

AEROSPACE SUMMER GAMES

Competition Rulebook



SAT, JULY 11

2026

EL CAMINO COLLEGE

16007 Crenshaw Blvd, Torrance, CA 90506

TABLE OF CONTENTS

General Notes	3
<i>Note on Team Gender Distributions</i>	<i>3</i>
Participating Companies.....	4
Event Schedule	5
Event Leads, Scoring, And Competition Rules.....	6
<i>Event Coordinators</i>	<i>6</i>
<i>Event Scoring.....</i>	<i>6</i>
<i>Live Scoring</i>	<i>7</i>
<i>General Rules.....</i>	<i>7</i>
<i>Director Authority</i>	<i>7</i>
<i>Clothing</i>	<i>8</i>
Activities & Gameplay.....	9
<i>Canned Food Drive</i>	<i>9</i>
Rules	9
Scoring	9
Recommended Donation Items.....	9
<i>Basketball</i>	<i>10</i>
Teams & General Rules	10
Setup	10
Gameplay.....	11
Penalties & Rule Enforcement	11
Competition & Scoring.....	12
<i>Cornhole</i>	<i>13</i>
Teams & General Rules	13
Setup	14
Gameplay.....	14
Penalties & Rule Enforcement	15
Scoring	15
<i>Dodgeball</i>	<i>17</i>
Teams & General Rules	17
Setup	17
Rules of Engagement.....	18
Game Play.....	19
Competition & Scoring.....	20
<i>Executive Golf.....</i>	<i>22</i>
Teams & General Rules	22
Setup	23
Check In.....	23
Scoring	24
Game Play.....	24
<i>Human Pyramid</i>	<i>25</i>
Setup	25

Timing & Scoring	26
<i>Pickleball</i>	27
Teams & General Rules	27
Setup	27
Gameplay.....	28
Penalties & Rule Enforcement	30
Competition & Scoring.....	30
<i>Relay Race</i>	32
Teams & General Rules	32
Setup	32
Gameplay.....	33
Penalties & Rule Enforcement	35
Scoring	35
<i>Soccer</i>	36
Teams & General Rules	36
Setup	37
Clothing.....	38
Game Play.....	38
Penalties & Rule Enforcement	40
Free Kicks	43
Scoring	44
<i>Tug of War</i>	47
Setup	47
Game Rules	47
<i>Ultimate Frisbee</i>	49
Teams & General Rules	49
Clothing.....	49
Setup	49
Game Play.....	51
Penalties & Rule Enforcement	52
Scoring	53
<i>Volleyball</i>	54
Teams & General Rules	54
Setup	54
Game Play.....	55
Competition Setup	55
Competition & Scoring.....	56
<i>Water Ball Toss</i>	57
Setup	57
Game Play.....	58
Scoring	59

GENERAL NOTES

- Aerospace Summer Games Website: <https://aerospacesummernames.com/>
 - Please reference this website for the most up-to-date event information!
- WhatsApp for Event Discussion: <https://chat.whatsapp.com/FnVSaFMdsPg2ZkEU2HAvUd>
- **Try your hardest!**
 - Participants are **required** to give their honest best effort while competing in the games. This means a company cannot intentionally try to place second or third by purposely losing event(s). Any company found to be in violation of this policy (at the determination of the tournament director) may be banned from participating the following year.
- Please bring a reusable water bottle!
 - We are looking to make ASG 2026 as green as possible! There will be water filling stations available!
 - Please feel free to bring your own snacks/beverages.
- Event Rules:
 - No alcohol
 - No animals (except Service Animals, as defined by the [ADA](#))
 - No drugs
 - No weapons
 - No cleats with metal spikes
 - No cleats on the track
 - Athletes: please bring a change of shoes for the group picture in the stadium, if you are wearing cleats while competing.
 - **DO NOT TAKE ITEMS FROM COMPANY TENTS WITHOUT APPROVAL!**
 - Individuals caught taking shirts/food/other items from company tents without permission may result in repercussions taken against their company and affect their ability to participate in future Games.
 - Clean up after yourselves! We will have janitorial support, but we are also encouraging companies to clean up after themselves with their own trash bags throughout the day.
- **No single-gendered teams allowed***. See below.
- Have fun!!!

NOTE ON TEAM GENDER DISTRIBUTIONS

The Aerospace Summer Games is an inclusive and equitable event designed to promote participation from a wide range of individuals. In that regard, all activities will be required to maintain a fair gender distribution on competing teams. No all-gender teams will be permitted*, with the exception of Executive Golf, and individual sports may impose additional gender balance guidelines as deemed necessary by the Aerospace Summer Games Committee. Please read the rules of each activity carefully, as gender policies may have changed from previous years.

**Note specific guidelines for two-player sports such as cornhole, water ball toss, and pickleball.*

PARTICIPATING COMPANIES

COMPANY	ACRONYM	COLOR	COMPANY	ACRONYM	COLOR
Aerospace Corporation	TAC	#000000	L3Harris Anaheim	L3HA	#4169E1
Allied Machine & Engineering	AMEC	#000000	Lisi Aerospace	LA	#1E90FF
Anduril Industries, Inc.	ANDR	#FFFFFF	Lockheed Martin Skunk Works	LMSW	Blue
AnySignal, Inc.*	AS	#FFFFFF	Mach Industries	MACH	#000000
Apex	APEX	#FFFFFF	Millennium Space Systems	MSS	#FCE099
Argo Space	ARG	Grey	Moog	MOOG	#800000
Astrolab	AST	#AB9D89	Northrop Grumman	NGC	Black/Teal Tie-Dye
AV (AeroVironment)	AV	Sand/Beige	Odys Aviation	ODYS	#DB3E3E
Bay Area Team*	BAT	Blue	Ontic	ONT	Dark/Navy Blue
Beacon Hill Technologies	BHSG	#89CFF0	Orbital Operations	OOPS	TBD
Beckhoff Automation*	BALA	Blue	Parker Hannifin	PAS	#363737
Blue Origin	BLU	#0033DD	PCC Permaswage	PCC	Navy Blue
Boeing	BOE	TBD	PPG Industries	PPG	N/A
Booz Allen Hamilton	BAH	#0057B8	Reflect Orbital	RO	White & Orange
Burns & McDonnell	BMcD	#0057B8	Relativity Space	RS	Blue/Purple Ombre
Cambium	CAM	Grey	Rocket Lab	RKL	#000000
Canopy Aerospace & Defense	CNPY	Dark Blue	Rolls Royce*	RR	TBD
Castelion Corporation	CAS	#FFFFFF	RTX	RTX	#000000
Crane Aerospace & Electronics	CAE	#FFDD00	Safran Cabin - WWS	WWS	Blue
Deloitte	DTT	TBD	Scaled Composites	SC	Orange
Divergent Technologies	DIV	Gray	Sensor Systems Inc	SSI	#36454F
Eaton	ETN	#005EB8	Sift	SIFT	TBD
Epirus	EPI	TBD	Skyryse Inc.	SKY	Orange
General Atomics	GA	#000080	SpaceX	SPCX	Blue/Purple Tie Dye
General Dynamics Mission Systems	GDMS	Navy Blue	Stratolaunch	STRT	#008080
General Galactic*	GG	#00FF00	Team Edwards	EDW	TBD
Glenair*	GB	#1E439B	Teledyne	TDY	#000000
Hadrian	HAD	#002548	Terran Orbital	TOC	#48B1D8
Heart Aerospace*	HA	#FFFFFF	ThinKom Solutions Inc	TKS	Blueish
Hermeus	HER	Yellow	TransAstra*	TRA	Blue
Honeywell Aerospace	HONA	#36454F	Turion Space Inc*	TSC	#EDE7D9
Howmet Aerospace	HFS	#FFDF00	Varda Space Industries	VRD	#C2B280
ITT Aerospace Controls	ITT	Grey	Vast	VAST	TBD
JPL	JPL	#E4002B	Virgin Galactic	VG	Gray
Karman Space & Defense	KRMN	#FFFFFF	Wardstone*	WSTN	#FFFFFF
Kirkhill Inc.	KH	Grey	Woodward	WWD	#800000
L3Harris	L3	TBD	*Small companies who are partnering		

Please note that shirt colors are to be used for reference only and are subject to change on the day of the games. This table is just to be used as a guideline in helping people identify their company's players throughout the day.

EVENT SCHEDULE

6:00 AM	Company & Tent Set Up										
6:30 AM	Check In			Cornhole Board Drop Off							
7:00 AM	Volleyball Soccer	Check In	Check In	Check In	Company Leads Meeting						
7:30 AM											
8:00 AM		Ultimate Frisbee	Basketball	Dodgeball Pickleball (7AM Check In) Cornhole	Check In	Canned Food Drive					
8:30 AM											
9:00 AM					Executive Golf						
9:30 AM					Check In						
10:00 AM					Water Ball Toss						
10:30 AM											
11:00 AM											
11:30 AM											
12:00 PM	GROUP PHOTO - 12:00 PM in the Football Stadium										
12:30 PM				Lunch Break							
1:00 PM	Volleyball Soccer	Ultimate Frisbee	Basketball	Dodgeball	Tug of War	Relay Race	Human Pyramid				
1:30 PM				Pickleball							
2:00 PM				Cornhole							
2:30 PM											
3:00 PM											
3:30 PM											
4:00 PM	Final Scoring										
4:30 PM	Closing Ceremonies										
5:00 PM	Site Cleanup										
5:30 PM											
6:00 PM											

Food trucks will be open for orders in Lot H between 11:00 AM and 2:00 PM.

EVENT LEADS, SCORING, AND COMPETITION RULES

EVENT COORDINATORS

Event	Coordinating Company
Canned Food Drive	Vast & Hadrian
Basketball	ITT & Ontic
Cornhole	Mach Industries
Dodgeball	Northrop Grumman & RTX
Executive Golf	Woodward
Human Pyramid	JPL
Pickleball	SpaceX
Relay Race	Vast
Soccer	Boeing & RTX
Tug of War	SpaceX
Ultimate Frisbee	Lockheed Martin Skunk Works
Volleyball	Northrop Grumman
Water Ball Toss	Honeywell & Teledyne

EVENT SCORING

Event	Team Ranking																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Basketball	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Cornhole	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Dodgeball	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Executive Golf	20	15	10	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Human Pyramid	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Pickleball	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Relay Race	40	38	36	34	32	30	26	26	22	22	18	18	14	14	4	4	4	4	4	4
Soccer	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Tug of War	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Ultimate Frisbee	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Volleyball	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Water Ball Toss	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Food Drive	15	10	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

NOTES

1. If a company has multiple teams competing in the same event, only the highest-ranking team will score points.
2. All ties are scored by averaging. For example, a 3-way tie for 5th will result in each team receiving $(32+30+28)/3$ points.
3. Companies who sign up for **bracketed games** and do not show up or have enough players will be deducted 10 points per competition in which this rule is violated. The deduction will be added to the company's cumulative score. Games are Volleyball, Soccer, Dodgeball, Tug of War, and Frisbee.
4. **The winning team of an event will always be awarded 40 points.** If there are more than 20 teams participating in an event, the 20th and subsequently placed teams will all be awarded 2 points each. This rule applies to all events except for the Food Drive and Executive Golf.

LIVE SCORING

Scorekeeping will be done primarily through the new Aerospace Summer Games app, both for individual sport standings and overall ASC score. Only official scorekeeping volunteers will be allowed to input scores into the app, but all will be able to view it. If a team wishes to contest a score, the team is encouraged to take it up with the company organizing that event. The organizing company is to report any valid discrepancies to the scorekeeping volunteers.

The event app can be accessed through this website: <https://asg-app-1.onrender.com>

GENERAL RULES

1. Behave respectfully and courteously in the spirit of fair play towards teammates, opponents, and spectators.
2. Refrain from actions aimed at delaying the game or taking unfair advantage.
3. Do not make derogatory remarks about or to opponents or spectators.
4. Refrain from the use of profanity.
5. Players must refrain from intentionally trying to distract an opponent who is playing.
6. Players may not commit any act which delays the game unnecessarily.
7. Players must not intentionally damage tournament equipment.
8. Physical assault or intimidation of opponents or spectators by players is prohibited.
9. No alcohol, drugs, drug paraphernalia, or weapons permitted.
10. No pets permitted – leave your fur children at home!
11. Keep the campus clean! *All attendees and participating companies must clean up after themselves before leaving the games.*
12. Trash drop-off location is available on maps above. All companies are responsible for placing their trash bags at the appropriate location or disposing of trash in appropriate dumpsters.

DIRECTOR AUTHORITY

The tournament director is the newly founded Aerospace Summer Games 501(c)(3) organization. This group will organize, plan, and facilitate ASC, but ***will NOT*** be financially obligated to fund the entire event. Instead, event costs will be split among all participating companies to encourage all competitors to give their maximum effort while playing.

The tournament director has the authority to alter rules and make decisions not covered in the rules. If the tournament director does alter the rules, they must advise the participants of those changes prior to the start of the event. The tournament director has absolute authority over players, game officials and spectators, on and off the court at a tournament, where the maintenance of order is concerned, and may impose disciplinary measures as needed. The tournament director has the authority to settle all disputes. The tournament director is the sole authority who determines if weather conditions warrant a suspension or cancellation of play. The tournament director is the final authority in determining if courts are safe and playable.

CLOTHING

A player's clothing must be presentable and appropriate for the competition. Players on the same team are permitted and encouraged to wear the clothing representing their respective companies. Players may wear hats, visors, or sunglasses at their own risk. For sand sports, players may play barefoot, in socks, or in sand socks. All grass sports (with the exception of human pyramid) are required to be played with close-toe shoes on – **NO BAREFOOT PLAYING ALLOWED** and **NO METAL CLEATS**.

Please also note that *cleats cannot be worn on the track!* Plan to bring a change of shoes for the group picture in the stadium if you intend to wear cleats to compete.

ACTIVITIES & GAMEPLAY

CANNED FOOD DRIVE



RULES

- Donation cutoff is at 12:00 PM SHARP.
- **No expired items or glass containers!**
- For ease of transport, it is requested that donations be brought in boxes.
- A minimum of 10 items donated is required for a company to be deemed a 'participant'.
- Items brought in bulk will be counted in terms of a standard package size, as opposed to individual number of items (i.e., 36-roll bulk toilet paper from Costco will count as 6 standard 6-roll packs)

SCORING

- The company with the most donated items will receive 15 points towards the overall event scoring.
- The company with the second most donated items will receive 10 points towards the overall event scoring.
- All other companies who participate will receive 5 points (10 items minimum).

