A serve CANNOT be blocked or spiked. A block is NOT considered a hit.
4. No backcourt players are allowed to participate in a block or perform an offensive play (i.e. attack the ball) from in front of the 10 foot line.
5. Male players may only spike from behind the 10-foot line.
6. Unlimited substitution is allowed in the middle back position after rotation. Teams may substitute at any time and are not required to substitute every rotation.
7. It is legal for the ball to contact any part of the body provided it does not come to rest.
8. Players may not touch the net.
9. Players may not reach over the net and interfere with play unless it is a block following a completed attack.
10. All players must be on the court prior to serve.
11. One 30 second time-out is allowed per team per game. The only other time-outs that will be allowed are for injuries.
12. Please note that bracket position will be determined by a blind draw.
13. Competition will be double elimination.
14. Each game will be played to 25 points scored rally style. Must win by 2. One game match will be played.
15. All team members and associated spectators will be expected to follow the General Statement of rules and eligibility for the 2018 United Way Corporate Cup challenge.
16. No practicing is permitted while games are going on. If there is an empty net, players are permitted to practice **ONLY** when official games aren't taking place.

The decisions of the Official shall be final. No protests shall be considered.

**2024 UNITED WAY CORPORATE CUP
CHALLENGE THREE-LEGGED SACK RACE
COMPETITION**

Supplies: One sack for each pair of players.

Teams consist of 1 male and 1 female. There will be no bracket for this sport. The winners that cross the finish line in 1st, 2nd, 3rd, and 4th places will receive the winning points.

1. Each partner must put one leg in the sack.
2. When the whistle blows, the pair must hop to the other side of the field and circle around the cone.
3. After circling the cone, the pair must hop back to the start/finish line.
4. The first pair to reach the start/finish line WINS, followed by 2nd, 3rd, and 4th.

Each player's leg must remain in the sack at all times. If a player falls, they are permitted to get back up and continue on.

2024 UNITED WAY CORPORATE CUP CHALLENGE CORNHOLE COMPETITION

These are the general rules adapted from the official rules and regulations of the American Cornhole Association (ACA). For any rules not specified below the official rules at <https://www.playcornhole.org/pages/rules> will preside. In any cases where a clarification is required, the decisions of the officials are final.

PLAY OF THE GAME

Section A. Doubles Play - In doubles play, one member of each team pitches from one cornhole platform and the other members pitch from the other cornhole platform. This is a double elimination competition.

Section B. Innings - Every Cornhole / Corn Toss match is broken down into innings of play. During each inning of play each contestant must pitch all four corn bags.

Section C. Value Of The Corn Bag -

1. **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.
2. **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.
3. **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.

Section D. Delivery Of Corn Bags -

1. In doubles play, the first side of contestants alternate pitching corn bags until they have thrown all four corn bags, then the remaining contestant (pitching from the other cornhole platform) continue to alternate in the same manner until all four corn bags are delivered and the inning completed.
2. A contestant may deliver the corn bag from either the left or right pitcher's box (see above) but, in any one inning, all corn bags must be delivered from the same pitcher's box. A contestant shall pitch the entire tournament with the same hand or arm, except in the case of a medical emergency.
3. Each individual contestant shall deliver the corn bag within 20 seconds. The time shall start when the contestant steps onto the pitcher's box with the intention of pitching.

Section E. Pitching Rotation During the Game - The contestant who scored in the preceding inning shall pitch first in the next inning. If neither pitcher scores, the contestant who pitched second (last) in the preceding inning shall pitch first in the next inning.

Section F. Position of Contestants During Delivery -

1. The pitcher must maintain constant contact with the designated pitcher's box (See diagram above) during the entire address and release of the corn bag. The only exception is for junior and physically challenged contestants, who must simply remain completely behind the 21 ft. foul line when the corn bag is released. The opponent, while not pitching, shall stand behind the cornhole platform at least 2 feet to the rear of the contestant who is pitching. After a short distance contestant (junior or physically challenged) pitches first they must return to the cornhole platform if the opponent or any contestant on an adjacent court is a full distance pitcher.

