



Wabash County YMCA 2025 Corporate Cup

play time has just begun . . .

WABASH COUNTY CORPORATE CUP

PURPOSE

The purpose of the Corporate Games is to:

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

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

TEAM COMPETITION:

1. Corporations that enter more than one team may not share or cross-enter team members
2. All Events are Co-Ed (unless it is a single person event)
3. Teams must wear matching uniforms (at least matching colored T-shirts), YMCA will assign team colors based on availability
4. Companies are encouraged to appropriately design shirts for their team (YMCA must approve design)
5. Teams will forfeit an event/points for non-entry, failure to meet the co-ed requirement, or not wearing team T-shirts

TEAM ENTRY FEE - \$500

Companies can have a team of up to 25 individuals, small companies with limited employees, spouses/adult children will be able to participate

ELIGIBILITY:

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

SUBSTITUTION & SCRATCHES:

1. All substitutes must be declared to the event judge, at least 10 minutes before the start of the event
2. The same team members who qualify must also participate in succeeding rounds or heats
3. In the case of a serious injury, the Corporate Cup officials may allow a substitute
4. Teams may withdraw from any event prior to the start of the competition; however, they will forfeit the ability to earn points for that event

PROTESTS:

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

RULE CHANGE:

Rule changes will only be considered if they correct an unfair situation or promote greater participation
All changes must be approved by the Corporate Cup Committee, which also reserves the right to modify event rules as needed

SCORING

1. Event points will be awarded to the top 8 teams per event:

1st place	10 points
2nd place	8 points
3rd place	7 points
4th place	6 points
5th place	5 points
6th place	4 points
7th place	3 points
8th place	2 points
9th place	1 point <i>(all teams that participate in an event will earn 1 point)</i>
2. Bonus points will be awarded for CEO participation (5), for submitting required documents by the posted deadline (3), and for volunteer participation (up to 5). See event rules for specific details

CEO PARTICIPATION

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

REQUIRED PAPERWORK

1. Teams are required to submit certain paperwork to the Y in preparation for the event: Event Entry Form for each event and signed waivers
2. Teams will receive 3 points added to their score for meeting all paperwork deadlines

VOLUNTEER PARTICIPATION

1. Teams will receive 1 additional point for every volunteer that participates in the Corporate Cup, up to 5 volunteers (Volunteers are welcome to participate in the events; however, they are not permitted to substitute for another player during an event in which they are volunteering)

CALENDAR

Thursday, August 28, 2025 @ 6:00 pm – Wabash County YMCA Multi-Purpose Room – Captain's Meeting

Monday, September 3, 2025 – All paperwork due for points

Friday, September 5, 2025 – Sponsor/Team Payments due to the Wabash County YMCA & Deadline to submit event rosters and signed waivers

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

Dean Gogolewski, CEO, Wabash County YMCA, 500 S Cass St. Wabash IN 46992
260.563-9622 or deang@wabashcountyyymca.org

MASTER SCHEDULE / TEAM REQUIREMENTS FOR EVENTS

Day/Date	Event	# of players	# of subs	Location
Mon 9/8	Team T-Shirt Judging	1		Multi-Purpose Room
	3v3 Tournament	3	2	Wood Gym
Tue 9/9	Pickleball Tournament	2	1	Blue Gym
Wed 9/10	3v3 FINALS	3	2	Wood Gym
	Hula Hoop It Up	1		Wood Gym
	Cornhole Tournament	2	1	Blue Gym
Thu 9/11	Pickleball FINALS	2	1	Blue Gym
	Euchre Tournament	2	1	Multi-Purpose Room
	Cornhole FINALS	2	1	Blue Gym
Mon 9/15	Punt, Pass, & Kick	2	2	Field of Dreams
	Putting Contest	1	1	Honeywell Golf Course
	Closest to the Pin	1	1	Honeywell Golf Course
Tue 9/16	Trivia Contest	4	1	Multi-Purpose Room
	Face the Cookie Challenge	2	1	Multi-Purpose Room
Wed 9/17	Dodgeball Tournament	6	1	Wood Gym
Thu 9/18	Tug-O-War	8	2	Wood Gym
	Trophy Presentation			Wood Gym