RECOMMENDED DONATION ITEMS

All food items will be donated to [CASE Pantry](#) and [LA Food Bank](#). The following items are in highest demand:

Breakfast	Lunch	Dinner	Snacks	Drinks	Hygiene
• Jams & Jellies (<i>not grape</i>) • Breakfast Bars • Pancake Mix • Muffin Mix • Syrup • Honey	• Canned Meats/ Chicken • SPAM • Dried Fruit • Crackers • Condiments • Peanut Butter (<i>name brand preferred</i>)	• Soups • Pastas • White Bread • Potato Dishes • Canned Chili • Canned Stew • Salad Dressing	• Cookies • Jell-O • Granola Bars • Cake Mix • Pudding Cups • Canned Fruit • Raisins • Beef Jerky	• V-8 Juice • Apple Juice • Juice Packets • Gatorade • Coffee/Tea • Drink Mixes • Hot Chocolate • Lemonade	• Toothpaste • Deodorant • Q-Tips • Feminine Products • Shampoo • Conditioner • Razors • Shaving Cream • Paper Products • Laundry Supplies

BASKETBALL

Teams per Company	Players per Team	Number of Rounds	Referee Method
1	5 - 12*	2 - 7	Official Refs

**No single-gendered teams allowed*

TEAMS & GENERAL RULES

- 1 team allowed per company, with 5 players allowed on the court at a time.
- A maximum of 12 players are allowed on a roster.
- At least one player must be of a different gender (i.e., no single-gender teams allowed).
 - If a team cannot field a player of a different gender, they are permitted to play a player down; however, no more than 4 players of a single gender will be allowed on the court at a time.
- Players can substitute during any dead ball, including during timeouts.
 - Players wishing to substitute must be acknowledged by the official before entering the court.
- Matches will be double-elimination style, with each team guaranteed two games.
- For administrative purposes, all players on the court must be wearing the same color and have a jersey number.
 - Pinnies are permitted in lieu of actual matching shirts.
 - Players are permitted to tape or write on numbers, if needed.
- Players must wear closed-toe shoes while on the court; no spikes or cleat treads permitted.

SETUP

- Play will be 5v5 co-ed, played on full-size youth courts, approximately 74' x 42'.
- There will be two locations for basketball: El Camino's Main Gymnasium and the North Gym. The teams will be split into two brackets such that a company will play all its games (with the exception of the final matchup) in the same gym.

GAMEPLAY

- Any rules not outlined in this rulebook will follow the NCAA basketball rules.
- Games are 10-minute running clocks or first team to 11 points, whichever comes first.
 - Each basket is one (1) point, with a three-point shot counting as two (2) points.
 - If no team makes it to 11 points, whichever team is ahead at the end of the regulation time will be declared the winner.
 - If the game is tied at the end of the 10-minute period, the match will continue as sudden-death (first point or free throw made wins).
- Teams will be permitted one (1) 30-second timeout per game.
- The clock **will not stop** in the last two minutes (due to time and schedule constraints).
- There will be no official shot-clock, but clear stalling or running-down of the clock may be called out by the official and result in a turnover of possession.
- Play may be stopped at the discretion of the officials for any reason at any time.
- **Teams who will be playing in the next match on a court will be responsible for keeping score of the prior match.** This is to ensure all teams are present and ready to play exactly at their scheduled match time.
- Teams will be given a 2-minute grace period to show up for their match.
 - If, at the end of those two minutes, a team does not have at least four (4) players present and ready to play, they will forfeit the game, and the opposing team will win with a score of 6-0.
 - If a team shows up late for their match, the playable match time will be reduced in order to maintain the tournament schedule.
- All games will begin with a jump ball then alternate possession the rest of the game.

PENALTIES & RULE ENFORCEMENT

Fouls

- An official will oversee each match and be responsible for calling all fouls & violations.
- Officials may call a technical foul for anything that, in the judgment of that official, is thought to be an overt reaction (loud cursing, taunting, etc.) or unsportsmanlike behavior on the part of an individual/team (including spectators & subs).
- Technical fouls are an automatic one (1) point for the other team, plus possession and the offending player must sit out for two (2) minutes (modified hockey penalty rule).
- Players are allowed five (5) fouls per match. If a player reaches this foul limit, they will be ejected from the game (fouled out).
 - Any player receiving 10 cumulative fouls throughout the day will be ejected from the rest of the tournament.
- Ejections of any kind result in one (1) point for the opposing team, plus possession.

Shooting Fouls & Free Throws

- Shooting fouls:
 - A single one (1) point free-throw is permitted for a one (1) point shooting foul.
 - A single two (2) point free-throw is permitted for a three-point shooting fouls.

- A free throw attempt must be made within 10 seconds from the time the ball is at the disposal of the shooter.
- Free throw lane line restrictions:
 - Players along the lane may move once the ball is released.
 - Free throw restrictions apply for the shooter and those lined up behind the three-point line until the ball hits the rim.
 - Players occupying marked free-throw lane line spaces may not enter the free-throw semicircle until the ball touches the ring or until the free throw ends.
 - Only 2 offensive players may line up along the lane line for a free throw.
 - 2 defensive players must occupy the spot above the block. The offensive team then has priority to occupy the next two spots above those defensive players on either side of the lane. The remaining spots may be occupied by any team but with priority given to the defensive team.
 - The spots below the block on either side must remain unoccupied.
 - A maximum of 2 offensive and 4 defensive players are allowed on the lane lines.

The following actions are considered auto-disqualifiers and will result in a player's immediate expulsion from the game & tournament:

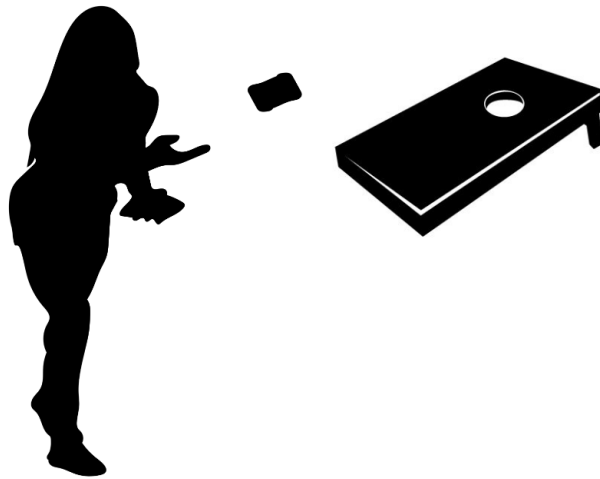
- Intentional flagrant fouls (e.g., dangerous plays that involve severe and unnecessary contact like pushing a player in the back while in the air, undercutting or fighting).
- Intentional and technical fouls apply the same for ejections (meaning – if a player gets an intentional foul and then picks up a technical foul in the game, that's an ejection).
- Intentional contact with an official.
- Threatening another player, official, or spectator.
- Clear, continuous unsportsmanlike conduct.

Players are not permitted to protest game results or argue with officials post-game; all official rulings are final.

COMPETITION & SCORING

- Overtime procedure:
 - If a game is tied at the end of the 10-minute regulation period, the match will move to sudden-death with the next basket winning the game.
 - Initial possession will be determined by a jump ball.
- Scoring errors can be corrected at ANY point during the game.
- Scoring will follow the standard double-elimination format with the winner being decided via a single game.
 - The winner of the winner's bracket & winner of the loser's bracket will play in the championship match; the winner of that match takes first place.
 - The winner of the winner's bracket **does not have to lose twice.**
- The remaining team rankings will be determined first by the number of wins, then by point differential.
- Scoring for the event will follow the standard 40/38/36/34/etc. ASG point system.

CORNHOLE



Teams per Company	Players per Team	Number of Rounds	Referee Method
4*	2	Varies	Self-Ref

**All teams from a company may not be single gender. At least one player on one team needs to be of a different gender (i.e., 3 out of 4 teams can be all male, but 1 team must have at least 1 female).*

TEAMS & GENERAL RULES

- 4 teams per company.
- Initial matches will be played as a pool-play style tournament, with each team guaranteed 4-8 pool matches. The winner of each pool will move onto the championship bracket which will be played as a Swiss tournament, with each team playing an additional 6 matches.
 - Pool play ranking will be determined first by number of wins, with tie breakers determined by point differential then total points scored, in that order.
 - Championship bracket ranking will be determined by match wins vs. tied teams, with tie breakers determined by point differential then total points scored, in that order.
 - Every team of two is responsible for documenting the exact final score of each game. They may choose to individually enter each match result into the event app, or fill out the paper score sheet and report it to the main Scorekeeper after each game is finished.
- Multiple matches will be played at a time until the tournament is over.
- Each pool will have 1-2 dedicated board sets for their play. All pool matches should be played at these same sets.
 - Championship matches may be played at any available board set. Challonge will inform teams of their match ups after each Swiss round.
- Both members of a team must be present and ready to play within the first 5 minutes of their assigned gameplay period, or the team will be eliminated, marked as a forfeit.
- Player substitutions are only permitted between pre-determined alternates for a company. No on-the-spot substitutions will be allowed.

SETUP

- The two cornhole boards will be spaced 27 feet apart, front edge to front edge, tilted towards each other.
 - It is imperative to always maintain the 27-foot distance; markers will be put in place so you may realign the boards after each round as needed.
- Each team will have one player on either side of the cornhole lane.
- Each team will begin with 4 cornhole bags, all on the same side of the court.
 - It's up to the players to decide which side they will be shooting from, either left side of the board, or on the right side of the board. Once that's determined between players you must throw the bags from that side only, you aren't allowed switch sides once that's decided.



GAMEPLAY

Players

- Players shall line up on opposite sides of the court from their partner, and directly across from their partner, behind the cornhole board.
- Players shall toss with both feet behind the front edge of the cornhole board towards the board opposite them. The front foot of the player who is tossing shall be touching the ground.
 - The front foot of the player tossing is not allowed to go beyond the foul line, however it's okay if their arm goes past the foul line so long as they don't step past the foul line when throwing.
 - If the foul line is breached, the player on the opposite team should give a fair warning and report it to the referee; if it continues, the shots will be disqualified and not counted, and the player loses the shot.
- Players are not allowed to interfere with or intentionally distract their opponents during bag tossing.
- Bags must be tossed underhanded. Side-arm or overhand throws will be disqualified and removed from the play area.

Match

- One player from each team will play a single round of Rock-Paper-Scissors against each other. The winning team will toss first in the first round.
- The two opposing players on one side of the court will begin the game by tossing all 8 bags (4 each), alternating which team is tossing 1 bag at a time.

- Once all 8 bags have been tossed, points for the round will be tallied, bags will be removed from the play area, and then the 2 players on the other side of the court will take their turn tossing at the board opposite them.

PENALTIES & RULE ENFORCEMENT

If the judges or tournament director calls a foul, a warning will be given. If the foul continues the team will be disqualified. The following actions are considered fouls:

- A player intentionally interferes or distracts an opponent while they are tossing.
- Tossing with either foot in front of the foul line and stepping over the foul line when in the act of tossing a bag – NO EXCEPTIONS.
- Throwing a bag side-armed or overhanded.
- General aggression, slander, or smack-talk.

The following actions are considered auto-disqualifiers:

- Throwing a bag at another player.
- Threatening another player, official, or spectator.
- Clear unsportsmanlike conduct.

SCORING

- Gameplay will continue back and forth until one team has reached (or exceeded) a total score of at least 21 points or the 10-minute play period ends, whichever happens first.
 - Scores DO NOT have to be exactly 21, just at or over.
- Points are scored as follows:
 - A bag that has gone through the hole is worth 3 points.
 - A bag that is fully or partially on the board is worth 1 point (even if it is partially through the hole).
 - A bag that touches the ground (regardless of if it is partially or mostly on the board) is worth 0 points.
 - Bags that are tossed and hit the ground first then hop on the board are not counted as a point. The player will not retrieve the bag to throw again either. The bag needs to be removed immediately before the next person tosses their bag.
- Each team will tally their points and confirm with their opponent before removing bags from the board once each side has thrown all four bags.
- Each team is responsible for documenting and recording the final points of the game and either entering them into the event app or providing them to the scorekeeper at the end of each match.
- Aside from the first round of tossing, the team to toss first in each a round will be the team that scored in the previous round (only one team can score in any round, or you can have a draw which means no team scores any points).
 - If a round ends in a draw, the tossing order of the earlier rounds will continue.
 - Example: A round starts with Teams A tossing first. Teams A & B end their

round in a draw. The next round will continue with Team A tossing first.

- We will be using cancellation scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each round.
 - Please wait until all four bags are tossed before counting points.

Tournament Scoring

- The initial tournament will be pool-play style with each team guaranteed 4 games and up to 8.
 - A win earns a team 4 points
 - If the game is not over before time expires, the winner will be the team with the most points.
 - A win due to an absent opposing team is 2 points
 - A tie earns each team 1 point
 - A loss is 0 points (2 absent teams earns both teams 0 points)
- Teams must record the total number of points scored for each match, along with the match winner. Point differentials will be used to determine tiebreakers.
 - Example: Team A vs Team B ends with a score of 24-10. Team A will have a +14 differential. Team B will have a -14 differential.
- After all games are complete, teams will be ranked points will be allotted according to the chart in the 'Event Scoring' section of the rulebook.
- Event scoring is assigned on a company basis and not a team basis. Event points cannot be assigned to any company twice.
 - For example, if teams from Company A gets both 1st and 2nd place based off points earned, Company A can still only win 1st place for the event. The next highest company will take 2nd place event points, and so on.