2. If both contestants use the same pitcher's box to deliver their corn bags, the contestant pitching first should cross over to the other pitcher's box in front of the cornhole platform and then move to the proper position. (see #1 above) As the first contestant is crossing in front the second contestant should be crossing over in back and mounting the pitcher's box from the rear. If both contestants use opposite pitchers' boxes, the contestant who pitches first should step directly back to the proper position described in #1 of this section.

Section G. Foul Corn Bags - A foul corn bag is a corn bag which was delivered in non-compliance with one of the rules of the game. It scores as a corn bag out of the count and is to be removed from the Cornhole / Corn Toss court before any more corn bags are pitched. Corn bags already in the court that have been knocked into foul territory by a foul corn bag should be returned to the scoring area. Additionally, corn bags that are in the count, but are knocked into the hole by a foul corn bag must be returned to their original scoring position.

1. The following are rule violations that must be spotted and called by a contestant or assigned judge. The penalty is to declare the corn bag a foul corn bag, which requires the corn bags to be removed from the court prior to resuming play.

(a) Any corn bag pitched when the contestant has made contact with or crossed over the foul line before the corn bag is released.

(b) Except as provided above, any corn bag pitched when the contestant has started or stepped completely outside the pitching box before releasing the corn bag.

(c) Any corn bag not delivered within the twenty-second-time limit.

(d) A corn bag pitched from a different pitcher's box than the first corn bag.

(e) Any corn bag that contacted the court or the ground before coming to rest on the cornhole platform.

(f) Any corn bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.

(g) Any corn bag that leaves a contestant's hand once the final forward swing of the delivery process has started shall count as a pitched corn bag. A corn bag that is accidentally dropped by a contestant before the final forward swing has started shall not be considered foul and may be picked up and pitched.

2. A contestant's corn bags shall be called foul if the contestant removes any corn bag before the scoring of that corn bag has been agreed upon. A judge shall be called if a decision cannot be reached. The judge shall determine the scoring for the inning.

Section H. Protests - If a contestant desires to make a protest, the protest shall be made to the judge or tournament official at the time the problem occurs. The tournament judge shall make the final ruling on all protests.

LENGTH OF THE GAME

Section A. Point Limits - The Cornhole / Corn Toss match shall be played 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.

Section B. The Inning Must Be finished - The Cornhole / Corn Toss match can never end in the middle of an inning. Thus, if a team that pitches first reaches or exceeds 21 points, the game can not end until the other side is allowed to pitch all of their corn bags and the inning is completed.

Section C. Ties at The End Of An Inning – If the Cornhole / Corn Toss match is tied at 21 or more at the end of an inning, play continues until one team or the other achieves a higher score at the end of an inning and wins the match.

SCORING

Section A. 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.

1. 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.

2. 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.

Section B. Score Calculation - Cancellation scoring may be easily calculated as follows:

1. After all bags have been thrown, add up how many points you earned and compare them to your opponents. Equal points cancel each other out so that only one team can score per round. For example, if you scored 5 points and your opponent scored 3, you will add 2 points to your overall score and your team will throw first in the next round. If you scored 6 points and your opponent scored 6 as well, there will be no points awarded and whoever threw first in the last round will throw first again.

MISCELLANEOUS RULES

- A tossed bag may not touch the ground. If it hits the ground and bounces up on the board, remove it before any other bags are thrown.
- If a bag is hanging off the board and touching the ground, remove that as well.

2024 UNITED WAY CORPORATE CUP CHALLENGE TEAM TRIVIA

Teams are made up of 4-6 players (any coed combination).

How it Works

Team Trivia® is played in rounds. Each round has three questions in different categories. The first three rounds have point values available in five (5), three (3), and one (1). You can use these point values in any order and apply them to your answers, but you can only use each point value once per round.