*schedule/events subject to change

ONE FINAL WORD – Participation vs. Competition:

The primary purpose of this event is to:

1. Promote healthy lifestyles and health and wellness in the workplace
2. Foster fellowship among employees from all levels of the corporation structure
3. Encourage company pride through friendly competition
4. Have fun

NOTE:

- a. All teams and team members are expected to conduct themselves in keeping with these goals
- b. Profanity and unsportsmanlike behavior will not be tolerated
- c. It's easy to become overzealous and lose perspective in competitive situations such as this so everyone must be reminded, as often as necessary, that our primary purpose is fitness, friendship, and fun

TEAM T-SHIRT JUDGING

Objective:

To enhance team identity and fuel team spirit by creating a team shirt that may earn team points

General Rules

1. Decorations (if any) must be safe and comfortable for use in competitive events
2. All apparel must be in good taste and appropriate for a wholesome atmosphere
3. Team shirts must be worn during all events
4. Judging by local celebrity volunteers not participating in the Corporate Cup Games
5. Shirt design must be submitted to the Y before production for final approval and to be eligible for consideration – NO EXCEPTIONS
6. The exact design must be created in-house and the printer may only put your in-house design on the T-shirt
7. A maximum of three (3) colors may be used on the imprint
 - a. white is a color, black is a color, gray is a color
 - b. If you print red and yellow and they overlay to create orange, the orange counts as a color
 - c. The color of your shirt does not count so if your design allows the color of the T-shirt to show through, that does not count as a color for the imprint
 - d. Any shirt submitted for judging that has more than three colors imprinted will receive a participation point but will not be eligible for additional points
8. Any shirt that includes a version of the Y logo other than those sent to captains will be disqualified
9. Y staff are available to review logo use before printing

Judging Criteria

1. Display of the words "2024 Wabash County Corporate Cup"
2. Use of the theme: "Playtime has just begun"
3. Display/use of company name, logo, or slogan
4. Originality
5. Visual Appeal
6. The YMCA will provide the back of the shirt with all the company logos displayed
7. All design MUST be approved by the YMCA before printing

This contest is not limited to team members only, so involve other employees to create some excitement and team spirit!

Suggestion: Have an in-house contest for design ideas

EVENT DATE: Monday, September 8th – *Need a lot of lead time to make this work*

One person from the team will model the shirt before the judges

EVENTS (alphabetical order)

3-ON-3 BASKETBALL

1. General Rules
 - a. Team: Maximum of 5 players on the roster, 3 starters & 2 subs. Always co-ed on the court
2. Scoring
 - a. Game to 40 by 2s and 3s (free throws are 1)
 - b. Two 10-minute halves with a 2-minute halftime
 - c. Winner will be the first team to reach 40
 - i. A 2-minute overtime period will be played if tied at the end of regulation
 - d. Double elimination bracket
3. Fouls
 - a. Fouls will be called by officials
 - i. 5-second free throw clock will be in effect
 - ii. 4 fouls and a player is ineligible to return to the game, and arguments will result in ejection from the tournament

CLOSEST TO THE PIN

1. General Rules
 - a. One player from each team will participate
 - b. Participants will be allowed 5 warm-up shots
 - c. Participants will hit up to three golf balls from approximately 130 yards away
 - d. Participants have 90 seconds to take their three shots
2. Scoring
 - a. Only the best shot of each participant will be marked
 - b. The participant whose ball comes to rest closest to the pin will be awarded 1st place, 2nd closest, 2nd place, etc
 - c. Distances will be rounded to the nearest quarter of an inch
 - d. The shortest distance will be named winner, 2nd closest 2nd place, and so on
 - e. In the event of a tie, a one-shot round will be played
3. Equipment
 - a. Golf balls will be provided
 - b. Players must supply their golf club

CORNHOLE TOURNAMENT

1. General Rules
 - a. Co-Ed Team: Maximum of 3 players on the roster, 2 starters & 1 sub. Always co-ed on the court
 - b. Boards 27' apart
2. Fouls
 - a. Overstepping the foul line: Stepping beyond the front of your board is a foul
 - b. Bag hits the ground: Bags that hit the ground and bounce onto the board are considered a foul and should be removed from the board (players may not re-toss foul bags)
 - c. Foul bags disrupting other bags: If a foul bag (i.e. one that bounces onto the board) either knocks another bag off the board or into the hole, then the foul bag must be removed and the original bag must be returned to its scoring position
 - d. 20-second limit: Cornhole bags must be tossed within 20 seconds from the start of the inning or from the previous player's toss or receive a foul