DODGEBALL



Teams per Company	Players per Team	Number of Rounds	Referee Method
2	8*	2 - 8	Appointed Refs

**No single-gendered teams allowed*

TEAMS & GENERAL RULES

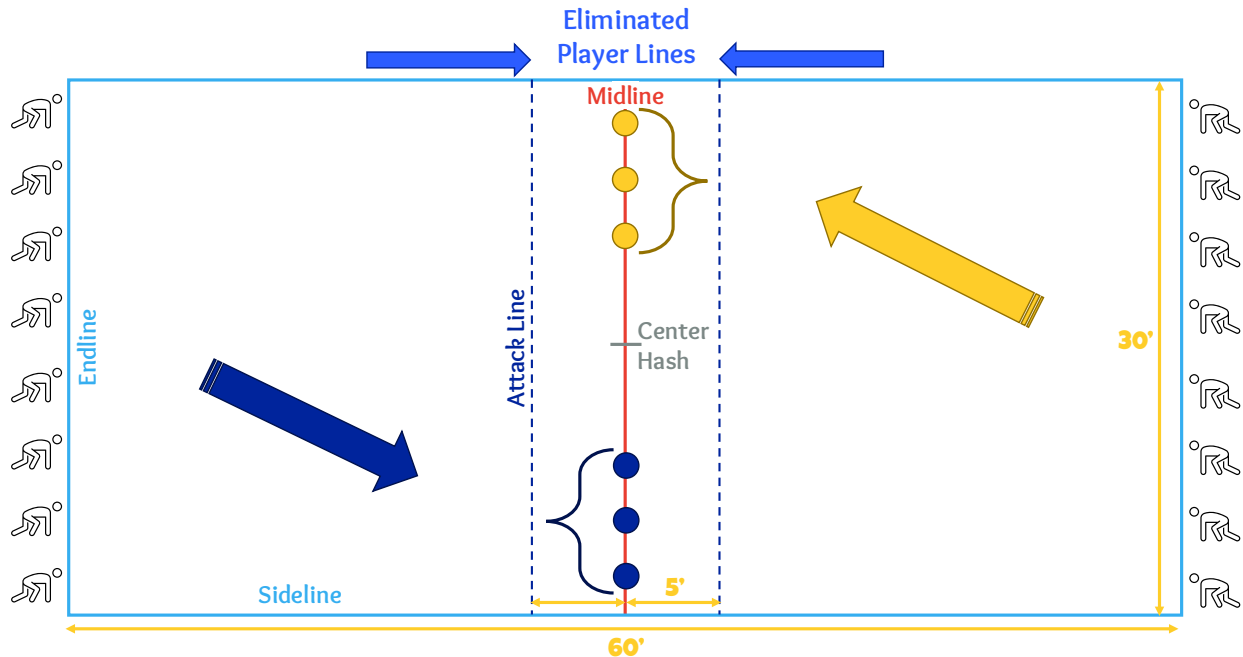
- Substitutions are permitted in case of injury; however, they must be approved by the check-in table before the match begins.
- There will be 4 courts with a bracket and corresponding match number made available ahead of time. Please check in at the dodgeball area well before your scheduled start time in case earlier games go faster than scheduled to.
- A single individual **MAY NOT** play for multiple teams. Team shuffling is also not allowed except for in case of injury (example: Jill is on team #2 for her company but they are eliminated. Team #1 from her company makes it to the final round, and since Jill is better at dodging than Jack, she replaces him on the roster for the final game).
- Players *must* wear close-toed shoes.

Rule Enforcement

- During matches, rules will be enforced primarily by the "honor system".
- Players will be expected to rule whether or not a **hit** was legal or whether they were legally eliminated.
- All matches will be supervised by at least one referee.
- The referee's responsibility will be to rule on any situation in which teams cannot agree. THE REFEREE'S DECISION IS FINAL – NO EXCEPTIONS.

SETUP

- The court shall be a rectangle 60' long and 30' wide, divided into 2 equal sections by a center line and attack-lines 5' from, and parallel to, the center line.
- There will be 6, 6" rubber dodgeballs per court.
- There will be 4 total courts, with a scoring table situated next to the dodgeball area.
- Dodgeball will be indoors, located in the gymnasium.



RULES OF ENGAGEMENT

Boundaries

- During play, all players must remain within the boundary lines.
- Players may leave the boundaries through their end-line only to retrieve stray balls if no balls remain on their side. They must also return through their end-line.
- Bystanders outside of the boundaries are allowed to shag balls.

Opening Rush

- The game begins by placing the dodgeballs along the center line – 3 on one side of the center hash and 3 on the other.
- Players then take a position behind their end line.
- A signal by the official starts the contest, and at that time teams may approach the center line to retrieve the balls.
- ***Teams may only retrieve the 3 balls to their right of the center hash.***
- Once a ball is retrieved, it must be taken behind the attack-line before it can be legally thrown.
- After the opening rush players can move past the attack line to throw a ball as long as no part of their body crosses the center line.
- If players attempt to retrieve a ball from the left side of the center hash, play will be stopped, and the offending player(s) will be called out.

Winning a Game/Time

- The first team to legally eliminate all opposing players will be declared the winner.
- A 3-minute time limit has been established for each contest with verbal warning given 30 seconds prior to the 3-minute mark.
 - If neither team has been eliminated at the end of the time limit, the team with the greater number of players remaining will be declared the winner.
 - If there is still a tie, an additional 1-minute round of sudden death mode (any player getting out on either team will end the match) will be played if timeline allows before next scheduled game.
 - Any further ties will be broken by random process (coin flip).

GAME PLAY

Definitions

- **Live:** A ball that has been thrown and has not touched the floor/ground, or another item or person *outside* of the playing field.
- **Dead:** A thrown ball that has hit the ground or another item or person *outside* of the playing field.
- **Out:** When a player is hit by a live thrown ball from the other team they are out and must exit the court and line up on their team's sideline.
- **Hit:** When **live** thrown ball contacts an opposing player, this renders the player **out**.
 - A player is considered **hit** if the live ball impacts any non-head portion of the body (including clothing, jewelry, etc.).
 - A **hit** player is not officially **out** until the live ball that struck him becomes dead. Until then, the player may make throws or catch other balls.
 - A **live** ball may hit multiple players before it touches the ground, rendering them all out. However, the ball may also be caught at any time while it is **live**, thus saving any opponents it **hit** previously and rendering the thrower **out**.
 - A player that is **out** should clearly step to the sideline, so as not to sneak back in the game. Failure to clearly step to the sideline when **out** may result in automatic forfeit of the game by the player's team, at the judgment of the referee.
- **Catch:** Catching a live ball thrown by your opponent renders the thrower out. In addition, if players on the catcher's team are **out**, the next player in line on your team who is **out** is declared **in**.
 - A player catching a ball must land with 2 feet inbounds with the ball (football rules).
- **Deflection:** A player in control of a ball may use that ball to deflect any other ball thrown at them. A ball deflected by a player is still a live ball and may continue to impact other players (or the same player) to cause a hit. A deflected ball may also be caught by a player on the receiving side, rendering the thrower **out** and saving any hit players.
 - If the ball used to cause a deflection is fumbled (dropped) by the player before the deflected ball becomes dead, then the player is out.
 - A ball deflected across any boundary line (including the midline) becomes a dead ball and can no longer be caught or render any hit player eliminated.

- **Kicking:** Kicked balls do not count as live balls. A player may only kick a ball to pass it to a member of their team, or to roll the ball to the opponent team's side (turnover).
 - The intent of the kicked ball is up to the referee's discretion; any kick that is not deemed as a pass/turnover will cause the player in question to be called "out".
 - Any additional offenses by that team will result in the immediate expulsion of the player in question from the game.

Violations

- **Headshots:** Headshots do not count.
 - If a player is hit by a directly thrown ball above the shoulders while standing upright or in a slight crouch, the player is not out.
 - A warning shall be directed to the opposing player that threw the ball; any additional headshots will result in the throwing player being called out.
 - Any deliberate headhunting will result in the offending player being called **out** immediately with no warning. This rule is at the discretion of the referee.
 - Players that are struck above the shoulders while ducking are not protected by this rule.
- **Pinching:** At no time shall a player be allowed to pinch a ball. Pinching is defined by manipulating the ball by having rubber touch rubber inside the ball. If pinching is seen the ref will give verbal warnings and possibly call a player **out**.
- **10 Second Violation:** To promote game play and reduce stalling, a violation will be called if a team in the lead controls the majority of the balls (4) on their side of the court for more than 10 seconds. Blatant stalling in this fashion will result in the referee giving **ALL** balls to the opposing team.
 - The referee will give a 5 second verbal countdown (5... 4... 3... 2...) to indicate that a team must relinquish the balls on their side.

COMPETITION & SCORING

- The matches will be double elimination, distributed across the 5 dodgeball courts.
 - The progress of matches may be monitored through the tournament app.
- Starting bracket matchups between teams will be seeded by the top 20 finishers from last year's ASC, and then randomly dispersed for all slots after that.
 - If a team wins a match in the main bracket they continue playing in the main bracket.
 - If a team loses a match in the main bracket, they move to the loser's bracket.
 - If a team loses a match in the loser's bracket, they are eliminated.
- The match organizer will ensure that there are no matches between teams from the same company in the first two rounds of the bracket. However, due to the double-elimination style format of the competition, companies may end up playing their own team in later stages.
 - **There will be no switching of match ups during the competition to prevent pairings of teams from the same company.** The schedule at the start of the day is final and will only be changed in extraordinary circumstances, as determined by the competition and sport directors.

- Each match is assigned to a 10-minute time slot on the schedule. It is up to the referees to make sure that each court stays on schedule.
 - **Teams should be at the dodgeball courts and ready to play at least 15 minutes prior to their estimated start time** (in case games are resolved faster than anticipated).
 - Games may start earlier than the advertised start time, so be aware of the progress at each court.
- A 1-minute grace period after a game is announced will be given to teams not fully present at their start time.
 - After 1 minute, the game will start with however many team members are present.
 - Late arriving members may be brought into the game only in the event of a teammate catching a ball thrown by the other team.
- If neither team shows for their match time, the match will result in a loss for both teams.
- After each game, the referee will record which team won and which team lost. In addition, the referee will also mark down the “Final Player Count” for each team if applicable.
- If a team wins via forfeit (the opposing team does not show up on time for the match) the winning team will be awarded a win with a 6-0 Final Player Count.
- Scoring will follow the standard double-elimination format with the winner being decided via a single game.
 - The winner of the winner’s bracket & winner of the loser’s bracket will play in the championship match; the winner of that match takes first place.
 - The winner of the winner’s bracket **does not have to lose twice**.
- The remaining team rankings will be determined first by the number of wins, then by point differential.
- Scoring for the event will follow the standard 40/38/36/34/etc. ASG point system.
- Event scoring is assigned on a company basis and not a team basis.
- Event points cannot be assigned to any company twice.
 - For example, if teams from Company X gets both 1st and 2nd place in the playoffs, Company X can still only win 1st place for the event.
 - The next highest company will take 2nd place event points, and so on.

EXECUTIVE GOLF



Teams per Company	Players per Team	Number of Rounds	Referee Method
1	3	2	Appointed Ref

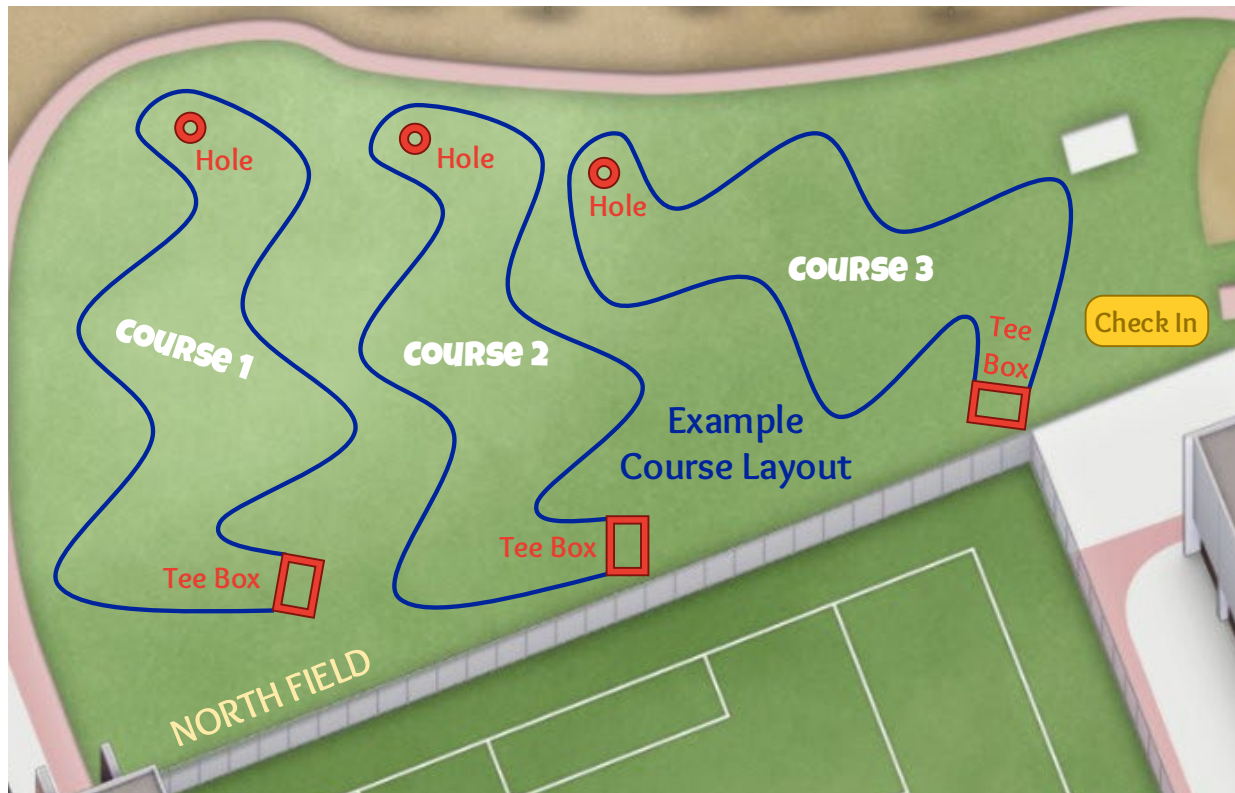
TEAMS & GENERAL RULES

- 1 team per company consisting of three (3) of the most senior members of company present.
 - The event is intended to increase Senior or Executive level management involvement and is reserved for the two highest ranking members of each company present the day of the event.
- **Round 1:** All teams participate. One player from each team will be assigned to their own hole. They will all play each hole at the same time. Players may not slow down or stop playing to observe a teammate. If it is determined by the course Marshall that a player is slowing down the pace of play, the Marshall may enforce a one stroke penalty. Total score from all three players will determine each team's score.
 - If only two players are representing a company, one player will play two holes such that all three holes are played at least once.
- **Round 2:** The top 6 teams from Round 1 will return. Scores are reset to 0. Each team selects two team Members. Each team will play all three holes. Team order will be determined by order of lowest score from Round 1 (i.e. lowest scoring team will tee off 6th). Players will alternate shots until each hole is completed. Failure to alternate is an automatic DQ. Total score from all three holes will determine each team's final round score.
- The company who wins round 2 will receive 20 points towards their overall ASG score; second place will receive 15 points, third place will get 10 points, and all other teams who participate will receive 5 points.