The halftime question typically will have four correct answers, and each correct answer by the player will give them two (2) points.

After the halftime question, the point values in each of the next three rounds change to six (6), four (4), and two (2). Again, these values can only be used once in each round.

The final question is then asked, and each team will wager a point value of up to 15 points. If a team answers the question correctly, it receives the number of points wagered. If the team's answer is incorrect, the team will then have wagered points subtracted from its previous total. A team may choose not to answer the final question or wager "zero" points and submit an answer. In either case, such team's point total for the game would not change.

The Team Trivia® winner is the team with the most points at the conclusion of the final question. Tie breakers are handled by the host for any teams tied for 1st, 2nd or 3rd places.

The Rules

- 1) NO CHEATING - This means NO cell phones and no reference materials
- 2) Don't shout out the answers
- 3) One answer per team – your team's answer must be turned in by the end of the song
- 4) Answers that have been turned in are final – no corrections
- 5) Rulings made by the Trivia Host are final

2024 UNITED WAY CORPORATE CUP CHALLENGE CO-ED BILLIARDS

Teams consist of 1 male and 1 female. This will be a double elimination tournament.

LAG FOR BREAK

A player from each team will place ball behind the Head Spot and shoot toward the foot rail. The ball must hit the foot rail and travel back toward the Head Spot. The ball closest to the Head Rail will be given the opportunity to break.

HOW TO RACK:

To begin the game of 8-ball, the colored balls are placed randomly in a triangle, called a "rack". The base of the rack is parallel to the short end of the pool table and is positioned so the ball in the tip of the rack is located on the foot spot. The 8-ball is centered while the two corners are occupied by two opposite groups with one being a solid ball and one stripe ball. The game begins with the cue ball in hand anywhere behind the head string.

LEGAL BREAK SHOT

No ball is called, and the cue ball is not required to hit any particular object ball first. If the breaker pockets a ball and does not foul, he/she continues at the table and the table remains open.

A. If the cue ball is touched by the cue tip and does not meet the legal break requirement, it is a foul and gives the non-breaker an option of accepting the table in position and shooting or requesting the offending player to re-break.

B. If the cue ball is pocketed or driven off the table it is a foul and the non-breaking player has cue ball in hand behind the head string or from the "kitchen."

C. If any numbered ball leaves the table or comes to rest on top of a rail, it is a foul and the non-breaking player has cue, to shoot from behind the Head Spot

BALL POCKETED ON BREAK

Legally pocketing the 8-ball on the break wins the game for the breaker; assuming no other foul has been committed.

CALL POCKET

In Call Pocket, it is encouraged that all balls be specified along with their intended pocket. Any bank shot (object ball to rail), kick shot (rail(s) to object ball), or combinations (2 or more balls from either group) must be called to their designated pocket or they are considered a miss. When a player successfully pockets his/her designated object balls they continue their inning until either a miss or foul occurs.

a. After a player calls a shot, all made ball(s) stay in if the call shot is made. Made balls are spotted if the ball that was called is missed. If you make your opponent's ball, it stays in.

CUE BALL FOULS ONLY:

A. Touching the cue ball: Touching or causing even the slightest movement of the cue ball (other than a normal shot), even accidentally, is a foul.

B. SCRATCH: Pocketing the cue ball or driving it off the table is a foul. Ball will be placed in the Kitchen area by opponent for their next shot. If a scratch occurs while shooting the 8-ball, the person or team shooting has lost the game.

SAFETY PLAY

For reasons of strategy, a player may choose to pocket an object ball, and also discontinue his/her inning, by declaring "safety" to the opponent prior to the shot. The player calling "safety" must be sure that the opponent is aware of the declaration.