3. Scoring

- a. Cancellation Scoring
 - i. 1 point for a bag on the board
 - ii. 3 points for a bag in the hole
 - iii. 1st team to 21 wins
 - iv. If a team scores more than 21 points, they return to 13 points
- b. Double elimination

Suggestion: Have an in-house tournament to decide who will represent your company

DODGEBALL

1. General Rules

- a. Teams will be made up of 6-8 players. Six (6) players will compete on a side; others will be available as substitutes. Always co-ed on the court
- b. Substitutes may enter the game only during timeouts or in the case of injury

2. Court

- a. A basketball court (the black lines) extended

3. Equipment

- a. The official ball will be an 8" Gator Skin Dodge Ball

4. The Game

- a. The object of the game is to eliminate all opposing players by getting them "OUT" by:
 - i. Hitting an opposing player with a live-thrown ball below the shoulders
 - ii. Catching a LIVE ball thrown by your opponent before it touches the ground
 - iii. Definition of LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, official, or other item outside of the playing field (wall, ceiling, etc.) *NOTE: a deflected ball is a LIVE ball*

5. Boundaries

- a. During play, all players must remain within the side boundary lines extended
- b. Players must keep one foot in the playing area at all times

6. Start of play

- a. The game begins with each team possessing three (3) balls
- b. Players then take a position behind their end-line
- c. Referee will blow a whistle and time will begin

7. Timing and Winning A Game

- a. The first team to legally eliminate all opposing players will be declared the winner
- b. An 8-minute time limit has been established for each contest
- c. If neither team has been eliminated at the end of the 8-minutes, the team with the greater number of players remaining will be declared the winner

8. Substitutions

- a. Substitutions can be made when a player is out and waiting to return to play
- b. Substitutions will also be allowed for injuries at the referee's discretion

9. 5-Second Violation

- a. To reduce stalling, a violation will be called if a team controls all six (6) balls on their side of the court for more than 5 seconds

10. Scoring

- a. Best 2 out of 3 games, double elimination

EUCHRE TOURNAMENT

1. General Rules

- a. Team: Maximum of 3 players on the roster, 2 players & 1 sub – always co-ed at the table
- b. Deck: 24 standard playing cards using only the 9, 10, J, Q, K, and, A of each suit
- c. Card Rankings: Aces are high and 9's low, the Jack of the trump suit is called the Right Bower and it is the highest-ranking card, the Jack of the off-suit (suit of the same color) is called the Left Bower and it becomes the Jack of the trump suit
- d. Start: Each player draws one card from a shuffled deck and the player with the lowest card becomes the dealer
- e. The objective of Euchre is for your team to win 10 points

2. Play

- a. Cut: The player to the dealer's right cuts the cards
- b. Deal the cards: The dealer deals five cards to each player in two rounds, starting with the player to the dealer's left
 - i. The dealer can deal two or three cards at a time in any order, but must deal all the cards in two rounds (for example, the dealer might deal two cards, then three, then two, and then three to themselves)
- c. Establishing Trump: The top card from the remaining deck is flipped over
 - i. The player to the left of the dealer has the option to establish the flipped-over card as the trump suit
 - ii. If they decline, the authority of establishing trump moves to the left
 - iii. If no one decides to establish the flipped-over card as the trump suit, the player to the left of the dealer decides whichever trump suit they would like, and so on
 - iv. If no trump is decided, the dealer will designate trump from the remaining suits
- d. If the card initially flipped up is established as Trump, the dealer takes the flipped-up card and replaces it with any card in their deck
- e. If the flipped-up card is passed as Trump, no one replaces the card

3. Scoring:

- a. If the attackers take 3 or 4 tricks, they receive 1 point; If they take 5 tricks, they receive 2 points
- b. If the defenders take 3 or 4 tricks, they receive 2 points; If they take 5 tricks, they receive 4 points
- c. If an attacking player decides to go alone and takes 3 or 4 tricks, they receive 2 points; or if they take 5 tricks, they receive 4 points
- d. Double elimination