Note: If there are ties resulting in more than 6 teams being eligible for round 2, those teams will participate in a "closest to the hole" tee shot. Each team will select one player from their team. That player will swing once from the first hole tee box. The first hole will be moved further back, and the hole will be treated as if there no hazards. Tie breaks will be determined the day of, depending on how many teams are tied. The hole will be played as if there are no hazards. This will take place between 10:35am and 10:50am

SETUP

- The course is intentionally designed in a shape that allows for risk/reward play, if a player decides to “cut the corner” they risk hitting out of bounds and incurring penalty strokes but have the opportunity to advance as long as the ball settles in play.
- Boundaries will be marked by a rope or equally heavy and visible object.
- The tee box will be similarly indicated by a rope or flags. Players can tee off from anywhere in the tee box, so long as the ball is placed within the designated area.
- The “hole” will be a bucket, approximately the diameter of a basketball hoop.
- Junior sized golf clubs and wiffle balls, approximately baseball-sized, will be provided.
- Observers and guests MUST remain outside the marked boundary of the field of play.



CHECK IN

- Event timing:
 - **Round 1:** 9 AM – 10:30 AM
 - **Round 2:** 11 AM – 11:45 AM
- Round 1 tee times will be provided prior to the day of the event.
- Check in between 8:30 – 9:00 AM is recommended, regardless of your individual team’s scheduled tee time.
- To be considered on time, ALL participants must arrive at the field of play **at least** 10 minutes prior to their scheduled tee time.
- To allow you to get acclimated to the clubs, you are permitted to take practice swings prior to your round. You may only swing the club. You are NOT allowed to hit any practice shots.

SCORING

- The score will be counted as total number of strokes to move the ball from the tee box to the hole.
 - Each time the ball is struck and settles **in play** will count as **one stroke**.
 - Each time the ball is struck and settles **out of bounds** will count **as two strokes** (one stroke, plus one penalty stroke). In addition, the ball must be returned to the location it was struck from.

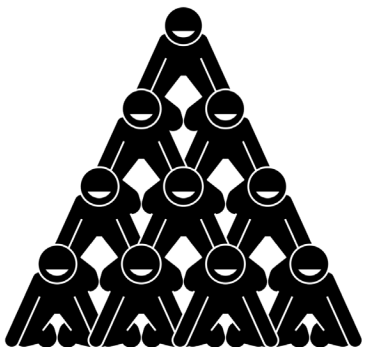
GAME PLAY

- The only way to advance the ball is to hit it with one of the golf clubs provided. No use of the feet, hands, or any other object is allowed.
- All swings will count as strokes, even if you miss the ball. To avoid confusion practice swings are **NOT** allowed.
- Any ball that settles in play must be struck from where it comes to rest. Players are not allowed to move the ball from its resting location to achieve a better shot, unless approved by the Marshall.
 - Exception: Should the ball land in a man-made hole, divot, or unfair condition impacting the next swing then players are allowed to move the ball no more than one foot and no closer to the hole. All relocations **MUST** be approved by the Marshall.
- Out of bounds is defined as any ball that settles (comes to rest) outside of the course boundary ropes that is not touching the boundary line.
 - If the ball is touching the boundary rope, it is still in play.
- Golfers may fly balls over or roll balls through the course boundary lines, but any ball that settles outside of the course boundaries incurs an additional 1 shot penalty and must be returned and played from the original location.

Example: Player X tees off and hits the 1st shot within the boundaries of the course and it settles 20 yards from the goal “hole”. On the second shot, Player X hits the ball out of bounds. The second shot counts towards the score, and a penalty shot is also added. Additionally, the ball must be returned to the original location of the 2nd shot and is replayed from there. At this point, the player is now playing their 4th shot because of the penalty stroke.

In the event that nature (wind, birds, animals, etc.) moves a ball that has settled, the ball should be returned to the settled position prior to the next stroke. Any action of nature on a ball that is in motion is acceptable.

HUMAN PYRAMID

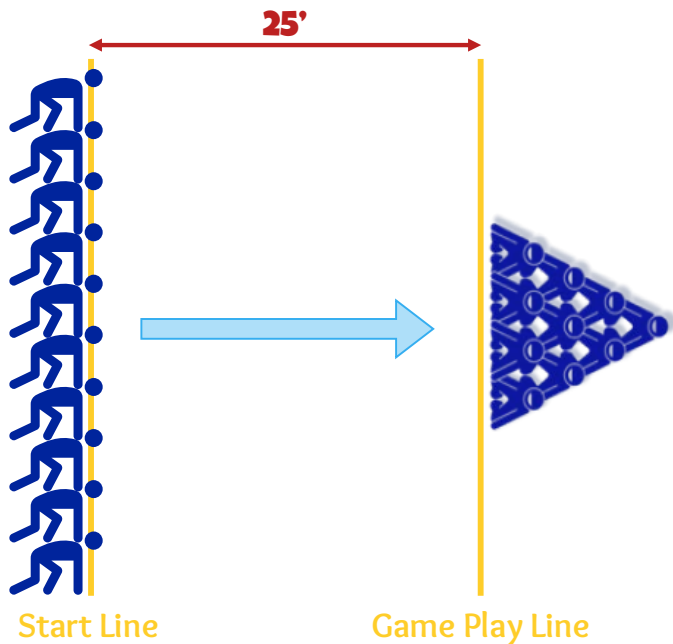


Teams per Company	Players per Team	Number of Rounds	Referee Method
1	10*	1 (winner takes all)	Appointed Ref

*No single-gendered teams allowed

SETUP

- Fields will be set up with two lines approximately 25 feet apart from each other marked clearly by cones.
- The team of ten people will stand at one line, and when the game keeper says “go” the teammates will rush to the other line to begin pyramid assembly. The pyramid must be assembled facing the start line, while behind the second line (game play line).
- Pyramids are assembled with four players on the bottom row, three above them, two about that row, and one player on top.
- Players may compete in closed toe shoes or barefoot, but not in cleats.



TIMING & SCORING

Rule Enforcement

- Each team will receive its own referee who will use a stopwatch to determine when the stability of the complete pyramid has been reached.
- During matches, rules will be enforced primarily by the “honor system.” All matches will be supervised by at least one referee.
- THE REFEREE’S DECISION IS FINAL – NO EXCEPTIONS.

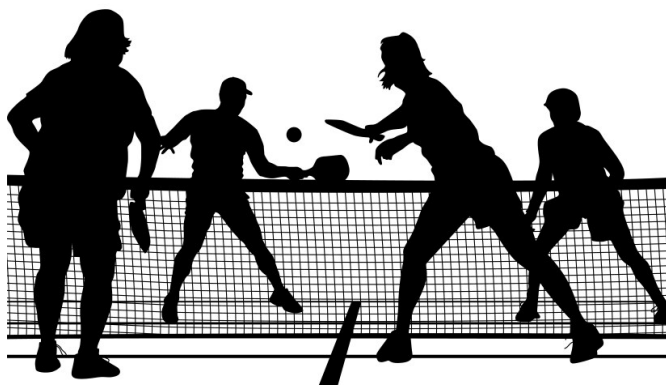
Match Duration

- Referees shall start the stopwatch when the game keeper says “go,” and timers shall then count out loud for three seconds once the pyramid is stable, and all hands/feet are placed on the backs of players below them.
- Upon pyramid completion and stability, determined by no movement of players for three seconds, the referee shall call time.
- After each heat, the referee shall walk over and provide the time to a game keeper who keeps track of timing from all heats.

Scoring

- After the times are recorded, the game keeper will determine what team completed their stable pyramid fastest, second fastest, third fastest, etc. and will award points accordingly.

PICKLEBALL



Teams per Company	Players per Team	Number of Rounds	Referee Method
2	4*	6 + 4**	Self-Ref

**All teams shall have a maximum of 3 players of a single gender.*

***6 guaranteed pool-play matches and up to 4 finals matches*

TEAMS & GENERAL RULES

- 2 teams per company, 4 players each, with a maximum of 3 players of one gender. 2 players will be on the court at a time.
 - If a team does not comply with the gender rules during a match, they will take 1 loss in the match, scoring 0 to 11.
- Teams may also have any number of subs/alternates in the case of no-shows, injuries, etc.
- Players will be required to provide their own paddles; however, balls and nets will be provided by tournament organizers.
- Players and spectators must do their best to not interrupt other matches/games, as the courts will be crowded. If you need to get across courts, you must do so before/after a point, not during one. Spectators must allow enough space between themselves and the court lines to not be a hindrance to players.

SETUP

Check-In

- Check-in will be at 7AM, pool play will begin at 8AM.
- **EACH POOL WILL BE RESPONSIBLE TO SET UP/MARK THEIR TWO COURTS** (directions and materials provided).
- You may start warming up as soon as the courts are set up.
- If your team is more than 5 minutes late for your matches or misses the match entirely, you will lose the match with the first game being recorded as 0-11. Conversely, if your team plays against a team more than 5 minutes late or does not show at all, your team will receive the match win with game one set to 11-0.

Equipment

- Provided: Diagram with detailed instructions, court tape, measuring tape, chalk, nets, and balls will be provided.
- Players are required to bring their own paddles (no standard – any paddle made for pickleball will do) or at least share within a team.
 - If you have one or two extras, please bring them for players who do not have any.

Layout

- There will be 24 courts. For one pool, all matches will take place on only 2 courts. This will allow teams to stay in centralized locations and reduce foot traffic across all courts.
- The star indicates tournament central where match sheets are to be submitted.



GAMEPLAY

- Technical gameplay will follow official pickleball rules.
 - <https://usapickleball.org/what-is-pickleball/official-rules/>

A Match

- Format will be similar to rally scoring 4 vs. 4 Major League Pickleball (MLP) but with exceptions for the sake of time.
- Each match will consist of 4 games, rally scoring to 11, win by only 1, and you do not have to win on your serve. If each team gets two wins, ties will be decided by:
 1. Point differential.
 2. Winner of the first game of the match.
- Players will play 2 games in each match.
- **AT LEAST TWO OF YOUR FOUR GAMES MUST BE A MIXED GENDER TEAM.**

EXAMPLE ONLY!

Players can be in any order

Company 1	Company A		
Player 1 (Girl)	Player A (Girl)	Game 1	1,2 v. A,B
Player 2 (Boy)	Player B (Boy)	Game 2	2,3 v. B,C
Player 3 (Boy)	Player C (Boy)	Game 3	3,4 v. C,D
Player 4 (Boy)	Player D (Boy)	Game 4	4,1 v. D,A

- If a team wins the first three games of the match, the fourth game is still played for overall point differential.
- Scores will be recorded on a match slip after each game (see example in scoring section).

Determining Matchups and First Serve

- First serve will be decided by rock, paper, scissors. Winner decides:
 - Serve first and select players second
 - OR
 - Receive and select players first.
- The serving team will always play on the north side of the court (towards tournament central, see picture above in the setup section).
- For games 2, 3, and 4, the company that lost the previous game serves first and selects their players second (the winning team receives and selects players first).

Serving and Positioning

- In rally scoring, after a serving team scores a point, the players **do not switch sides**, and the serve goes to the other teammate.
- If your score is even, the right-side player serves, if your score is odd, the left side player serves.
- There is no “third number” when calling the score, just your score then the opponent’s score.

PENALTIES & RULE ENFORCEMENT

- Just as in recreational play, a team is responsible for calling their own line calls. If two teammates are undecided (one calls out, the other calls in), the decision goes to the opponent.

Note: Please be courteous and give the benefit of the doubt to the opposing team. Yes, everyone wants to win, but let's do it the right way.

- As stated previously, if a team does not comply with the gender rules during a match, they will take one loss in the match, scoring 0 to 11.
 - This will be tracked on the match slip and if it occurs, the fourth game will be the 0 to 11 loss.
- When time is called, if the fourth game has not started yet and a team does not already have two mixed gender games, the fourth game will be a 0 to 11 loss.
 - If this applies to both teams, the fourth game will be 0 to 0.

“Ball On” Rule/Replay of Point

- If your ball rolls onto another court and will be a danger to any player (rolling right behind them/in the kitchen area), call out “ball-on!” to stop their point. Otherwise, let their play continue until the point is over to retrieve your ball.
- If a ball enters your court/area, any of the four players may call out “ball-on” to stop the point and replay it.

COMPETITION & SCORING

Tournament Structure

- There will be 12 pools with 9-10 teams in each one. In a pool, a team will play one match with most other teams (truncated single round-robin). Pool winners will be decided by:
 1. Most wins (7 max)
 2. Head-to-head match
 3. Point differential (Total points scored – total points allowed)
 4. Total Points Scored
- The 12 pool winners will be placed in the top 12 bracket.
- The best 4 teams from the top 12 bracket will get a bye in the first round (ties decided by point differential, then by total points scored).
- From the twelve 2nd place teams decided by pool play (ties decided by point differential, then by total points scored), the best 8 teams will be slotted in a 13th-20th place bracket.
 - Event scoring is assigned on a company basis and not a team basis.
 - Event points cannot be assigned to any company twice.
 - For example, if teams from Company X gets both 1st and 2nd place in the playoffs, Company X can still only win 1st place for the event.
 - The next highest company will take 2nd place event points, and so on.

Scoring

- Each team in each game will be responsible for keeping track of the score.
- Once a game is over, record the scores on the match slip or in the app.
- After the fourth game, or when round time is over, submit the match slip to tournament central (if not self-reported in the app). This should be done by one person from each team to ensure submission and accuracy.

EXAMPLE:

Round:
(circle one)

8:00 AM

8:25 AM

8:50 AM

9:15 AM

9:40 AM

10:05 AM

10:30 AM

10:55 AM

11:20 AM

12:15 PM

12: 40 PM

1:05 PM

1:30 PM

1:55 PM

2:20 PM

2:45 PM

3:10 PM

3:35 PM

Pool # 2

Game 1

Game 2

Game 3

Game 4

Team Name: Yankees

11

8

11

10

()

(X)

(X)

()

Mixed Gender

vs.

vs.

vs.

vs.

Team Name: Dodgers

10

11

9

11

()

(X)

(X)

()

Mixed Gender

(at least two required)

(at least two required)

(Dodgers would win the match due to better point differential)

- End of rounds: Tournament central will keep track of round times which will be 25 minutes long. An air horn will sound which indicates the end of one round and the start of the next.
- If a round ends and a match is still being played, the current point is played out and then the score is recorded. The team that has more points in the game wins that game.

Note: Please be on time and ready for each of your matches so they can start right away.