LOSS OF GAME

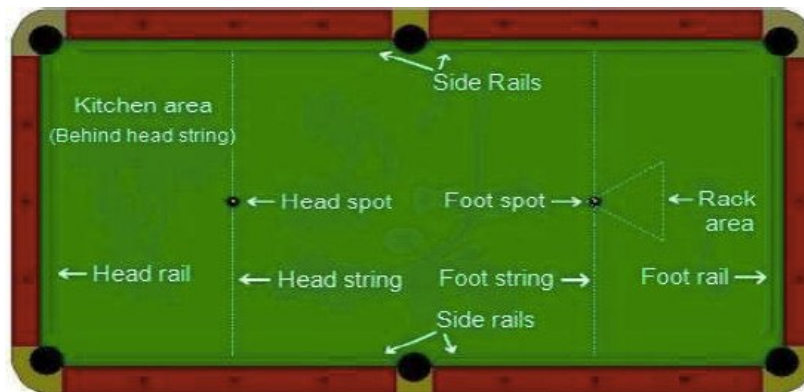
OPPONENT WINS: The opponent legally pockets the 8-ball.

BALL FOUL: When the 8-ball is removed from the table; when the 8-ball is pocketed in the wrong pocket or out of sequence; or when the 8-ball is pocketed while a foul occurred (i.e., shooting player pockets the 8-ball and simultaneously scratches).

BALL TAPPING: Tapping balls is not permitted. The penalty for ball tapping shall result in the loss of the current game after a clear warning has been granted to the offender. Only tournament officials may tap in balls when warranted.

COACHING ASSISTANCE

A player is only allotted the right to ask a team member for input or advice in the planning or preparing to execute a shot once per game and only during their inning. Should the player receive advice from anyone other than a teammate spontaneously or purposely the current game shall be forfeited in favor of the opponent. When the shooting player decides to receive instruction from his/her team, the player is to call a "Time Out." When a "Time Out" is called, the player is to then name one of their team members. The team member selected is to immediately assist the player without conferring with other members and may not use any items or tools to aid the shooting player.



**2024 CORPORATE CUP CHALLENGE
SHOOTING SIMULATOR COMPETITION**

1. Teams will consist of one male and one female participant.
2. Each participant will shoot the simulator targets down three times.
3. The fastest time for each person will be recorded.
4. The participants times will be combined for an overall team score determining 1st, 2nd, 3rd, and 4th place.

The decisions of the Official shall be final. No protests shall be considered.

2024 UNITED WAY CORPORATE CUP CHALLENGE

SPORTSMANSHIP CRITERION

The Sportsmanship award will be decided by the United Way and the UWCCC Committee utilizing, but not limited to, the criterion below. Each team will be given a Sportsmanship rating for each event and the results will be tabulated upon completion of the competition. While this award does not play into the scoring for the event, it is encouraged that teams understand the criteria below:

You demonstrate good sportsmanship when you show respect for yourself, your teammates, and your opponents, for the coaches on both sides, and for the referees, judges, and other officials helping to organize the United Way Corporate Cup Challenge.

1. Remember that you play a game WITH an opponent, not against them. Treat your opponent with respect and remember that both of you are entitled to enjoy the game.
2. Be friendly. Smile!
3. Win, lose or draw: Congratulate your opponent on a good game and shake.
4. Play fairly and honestly.
5. Remember that rulings by the judge are final, even if wrong. Play on!
6. Never deliberately insult your opponent. Be very careful that friendly trash-talking doesn't stray into inappropriate bragging or teasing.
7. Never take offense where none was intended.
8. Don't be a rules lawyer. It's OK to be correct, but don't use the letter of the rules to abuse the spirit of the rules.
9. Remember, this is a CHARITY event. The whole purpose is to raise money for the less fortunate in our area. We are playing games, not resolving matters of life or death. 'Win at all costs' has no place in this competition.

Lastly, sportsmanship isn't just reserved for the people on the field. Fans also need to be aware of how they behave during competition. Sportsmanship is a style and an attitude, and it has an influence on everyone around you.