RELAY RACE



Teams per Company	Players per Team	Number of Rounds	Referee Method
1	8-12*	1 - 3	Appointed Ref

**Minimum of 2 female players required*

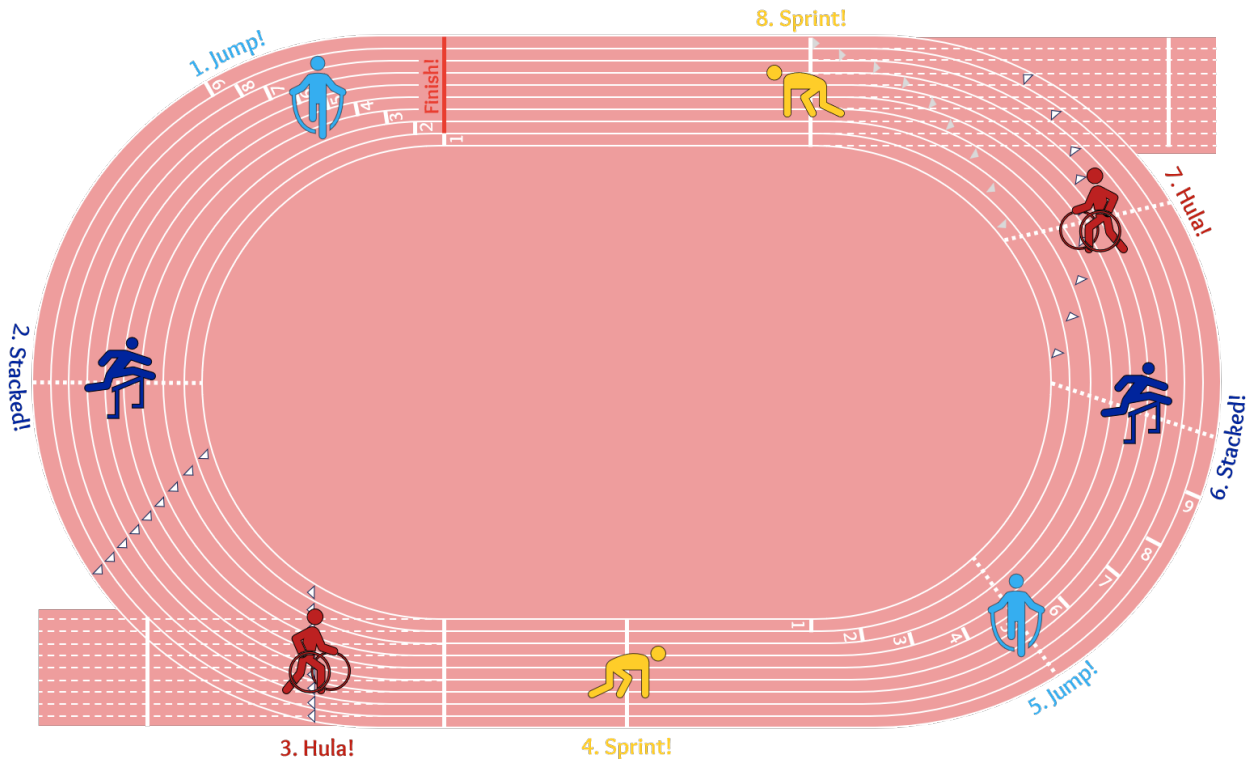
TEAMS & GENERAL RULES

- There will be 1 team per company.
- Each team shall consist of a minimum of 8 players and a maximum of 12 players.
- Each team must have 2 female players minimum.
- Substitutions are permitted in case of injury, exhaustion, or personal reasons. Judges/referees shall be informed of substitutions as needed.
- The judge may clarify or update the rules prior to the start of the first heat.
 - It is each individual team captain's responsibility to make sure their whole team is informed of any rule changes.
- **Note:** Players may only wear soft-sole, closed toe shoes on the track. **No cleats or bare feet allowed!**

SETUP

- This event will utilize the entire length of a standard track.
- There will be 7 preliminary heats of 6 to 7 teams each in the group pool. These teams will compete concurrently in their own singular lane on the track.
- The heat schedule will be made available ahead of time, and any team who is not present and ready to compete at their race time will be disqualified.
- The top two teams in each preliminary heat will be recorded in order of finish time and move onto the semi-final playoff heat.
- The semi-final playoff heat will compete in two heats of 7 teams. The top three teams in each semi-final heat will move onto the final heat.
- The top 6 teams will compete in the final playoff heat, where each individual finalist will be ranked according to their finish placement (1st – 6th place).

- A judge will be charged with keeping time, either on a traditional stopwatch or phone.
- Any cheating, false-starts, leadoffs, or drifting between lanes will be called out by the judge and the offending team will be required to restart the race element.
- Repeat cheating may result in the offending team being disqualified by the ref/judge.
- Each leg start and endline will be marked with either a pre-set track line, a rope, cones, chalk, or other means.
- All zones will be marked clearly with respective markers at the beginning of the race.
- We ask racers to assist in re-setting exchange zones at the completion of a single heat.



GAMEPLAY

Leg 1 – Jump!

- Player 1 will use the jumping rope to jump all the way to the next exchange zone marker.
- Player 1 will put a slap bracelet on Player 2 to mark the start of the next leg.

Leg 2 – Stacked!

- Player 2 will stand on the start arrows of the relay exchange zone.
- Player 1 must completely cross over the arrow and tag Player 2 with the slap bracelet.
- Player 2 will begin to run at full speed and jump over 4 boxes placed in their lane.
- If any boxes are knocked over in the process, the player must stop, reset their boxes, return to the start of the leg, and retry the jump.
- After successfully clearing the boxes in their lane, Player 2 must cross the next exchange zone to complete the leg.

Leg 3 – Hula!

- Player 2 must completely cross over the arrow and tag Player 3 with the slap bracelet.
- Player 3 will pick up two hula hoops from their lane.
- Player 3 must turn the hula hoops on their side and roll the hoops down their lane on either side of their body like a tire.
- If Player 3 loses or drops the hula hoop, the player must return to the start marker of their exchange zone and begin again.
- Player 3 must fully cross the 100m finish line before the next leg begins.

Leg 4 – Sprint!

- Player 3 must completely cross over the line and tag Player 4 with the slap bracelet.
- Player 4 will run at full speed the whole leg and cross the next lane exchange zone marker before the next leg begins.

Leg 5 – Jump!

- Player 5 will use the jumping rope to jump all the way to the next exchange zone marker.
- Player 5 will pass off the slap bracelet to Player 6 to mark the start of the next leg.

Leg 6 – Stacked!

- Player 6 will stand on the start arrows of the relay exchange zone.
- Player 5 must completely cross over the arrow and tag Player 6 with the slap bracelet.
- Player 6 will begin to run at full speed and jump over 4 boxes placed in their lane.
- If any boxes are knocked over in the process, the player must stop, reset their boxes, return to the start of the leg, and retry the jump.
- After successfully clearing the boxes in their lane, Player 6 must cross the next exchange zone to complete the leg.

Leg 3 – Hula!

- Player 6 must completely cross over the arrow and tag Player 7 with the slap bracelet.
- Player 7 will pick up two hula hoops from their lane.
- Player 7 must turn the hula hoops on their side and roll the hoops down their lane on either side of their body like a tire.
- If Player 7 loses or drops the hula hoop, the player must return to the start marker of their exchange zone and begin again.
- Player 7 must fully cross the next lane exchange zone marker before the next leg begins.

Leg 8 – Sprint!

- Player 7 must completely cross over the exchange zone and tag Player 8 with the slap bracelet.
- Player 8 will run at full speed the whole leg and cross the next lane exchange zone marker before the next leg begins.

PENALTIES & RULE ENFORCEMENT

- If any equipment is damaged or lost and cannot be reused in other heats, the offending team will be disqualified at the judge's discretion.
- Stepping outside your team's designated lane while advancing forward will be a violation and the offending team will be required to restart the race element.
- The judge will correct or penalize any violations of the rules during the race. All calls are **final** and not open for debate.
- The judge may disqualify teams for any cheating, poor sportsmanship, or violation of rules at his/her discretion.
- Any cheating called into question before the final scores are posted may result in the judge imposing a time penalty or disqualifying the offending team.
 - Note: Only video proof will be considered, while hearsay and verbal recounts will be disregarded.

SCORING

- The winner of the event is the team with the fastest time in the final playoff round. This team will receive 40 points towards their company's overall event ranking.
- The other 5 teams in the final playoff round will be ranked 2nd through 6th according to their finishing time, and receive the standard 38 – 30 points, respectively.
- The remaining 4th – 7th place teams in the semi-final rounds will receive 26, 22, 18, and 14 points, respectively
- Each remaining team in each individual heat will receive 4 points towards their overall company score.
- Any team which no-shows or is disqualified by the judge will receive no points.

SOCCER



Teams per Company	Players per Team	Number of Rounds	Referee Method
1	14*	Group + Knockout Stage	Appointed Refs

**No single-gendered teams allowed*

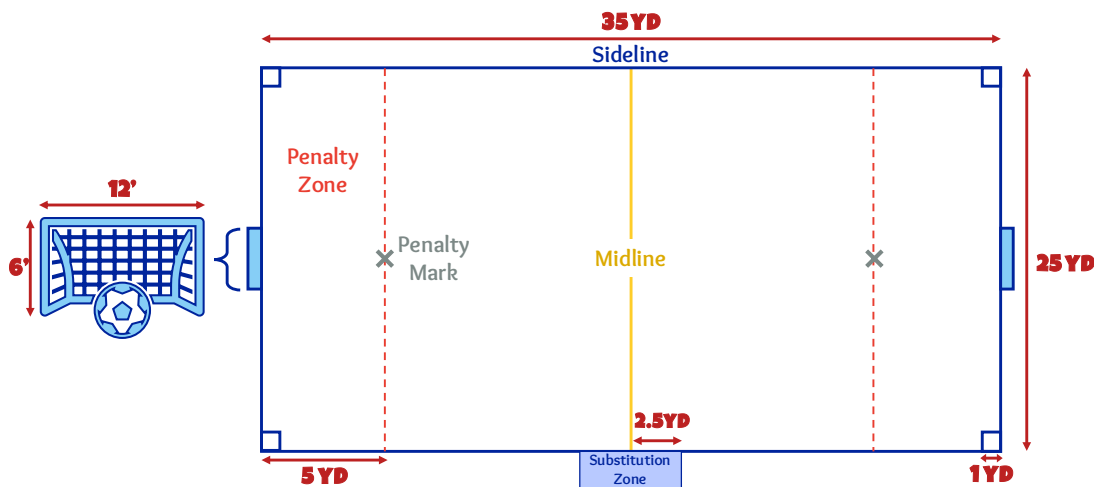
TEAMS & GENERAL RULES

- Each team shall consist of a maximum of 14 players and a minimum of 4 players.
- 6 players shall be on the field at a time with at least 1 player of a different gender. The 6 total players consist of 5 position players and 1 goalie.
 - If a team does not have at least 1 player of a different gender on the field, they can play a player down – there is a maximum of 5 single-gender players at a time.
 - The minimum number of players on the field is 4 (3 position players and 1 goalie). If a team that has less than 4 eligible players, they shall be declared the loser of that game, regardless of the score at the time that the game was stopped. In this case, the score of the game, for goal average effect, shall be 3 - 0 for the winning team.
- Substitutions during the game have no limits and can only happen during a stoppage in play.
 - In the case of an injury, the tournament director may approve a player replacement between matches.
 - If a substitute enters the field before the player has left, they shall receive a caution (yellow card). A substitution infringement results in the opposing team being awarded an Indirect Free Kick from the imaginary point in the middle of the halfway line. Anyone from the opposing team on the field may take this kick. A goal CANNOT be scored directly from this restart.
 - Substitutes must physically “tag-in” to the game by tagging the hand of the player they are subbing in for. The substituting player may not enter the field of play until the player they are replacing has exited the field of play and tagged them in. The substituting player may only enter the field during a stoppage of play, and both teams must be given an opportunity to substitute if one team begins a substitution. Any player that delays the continuation of play during a substitution may receive a caution (yellow card) at the referee’s discretion. The game may resume once all substitutions “tag-in.”

- A goalkeeper may change with a field player after a shirt change. Such changes shall only be made during breaks between periods or during a stoppage in play, and after the referee has been notified. If an infringement occurs, the referee shall allow play to continue until the next stoppage in play and then caution both players.
- All games, in the group stage and knockout stage, will receive appointed referees. If a referee is unavailable, the teams will self-referee.

SETUP

- The playing field shall be rectangle 35 yards long and 25 yards wide divided into two equal sections by a center line. A colored disc, cone, or flag will be placed on each sideline at midfield.
- Corners will be marked with a colored disc or cone. An invisible 1-yard quadrant from the corner forms the corner area.
- The penalty areas will be delineated by colored discs 5 yards from, and paralleling, the goal lines joining both touch lines at each end of the field. There are no penalty kicks during normal regulation.
- There will be one rectangular goal 12' x 6' on either side of the field for a total of two goals.
- The substitution zone is the area on the touch line where the players enter and leave the pitch. It measures a total of 5 yards, with 2.5 yards on either side of the point where the halfway line joins the touch line. The teams' benches are placed behind and along the touch lines in such a way that the substitution zone is kept clear.



- The ball shall be a standard size 5 soccer ball. The referee shall stop the game and the clock and replace any ball showing signs of deformity.
 - After replacement, a dropped ball at the imaginary point in the middle of the halfway line restarts the game and clock. A goal CANNOT be scored directly from this restart.
- The surface of the playing area must be as flat and uniform as possible, free of rocks, sprinkler heads and any other objects which may cause injury.
- ***There is NO offsides rule.***

CLOTHING

Footwear

- All players must wear close-toed shoes – **NO BAREFOOT PLAYING ALLOWED!**
- Authorized footwear includes tennis shoes, soccer turf cleats, and soccer field cleats. **No cleats with metal spikes and no open-toe shoes** will be allowed.

Uniforms

- Uniforms consist of shirts and shorts. Playing vests/pinnies shall be supplied to one team if required.
- Goalkeepers shall wear a **uniform of contrasting color** with other players and the referee. Use of plastic goggles for eye protection is allowed. Goalkeeper gloves are highly recommended.
- **Shin guards are REQUIRED.** Any player who enters the field of play without shin guards will receive a caution (yellow card). The referee will stop play and award the opposing team an indirect free kick to be played at the middle of the halfway line.

GAME PLAY

Match Start

- The referee shall conduct a coin toss, with the winner given position in the group stage and the choice to have possession at the start of the first or second half in the knockout stage. If no referee or coin is available, the winner of a single rock, paper, scissors is given the choice to have possession at the start of the first or second half.
 - If no referee or coin is available, the winner of a single rock, paper, scissors is given the choice to have possession at the start of the first or second half.
- The kickoff shall be taken at the imaginary point in the middle of the halfway line on the referee's whistle. Opposing players must remain at least 5 yards away from the ball.
- The ball is in play when it is kicked and moves forward. A goal CANNOT be scored directly from the kickoff.
- After a goal, the game restarts with a kickoff.
- All time keeping is centralized by the soccer tournament director. All matches shall start and end at the same time during the group stage and knockout stages. In the knockout stages, additional time is granted in the case of a draw. See the tournament overtime rules for more information.

Match Timing

- The Group Stage is a Round Robin style tournament that employs 1, 15-minute period. Time will be kept by the central scorekeeper's tent. An alarm will sound for the beginning and end of each period.
- The Knockout Stage shall employ 2, 10-minute periods, separated by a 2-minute intermission to exchange ends. A referee's whistle ends each period.

Scoring a Goal

- A goal shall be scored when the ball entirely crosses over the goal line in the air or on the ground between the goal posts and under the crossbar provided no infringement of the Laws of the Game has been committed by the team scoring the goal.

Out of Play

- The ball is considered out of play when:
 - It has wholly crossed the goal line or touch line, either on the ground or in the air.
 - Play has been stopped by the referee.

Goalkeeper

- The goalkeeper (GK) CAN pick up the ball with his/her hands from a **header** passed back by a teammate.
- The GK CANNOT pick up the ball if passed by teammate's feet/body.
- The GK CANNOT pick up the ball directly from a throw-in.
- After legally picking up the ball as defined above, if the GK passes the ball to a teammate and the ball is returned to the GK without an opponent touching the ball, the GK CANNOT then pick the ball up with his/her hands. In this case, the GK must play the ball out with any appendage other than his/her hands.
- An opponent's touch between the teammates (field players) receiving the ball from the GK and playing it back to the GK resets the sequence and the GK can pick up the ball with his/her hands.
- An infringement of the pass-back rule results in the opposing team being awarded an indirect free kick from the imaginary point in the middle of the halfway line.
 - A goal CAN be scored directly from this restart. The same restart applies if the goalkeeper re-handles the ball after having released it from their hands.
- A goal clearance is awarded when the ball wholly crosses the goal line whether on the ground or in the air, last touched by a player of the attacking team, and a goal is not scored.
- The goalkeeper shall restart play from anywhere in the penalty area by distributing the ball by their hands only and has 4 seconds to do so, from the moment they have control of the ball.
 - The ball is in play when the goalkeeper releases it. A goal CANNOT be scored directly from a goal clearance restart.
 - If the goalkeeper exceeds their 4 seconds, the opposing team will be awarded an indirect free kick from the imaginary point in the middle of the halfway line. A goal CANNOT be scored directly from this restart.
- When the goalkeeper makes a save or otherwise receives the ball from an in-play situation, they can distribute the ball by use of the feet or by rolling the ball underhand, side armed, or overhand.
 - A goalkeeper CANNOT score directly from throwing the ball with their hands into the goal of the opposing team.

- The goalkeeper CANNOT score directly if they kick the ball in the air (punt or volley) before it touches the ground after releasing it from their hands.
- In either event, the opposing team is awarded a goal clearance restart.
- The goalkeeper CAN score directly if they put the ball on the ground and control it with their feet during the normal course of play (but not during a goal clearance restart).
- The GK can ONLY handle the ball with their hands inside the 5yd penalty area.

Corner Kicks

- A corner kick is awarded when the ball fully crosses the goal line whether on the ground or in the air, last touched by a player of the defensive team, and a goal is not scored.
- The corner kick shall be taken from within 1 yard of the corner nearest to where the ball left the field. All opposing players shall remain at least 5 yards from the corner arc.
- The ball is in play when it is kicked and moves in any direction.
- A goal CAN be scored directly from a corner kick.
- The player taking the corner kick has 4 seconds to do so after positioning the ball for the corner kick. If the player exceeds 4 seconds, the opposing goalkeeper shall restart play with a goal clearance.

Ball In/Out of Play

- The ball is considered out of play when the ball wholly crosses the touch line whether on the ground or in the air.
- A standard throw-in or kick-in restart will be awarded from the point where the ball left the field. All opposing players shall remain at least 5 yards from the point where the restart is taken. The ball is in play when it enters the field.
- A goal CANNOT be scored directly from a throw-in or kick-in.
- The player shall have 4 seconds to inbound the ball. Any infringements of these requirements shall result in a throw-in or kick-in restart for the opposing team.

PENALTIES & RULE ENFORCEMENT

Referee

- The game shall be officiated by a referee, whose decisions are final. The referee will serve as timekeeper and scorekeeper, including controlling the 2-minute player-down penalty for a red-carded player.
- The Tournament Committee shall determine, before the game, or during play, if conditions are suitable for safe play.

Scissor Kicks, High Kicks, and Slide Tackles are NOT Permitted

- Scissor kicks are NOT permitted. Infringement results in an indirect free kick for the opposing team at the midline. The player who scissor kicks will receive a caution (yellow card). If the kick is in a dangerous manner, it is up to the referee's discretion to give a red card.

- High kicks, defined as above a player's waist, are NOT permitted. Infringement results in an indirect free kick for the opposing team at the midline. The player who high kicks will receive a caution (yellow card). If the kick is in a dangerous manner, it is up to the referee's discretion to give a red card.
- Slide Tackles, defined as sliding on the ground for the ball, are NOT permitted. Infringement results in an indirect free kick for the opposing team at the midline. The player who slide tackles will receive a caution (yellow card). If the kick is in a dangerous manner, it is up to the referee's discretion to give a red card.

Indirect Free Kick

- An Indirect Free Kick is awarded to the opposing team if a player commits ANY of the following offenses in a manner considered by the referee to be careless, reckless, or using excessive force:
 - Kicks or attempts to kick an opponent;
 - Tackles or attempts to tackle an opponent, either by sliding or by bending down in front of or behind him;
 - Jumps, charges, strikes or attempts to strike, pushes, holds, spits at, or deliberately obstructs an opponent;
 - Charges an opponent;
 - Handles the ball, i.e. deliberately carries, propels or throws it with a hand or arm (except for the goalkeeper in their own penalty area);
 - Holds the ball deliberately with their legs so as to waste time;
 - Plays in a dangerous manner;
 - Prevents the goalkeeper from releasing the ball from their hands;
 - Tackles an opponent before the ball when attempting to win possession;
 - Attempts a scissor kick, high kick, or slide tackle.
- The opposing team shall be awarded an indirect free kick from the midline in the middle of the field for all penalties *regardless of where the offense occurred*.
- The player who has been fouled shall take the kick unless the player is seriously injured in which case their substitute shall take the kick. If no substitute is available, then one of the remaining players will take the kick.
- The ball is in play when it is kicked or touched. The kicker may not touch the ball again until the ball has touched another player.

NOTE: *The defensive team may NOT form a wall.*

4 Second Rule

- A team cannot have possession inside their own penalty area for more than 4 seconds. A 4 Second Rule infringement results in the opposing team being awarded an indirect free kick from the imaginary point in the middle of the halfway line. A goal CANNOT be scored directly from this restart.

Yellow Cards

A player is cautioned (shown a yellow card) if they commit any of the following offences:

- Is guilty of unsporting behavior, including showing dissent by word or action;
- Delays the restart of play;
- Fails to respect the required distance during a kick-off, corner kick, ball inbound, or indirect free kick;
- Enters or re-enters the field without the referees' permission or infringes the substitution procedure;
- Deliberately leaves the field without the referees' permission.

If a player receives a yellow card, the player must sit out for 5 minutes. A substitution IS allowed. Two yellow cards by one player results in a red card and expulsion from the tournament.

A substitute is cautioned if they commit any of the following offenses:

- Is guilty of unsporting behavior;
- Shows dissent by word or action;
- Delays the restart of play;
- Entering the field NOT in accordance with the substitution procedure.

Red Cards

A player, substitute, coach, or team delegate is sent off (shown a red card) if they commit any of the following offences:

- Is guilty of serious foul play or violent conduct;
- Spits at an opponent or anyone else;
- Pushes, shoves or otherwise touches an opponent in an aggressive manner;
- Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (except for the goalkeeper in their own penalty area);
- Denies an opponent moving towards the player's goal an obvious goal scoring opportunity by committing an offence punishable by an indirect free kick;
- Uses unsportsmanlike behavior such as offensive, insulting, or abusive language or gestures. This includes disrespectful, aggressive, or abusive behavior towards a referee;
- Receives a second caution (yellow card) in the same game.

The player must leave the vicinity of the field (sight and sound) and shall also be denied participation in that team's subsequent game, including the final round of competition (quarters, semis or finals). The penalized team shall continue to play without a replacement for 2 minutes, and **they will incur a 1-point deduction from their match score**. The referee will report the reason why the player was sent off to the Tournament Committee for possible additional sanctions. *Any team found to have played with an ineligible player shall have the game(s) that the ineligible player participated in subject to forfeiture.*

Unsportsmanlike Behavior

- If a substitute, coach, or team delegate commits serious aggression, or offends any spectator or participant of the game (i.e., the referee, players, or members of the Tournament Committee) the referee shall send them out of the competition area. The individual's name and reason for suspension will be reported to the Tournament Committee for possible additional sanctions.
- When play is stopped for unsportsmanlike behavior off the field, the opposing team will be awarded an indirect free kick from the imaginary point in the middle of the halfway line. A goal CANNOT be scored directly from this restart.

Misconduct without a Foul

- The opposing team will be awarded an indirect free kick from the imaginary point in the middle of the halfway line.

FREE KICKS

Indirect Free Kick

See "Indirect Free Kick" section above.

Positioning of Players During Free Kicks

- All players except the kicker must remain at least 5 yards away from the ball until it is in play. The ball is in play when it is kicked and moves.
- The opposing team must remain on their defending half of the field. The team taking the free kick is allowed anywhere on the field during the restart. The ball is in play when it is kicked and moves.
- Once the ball is set to start the kick, the kicker has four seconds to take the kick. Any player who delays the restart will receive a yellow card at the discretion of the referee.

Penalty Kick (PK)

- A penalty kick is only used during tournament overtime play in the Knockout Stage or to determine the winners of ties after the group stage.
- All penalty kicks are to be taken on a regulation sized soccer field with a regulation sized goal from the penalty kick marker.
- All other players besides the one taking the kick and the goalkeeper are to remain outside of the penalty area.
- The goalkeeper shall remain on their goal line, no movement along the line, facing the kicker, between the goalposts until the ball has been kicked.

Free Kick Start

- If, after the ball is in play, the kicker touches the ball again before it has touched another player, the opposing team will be awarded an indirect free kick from the imaginary point in the middle of the halfway line.

Infringements During Free Kicks

- If an infringement is committed by the attacking team, the opposing team will be awarded an indirect free kick from the imaginary point in the middle of the halfway line.
- If an infringement is committed by the defending team and a goal is scored, the goal stands, and the restart is a kickoff.
- If an infringement is committed by the defending team and a goal is not scored, the opposing team will be awarded an indirect free kick.
- If an infringement is committed by both teams, the indirect free kick shall be retaken.

Infringements During Penalty Kicks

- **The Kicker or Teammate of the Kicker Infringes:** The referee allows the kick to be taken. If the ball enters the goal, the penalty kick will be retaken.
- **The Goalkeeper or Teammate of the Goalkeeper Infringes:** The referee allows the kick to be taken. If the ball enters the goal, a goal is awarded. If the ball does not enter the goal, the Penalty Kick will be retaken.
- **Players of both Teams Infringe:** The PK will be retaken.

Injury, Outside Interference, Defective Goal, or Defective Ball Restart

- If the game is stopped for any of aforementioned reasons while the ball was in play, the restart will be a dropped ball at the imaginary point in the middle of the halfway line.
 - A goal CANNOT be scored directly from this restart.
- If the game is stopped for any of aforementioned reasons while the ball was out of play, the restart will be the applicable restart for how the ball went out of play, i.e. corner kick, goal clearance, etc.
- If an out-of-play ball crosses into another field and disrupts the flow of play on this field, play may be stopped by the referee on the interrupted field. If play is stopped for general disruption (stray ball from another field, referee infringing on the ball's path, etc.), the referee will conduct a drop-ball with possession awarded to the team who controlled the ball prior to the break in play.

Restart & Dropped Balls

- During a restart, the ball is deemed in play when it is kicked and moves position.
- At no time can a goal be scored directly from a dropped ball restart. If this occurs the goal is disallowed, and the restart will be a goalkeeper restart as described above.

SCORING

General

- The games will be played in a Group Stage Round Robin format, followed by a Knockout Stage Single Elimination bracket.

- All decisions of the referee are final and binding. The Tournament Director reserves the right to decide on all matters relative to the tournament and all decisions are final. NO PROTESTS ARE ALLOWED.
- In the event of inclement weather, the Tournament Committee may reschedule a game, change division structure, reduce game duration, or cancel a game.

Start of Play

- Coaches shall ensure that all players are on scene 20 minutes before a scheduled game.
 - Coaches and players shall check-in at the scorekeeper's table at least 5 minutes prior to match time.
 - A team that cannot field 4 players at the scheduled start time shall forfeit the game.
 - The team forfeiting shall be declared the loser of the match by a score of 3 goals to none (3 - 0).
- If no referee is present within 2 minutes of the scheduled start time, the game will proceed with self-refereeing. The score shall stand as played without protest.

Tournament Standings

- Bracket standings for the Knockout Stage will be based on win, draw, and loss record. Then use goal differential, followed by goals for as a tie breaker.
- Ties of record after the group stage will be resolved by the following tiebreakers, in order, considering each criteria only once (do not to return back to any earlier criteria):
 - Team with highest goal differential – total of the net score for each tournament game (total goals scored minus total goals scored against in each game).
 - Total goals scored.
 - If still tied, both teams will proceed to an available field at Tent Coordinator discretion and determine winner by penalty kicks.
 - 3 penalty kicks per team.
 - If tied, both teams will continue taking 1 penalty kick each until one team scores and the other fails to score. Players cannot repeat until all eligible players on a team have kicked. A team with a greater number of players will 'reduce to equate' in order to use the same number of eligible kickers.

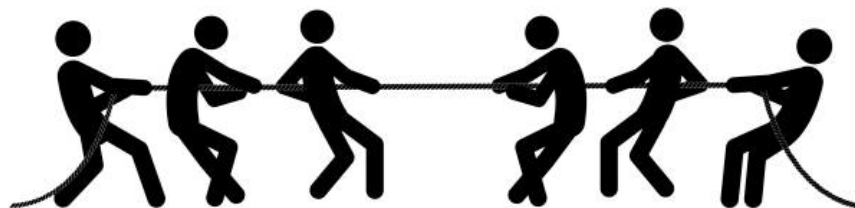
Tournament Overtime

- For knockout stage games, ties will be resolved in the following manner:
 - One 3-minute "golden goal" overtime period. The winner shall be the first team to score a goal. If the score is tied at the end of the period, the teams shall take kicks from the penalty mark.
 - Kicks from the Penalty Mark on the regulation sized field. The first round consists of 5 players from each team. Any player on the team roster may participate. A fair distribution of genders must kick in the first round of all Coed divisions. If tied after first round, kicks shall be taken one for one. Players cannot repeat until all eligible players have kicked. A team with a greater number of players than their opponent will 'reduce to equate' in order to use the same number of eligible kickers.

Forfeits

- Any team found to have played with an ineligible player (not on roster, red carded player, etc.) or violating any registration criteria shall have their games subject to forfeiture and not be eligible for any playoffs unless authorized by the ASG Games Director or Administrator under unique circumstances.
- The team forfeiting shall be declared the loser by a score of 3 goals to none (3 - 0).

TUG OF WAR



Teams per Company	Players per Team	Number of Rounds	Referee Method
1	10*	1 - 6	Appointed Ref

**No single-gendered teams allowed*

SETUP

- Game ropes are approximately 1" in diameter and 100' in length. There will be a center mark of tape or a flag in the center of each rope. A first position mark will be marked ~15' from the center mark.
- The field shall consist of one centerline with two winning lines spaced ~6' away from the center line on either side. All boundaries shall be marked with cones.
- All members of the team must be present before being assigned a place on the bracket.
- There will be a mandatory 15 min rest for teams competing back-to-back.
- The tournament will be single elimination.
- Up to two matches could be played at a time, until the final matches are played to determine 1st through 4th place, where only one match will be played at a time.

GAME RULES

Players

- Players should line up so that one player is standing to the right of the rope and the next is standing to the left, alternating the side on which each player will stand. Players should be evenly spaced along the length of the rope.
- The first player in each line must have his or her hand behind the **first position mark**. If the first player's hand goes beyond that mark toward the rope's center, that player's team is disqualified.

Match

- The match begins when an official announces, "Pull!" or sounds a starting noise. The match ends when the **center mark** crosses a **winning line** or after the 1-minute time limit is reached.
- The objective is to use teamwork to overcome the combined strength of the opposing team. The first team to pull the rope so that the **center mark** crosses the **winning line** wins that pull. If needed, a time limit of 1 minute will be implemented, and the team that pulled the opposing team closest to their side wins.

- If the winner of a match is considered a “close call,” the judge will have the final decision. If the judge cannot determine a winner, the teams will need to redo the match.

Fouls

If the judges or tournament director calls a foul, a warning will be given. If the foul continues the team will be disqualified. The following actions are considered fouls:

- The rope goes above the player’s shoulders.
- A player’s elbow goes below the knee while pulling, a technique called locking.
- Sitting on the ground for an extended time. If a player falls, the player must promptly stand back up.
- Moving the rope from side to side.
- Releasing the pressure on the rope followed a quick pull, used to throw off the opposing team’s balance.
- Profanity or abusive language towards other teams or judges.

The following actions are considered auto-disqualifiers:

- Removal or trading of the wrist bands outside of the original 10 team members.
- The second players’ hands cross the “first position mark” on the rope.

Notes

1. Players may choose to wear gloves, tape their hands, or use bare hands. Spray or rub, such as tacky spray, shall not be permitted.
2. **NO CLEATS PERMITTED! Regular flat sole, closed toe shoes only.**
3. No substitutions outside of designated team of 10 will be permitted during or between matches.
4. Wrist bands will be provided to the original 10 members.
5. In the case of an injury, the tournament director may approve a player substitution between matches.
6. If a player needs to play in another event or the player cannot be found at the time of their team’s pull, the team will need to pull without that player (no substitutions) or the team can choose to forfeit the pull.

ULTIMATE FRISBEE



Teams per Company	Players per Team	Number of Rounds	Referee Method
1	8-15*	Varies	Self Ref

**No single-gendered teams allowed*

TEAMS & GENERAL RULES

- 1 team per company
- Game play will be 4v4. Each company is required to have at least 8 players to allow for substitutions between matches.
- There must be a fair distribution of genders amongst the teams.
- If there is not a fair distribution, the team will play a player down. All teams shall have a maximum of 3 players of one gender on the field at any time.
- Substitutions may be made after a goal and prior to the ensuing pull, before the beginning of a half, or to replace an injured or ejected player.

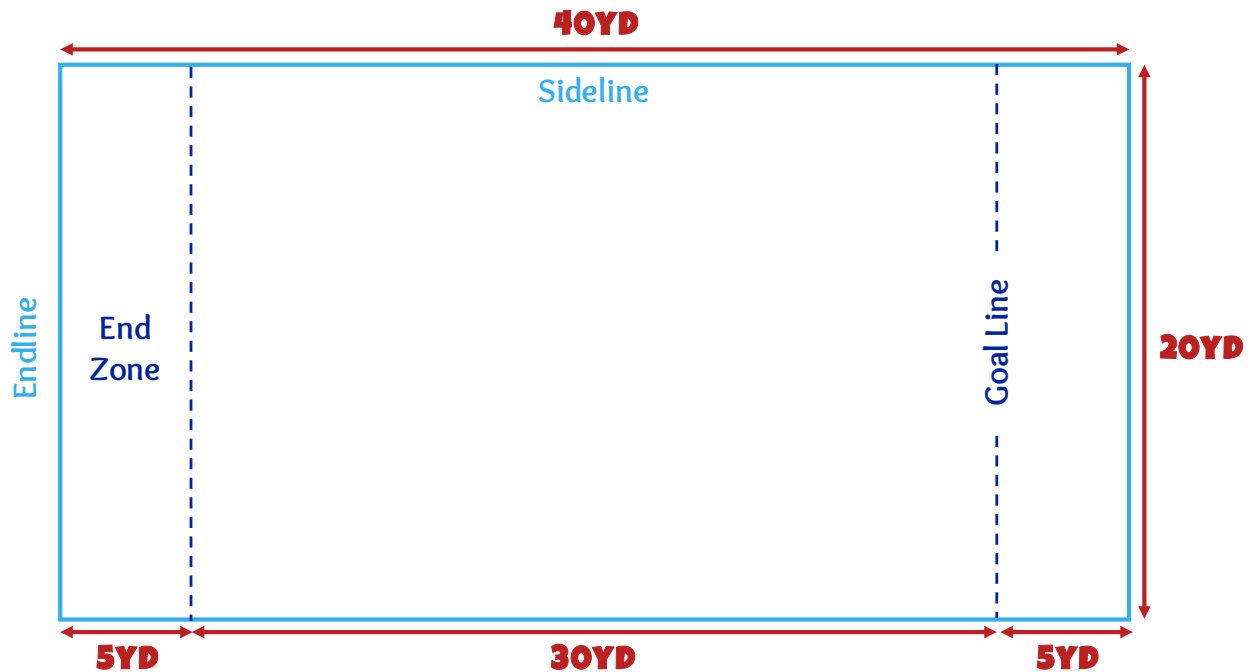
CLOTHING

- All players must wear close-toed shoes – **NO BAREFOOT PLAYING ALLOWED!**
- Authorized footwear includes tennis shoes, turf cleats, and field cleats. **No cleats with metal spikes and no open-toe shoes** will be allowed.
- Teams must wear shirts or jerseys of a matching color.
- All jewelry must be removed.

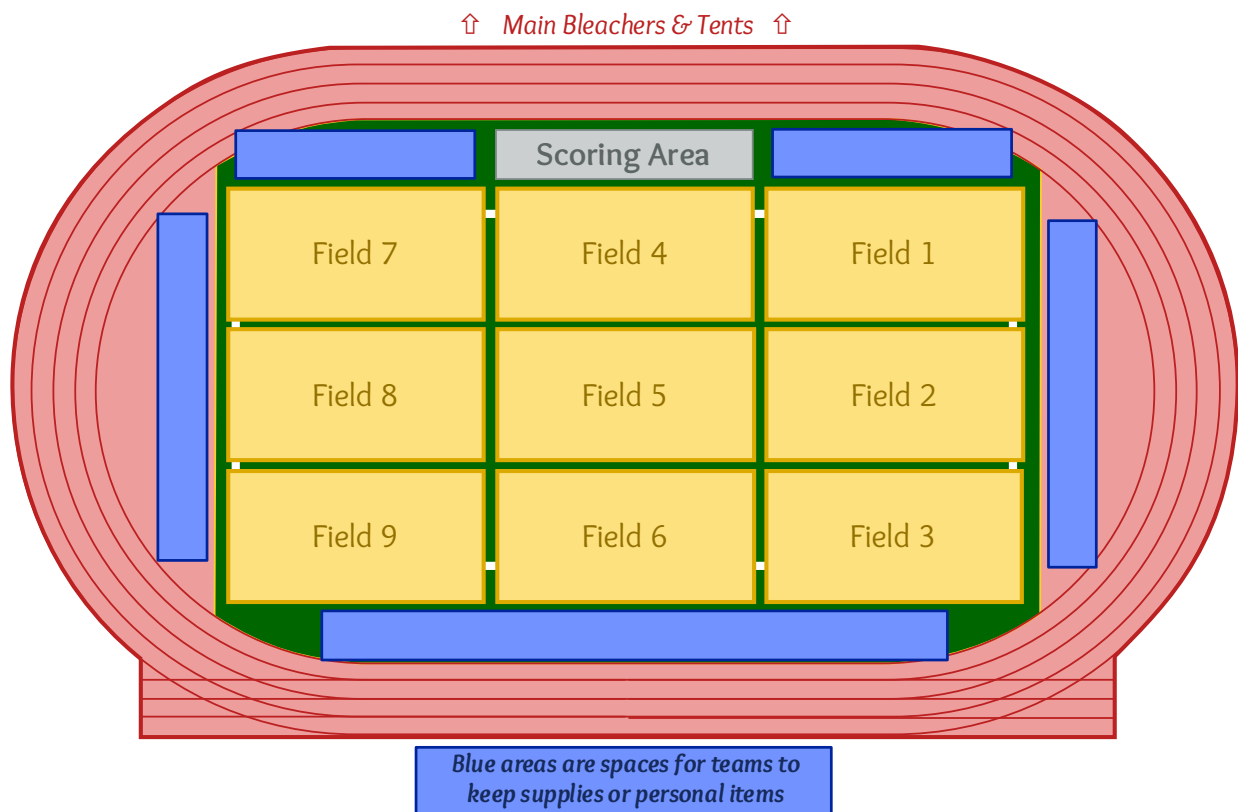
SETUP

Based on this year's field availability, we will be playing 4v4 "mini ultimate" format with stalls to 6. Game times have been shortened to accommodate the reduced field number and size.

- The playing field shall be a rectangle 40 yards long and 20 yards wide.
- There will be one 5-yard end zone on either side of the field for a total of 2 end zones.
- Any disc (Frisbee) deemed acceptable to both teams may be used.



There will be 8 fields arranged in parallel on the football turf, with space near the middle for scoring, subs, and spectators.



GAME PLAY

Offense

- Any member of the offensive team may take possession of the disc.
- Any receiver must stop as quickly as possible and must not advance positioning after catching the disc.
- A thrower must establish and maintain a pivot foot.
- A disc must be thrown and cannot be handed to another player.

Defense

- On the thrower
 - Only one player may guard the thrower at any one time.
 - There must be at least a “disc space” between the bodies of the thrower and the marker at all times.
 - The marker cannot position his/her arms in such a manner as to restrict the thrower from pivoting.
 - The marker administers a stall count on the thrower by announcing “Stalling” and then counting from one (1) to six (6).
 - The interval between the start of each number in the stall count must be at least one (1) second.
- On the receivers
 - A player cannot inhibit another player from moving.
 - Ultimate is non-contact, and all efforts must be made to avoid contact.
 - Incidental contact is acceptable but may still result in a foul.

Match Duration

- Points are the primary determination of game duration.
 - A game consists of a number of points. Each point ends with the scoring of a goal.
 - A game is finished and won by the first team to score fifteen (13) goals.
 - A game is separated into two (2) periods, with a half at 6 points or 10 minutes, whichever comes first. Halftime should be no longer than 2 minutes.
 - Halftime breaks are optional, but leaders from each team *must* agree if they will/will not have one before the start of their game.
- Time will be a limitation on game duration and will be continuous.
 - A “hard cap” will be sounded after 25 minutes (even during a point)
 - At this time, the point that is currently being play is completed as the final point.
 - If the score is tied at the end of this point, one more will be played.

Start and Restart of Play

The following guidelines shall be followed:

- A fair method, such as a coin or disc toss, will be conducted by representatives of the two teams.
- The winner chooses to either receive the pull (kickoff) or select the end zone they wish to defend.
- The other team is given the remaining choice.
- A point is scored when an in-bounds player catches a pass in the end zone of attack.
- After a point is scored, it is recommended that players begin the next point immediately.
- After a turnover, a player on the team becoming offense may immediately pick up the disc and put it back into play.

Time-Outs

- Each team has one, 1-minute time-out per half.
- Time-out may be called only by the team in possession of the disc, except that either team may call time-out between points (after a goal, but before the ensuing pull).
- No time-outs are permitted during soft or hard cap.

In and Out of Bounds

- The perimeter lines themselves are out of bounds. A disc is out of bounds when it first contacts an out of bounds area or anything which is out of bounds.
- For a receiver to be considered in bounds after gaining possession of the disc, the first point of contact with the ground must be completely in bounds. If any portion of the first point of contact is out-of-bounds, the player is considered to be out of bounds.

Turnovers

A turnover occurs when:

- A pass is incomplete (dropped, hits the ground, is caught out of bounds, blocked, intercepted). A receiver must retain possession of the disc throughout all ground contact related to the catch (if a player falls to the ground during a catch and drops the disc, it is incomplete).
 - When a turnover has occurred, any member of the team becoming offense may take possession of the disc.
- To initiate play after a turnover, the person picking up the disc must put it into play at the spot of the turnover. If the disc landed out of bounds, the offensive player puts the disc into play at the point where it crossed the out-of-bounds line.

PENALTIES & RULE ENFORCEMENT

Ultimate Frisbee is a self-officiating game meaning the players affected by the fouls must call the foul when it occurs. Fouls must be called immediately.

- If the offense calls a foul and the offense team decides to continue playing, no stoppage will occur. It is courteous to call “continue!”
 - Fouls called may be contested if the infraction is believed to not occur.
- If a foul is made when the disc is in the air, and results in an incomplete pass or turnover, the team fouled will maintain possession and Frisbee will be thrown from spot of the foul. Otherwise, play will continue.
- If a dispute arises concerning an infraction or the outcome of a play (e.g., a catch where no one had a good perspective), and the teams cannot come to a resolution, play stops, and the disc is returned to the thrower and play restarts at the spot on the field closest to the point of release.
- If offensive and defensive players call offsetting infractions on the same play, the disc is returned to the thrower and play restarts at the spot on the field closest to the point of release.

Picks

- Picks are not allowed in Ultimate Frisbee and are a stoppage of play. The defensive player is allowed to catch up and maintain the positioning they would have had without the pick. If the pick in any way affected the defender’s ability to make a play on a completed pass, the disc returns to the thrower.
 - A pick occurs whenever an offensive player moves in a manner that causes a defensive player guarding an offensive player to be obstructed by another player. Obstruction may result from contact with, or the need to avoid, the obstructing player.

Any serious or intentional fouls will result in ejection from game.

SCORING

- Ultimate Frisbee will be played as a pool play then single elimination tournament with additional consolation games. The tournament bracket will be determined based on the number of participating teams.
 - All teams will be expected to participate in pool play
 - The top 2 teams from each pool will move onto the bracket, as well as consolation games to determine final standings.
- If any team does not show, the game will be delayed for five (5) minutes. After five minutes, the team that is present will field a full line. For each minute the other team does not show one (1) point will be assessed to a maximum of (5) earned points.
 - Example: If a team is ten (10) minutes late, there will be a five (5) minute delay and then five (5) points assessed for the additional time. If a team was making an honest effort to attend, captains should be understanding and play as full of a game as possible.

If any team does not show up for the elimination round games, that team will forfeit the game.

VOLLEYBALL



Teams per Company	Players per Team	Number of Rounds	Referee Method
1	6-16*	2 - 10	Losing Team Refs

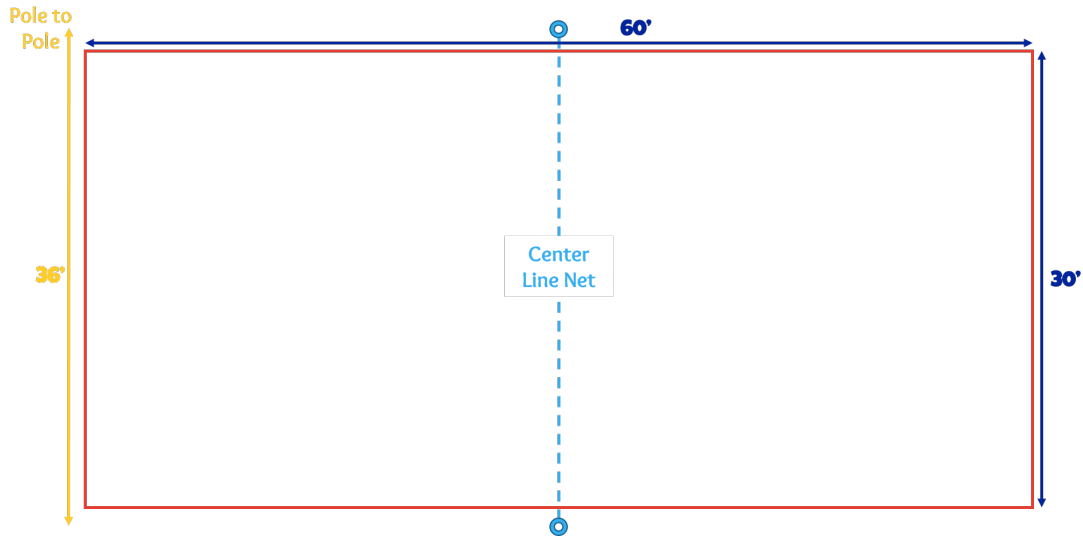
*A minimum of 2 men and 2 women are required. The remaining 2 players can be of any gender identity.

TEAMS & GENERAL RULES

- One team per company with a roster of **16 players max per team.**
 - Substitutions must follow USA Volleyball rules, for example 15.6.b: “A player in the starting line-up may leave and re-enter, but only in his/her previous position in the line-up.”
 - To allow more players to participate, the USA Volleyball limit of 12 substitutions is rescinded. This allows an unlimited number of substitutions per game.
- Each team may have up to 6 players, with fair distribution of genders (minimum 2 males & 2 females for a 6-player team), on the court at any given time.
- If a company cannot meet the gender distribution requirements, they may play a man down for that team.
- Any change of roster must be communicated to the schedule/scoring officials prior to commencing play with a roster add.
- Teams playing in sand may play barefoot, in socks, in sand socks, or in closed-toe shoes.

SETUP

- The playing court shall be a rectangle divided into two equal sections by the net at the center line.
- The net will be approximately 8 feet in height, placed vertically over the center line.
- All boundaries will be marked with lines with the approximate dimensions shown below.
- The ball will be a standard size volleyball.



GAME PLAY

The Aerospace Summer Games adheres to the standard USA Volleyball Rules (as seen here: <https://indd.adobe.com/view/f27fc70f-e33f-4e78-b718-67b4ff2af0e0>). Note: As there is no 10-foot line on a sand or grass court, players should use their best judgement to abide by this rule, and any disputes shall follow the guidance on disputes below.

In the interest of keeping the games light and fun, please discuss your interpretation of the rules with the other teams, particularly concerning setting (doubles) and lifts.

Fun is the number one priority, so if there is a dispute regarding the rules, please either replay the point or default to the referee/scoring team's decision.

COMPETITION SETUP

Double Elimination

- Play style is double elimination.
 - Teams that have their first loss will be put into a loser's bracket.
 - If a team has a second loss they are eliminated from the rest of the competition.
 - The winner of the entire loser's bracket is put back into the winner's bracket for a chance to win the competition.
- The match competitions will be distributed across the volleyball courts available. A schedule for each court will be posted in a public location (and in the volleyball packet distributed to each company).
- For each game, the first team to score 21 points with a "win by 2-points" win will be declared the winner. Teams shall switch sides when one team reaches 11 points.
- For all morning games, there is a hard stop after the time limit of 15 minutes for the entire match to complete. Teams can agree prior to start to allocate warm up time up to 5 minutes, or no warm up time, with the understanding the match will end after the 15-minute block. This will increase to 20 minutes in the afternoon for the Round 4/Losers Round 5 matches and beyond.

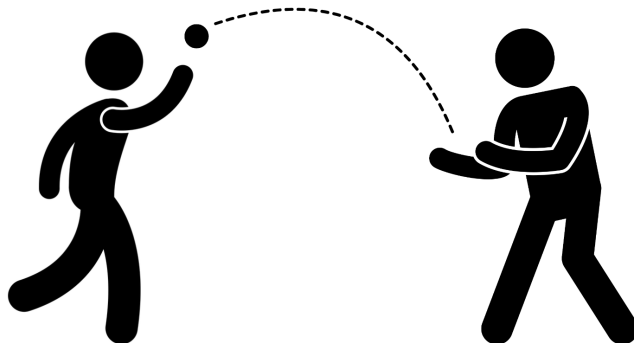
- Games will be refereed by a player(s) not currently playing in the match or currently playing a match on another court. The default is for a referee to be appointed from the losing team of the prior game on that court.
- The referee will be assigned scorekeeping/officiating duties to include keeping score during the game, writing down the final score of each game, providing time warnings at 5 min and 2 min before time expires, and providing final determination on disputed plays (e.g., ball was in/out, net fault, etc.).

Match Time Limit

- In attempt to stay on schedule, a 15-minute time limit for each morning match will be imposed. This will increase to 20 minutes in the afternoon as the bracket moves into its final stages.
 - Match timing will start exactly at the time posted on the schedule. If team(s) are not ready by the start of the match, they will eat into their allowable play time.
- If the ball is in play at the time expiration, finish the rally and count any point scored. If the 15/20-minute time limit is reached, the team with more points is declared the winner of that game.
- In the event of a tie at the 15/20-minute mark, the teams may play one final rally to serve as a sudden-death point, with the winner of that point being declared the match winner.
 - In this case, the win-by-two rule will be waived.
- It is in every team's best interest to transition to the next match as quickly as possible in order to maximize playing time.

COMPETITION & SCORING

- Scoring will follow the standard double-elimination format with the winner being decided via a single game.
 - The winner of the winner's bracket & winner of the loser's bracket will play in the championship match; the winner of that match takes first place.
 - The winner of the winner's bracket **does not have to lose twice**.
- The remaining team rankings will be determined by how far they made it in the loser's bracket before their second loss.
 - When 2 or more teams made it to the same round, they each get the average value of the places involved.
 - For example, there will be 2 teams tied for 5th. They both get the average value of places 5 and 6 (32 and 30) = 31 each.
- Scoring for the event will follow the standard 40/38/36/34/etc. ASG point system.

WATER BALL TOSS

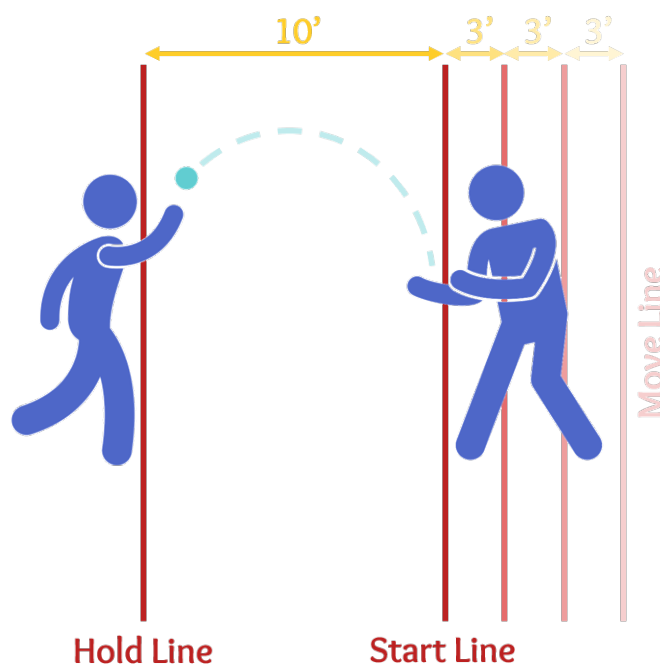
Teams per Company	Players per Team	Number of Rounds
5*	2	Varies

**All teams from a company may not be single gender. At least one player on one team needs to be of a different gender (i.e., 4 out of 5 teams can be all male, but 1 team must have at least 1 female).*

SETUP

The playing field shall consist of two lines starting 10' apart – the “hold” line and the “start/move” line. The “start” line then becomes the “move” line and will move back three (3) feet after each cycle/round.

The surface of the playing area must be as flat and uniform as possible and free of debris. All pairs of a given company shall compete at the same time.

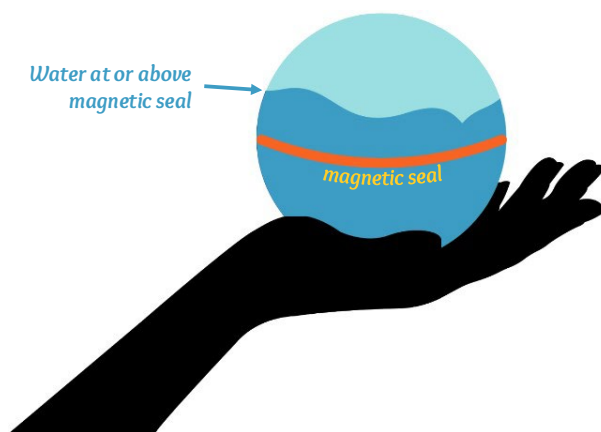


GAME PLAY

- **Rounds:** Games will be played in 2 groups. See the official whiteboard for Group assignment. Each Group will have all pairs of a given company participate at the same time. All pairs of a given company must report to their group and find the referee holding the scorecard with the company's name.
- **To Begin:** One member of the pair will remain on the "hold" line for the duration of the game. The opposite member will begin at the "start/move" line. Both feet must remain behind the lines to begin the play. Referees will confirm all pairs stay behind a line. The game begins with the hold line tossing to the start/move line. A full toss cycle is completed once the ball is thrown back to the hold line.
- **Cycle & Movement:** A full toss cycle is completed when the ball is tossed from the hold line to the start/move line and returned to the hold line. After each throw cycle, the "move" line shall move back 3 feet. Line judges will confirm all teams stay in a line.
- **Throwing:** Pairs can use any method of throwing they choose, but they must stay behind the line when throwing. Any player that crosses the line before they throw will result in that pair being eliminated. Both feet must remain behind the line.
- **Receiving:** Players may use any part of their *body* to secure the ball. The use of clothing, a glove, or other catching devices is strictly prohibited. The receiving player must have at least one foot behind the current line for the catch to count. Once the ball is *in the air*, when catching the ball, it is acceptable if one (1) foot crosses the line only. If the player crosses the line prior to the ball being in the air, the pair will be eliminated. If both feet cross the line, the pair is eliminated.
- **Winning:** The winning team is the pair to survive the longest without having their ball break. If all remaining pairs are eliminated in the same round such that there is no singular victor, the round will be reset, and all pairs will try again from the same distance.

Eliminations

- If the ball is tossed with any number of feet over the hold line, the pair is eliminated.
- If a receiving member catches a ball with both feet in front of the line, the pair is eliminated.
- If the ball hits the ground, the pair is eliminated (even if the ball does not break).
- If the ball breaks at any moment during the throwing motion, receiving motion, or in transit, the pair is eliminated.
- If the ball contains a water line *below* the magnetic seal (less than 50% volume), when held on palm, and with the magnetic seal parallel to the hand, the pair is eliminated.



Notes

- Each pair is allowed one (1) practice throw cycle before the start of the group.
- Players may not touch any water balls other than their own.
- Players may not alter their water balls in any way.
- Players must refrain from intentionally trying to distract an opponent who is playing or about to throw or catch the ball (i.e. shouting, clapping, etc.).
- Players may not negotiate with referee decisions.
- Players are responsible for confirming final “move” line with referee.

SCORING

Points will be awarded based on the furthest “move” line of a single pair per company. 1st place will win 40 points. 2nd place will win 38 points. 3rd place will win 36 points. All the way down to 19th place, scoring 2 points. All companies thereafter will score the default 2 points.

Once the ball has been thrown back to the hold line, the referees will walk the line to verify the water level inside the ball is at least 50% or higher. If the water level is less than 50% (below the magnetic line), the team is eliminated. If the water line is acceptable, the “start/move” line individual can move back 3 feet.

- **Scoring:** Once the final pair of a given company is eliminated, they must report their company “move” placement with the score keeper. It is each individual company’s responsibility to report the “move” place.
- **Ties:** Ties may occur when two teams in the top 19 are eliminated at the same round, or “move” location. In this case, the points for both companies will be averaged based on their final placement in the top 19 finishers.
 - For example, if Company A has two teams left, Company B has 1 team left, and everyone’s balls break except Company C, then company C will receive 1st place, and points for 2nd and 3rd place will be averaged between Companies A & B.
- **Winning the Group:** The winning pair is the pair that survives the furthest “move” line without having their ball break and retaining 50% or more of the ball volume.