4. Time Limit

- a. Games will have a 20-minute time limit to keep the pace of play

FACE THE COOKIE

1. General Rules

- a. One player from each team will participate
- b. Sit in a chair and lean your head back
- c. Place an Oreo cookie in the center of your forehead, not touching the eyebrows
- d. Use only your face to move the cookie from your forehead to your mouth, the cookie must remain in contact with your face, so you can't try to toss it from your forehead and catch it in your mouth

2. Scoring

- a. Fastest time wins

HULA HOOP IT UP

1. General Rules

- a. One member of each team will participate
- b. Participants will begin to hula-hoop and continue until one participant is left standing
- c. The eight longest times will earn additional team points
- d. In the event of some "expert" participants who can hula-hoop forever, the officials will then go to a sequence of tasks that the participants must complete to "encourage" them to drop the hoop
 - i. The tasks will include, but not be limited to, walking, standing on one leg, walking backward, closing eyes, and jumping

PICKLEBALL – DOUBLES

1. Team: Maximum of 3 players on the roster 2 starters, 1 sub. Always co-ed on the court

2. The Serve

- a. The server's arm must be moving in an upward arc when the ball is struck
- b. Paddle contact with the ball must not be made above the waist level
- c. The head of the paddle must not be above the highest part of the wrist at contact
- d. A 'drop serve' is also permitted in which case none of the elements above apply
- e. At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline
- f. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court
- g. The ball may hit the tape and land in the opponent's landing zone
- h. Only one serve attempt is allowed per server

3. Serving Sequence

- a. Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault *(except for the first service sequence of each new game)
- b. The first serve of each side-out is made from the right/even court
- c. When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving
- d. If a point is scored, the server switches sides and initiates the next serve from the left/odd court
- e. As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve
- f. When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence of the game*)
- g. The second server continues serving until his team commits a fault and loses the serve to the opposing team
- h. Once the service goes to the opposition (at side out), the first serve is from the right/even court and both players on that team have the opportunity to serve and score points until their team commits two faults
- i. In singles, the server serves from the right/even court when his or her score is even and from the left/odd when the score is odd

*At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team

4. Two-Bounce Rule

- a. When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces
 - b. After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke)
 - c. The two-bounce rule eliminates the serve and volley advantage and extends rallies
5. Non-Volley Zone
- a. The non-volley zone is the court area within 7 feet on both sides of the net commonly referred to as the "Kitchen"
 - b. Volleying is prohibited within the non-volley zone. *This rule prevents players from executing smashes from a position within the zone*
 - c. Players may hit that ball after it bounces in the Kitchen
6. Faults
- a. A fault is any action that stops play because of a rule violation
 - b. A fault by the serving team results in the server's loss of serve or side out
 - d. It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines
 - e. It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens
 - f. A player may legally be in the non-volley zone any time other than when volleying a ball
7. Line Calls
- a. A ball contacting any part of any line, except the non-volley zone line on a serve, is considered "in"
 - b. A serve contacting the non-volley zone line is short and a fault
8. Scoring
- a. Points are scored only by the serving team
 - b. Games are played to 11 points, win by 2
 - c. best $\frac{2}{3}$ series
9. Advancing
- a. The next round will begin 5-minutes after both teams have finished their previous round

PUNT, PASS, & KICK

1. General Rules
- a. Each participant will be allowed two (2) punts, two (2) passes, and two (2) placekicks as part of his/her competition
 - b. All participants are allowed ten (10) seconds to attempt each event element from the time the event official blows their whistle
 - c. Participants may not use more than a three (3) step approach for all events
 - d. If a participant tries to punt, pass, or kick and misses the football completely, it DOES NOT count as an attempt, and another attempt is allowed
 - e. There is no violation if the kicking tee is kicked with the football during the kicking event
2. Fault
- a. If a participant goes over the starting line before releasing or contacting the football, a penalty of five (5) feet will be assessed against his/her score
 - i. Exception: In the place-kicking event, a participant may go over the starting line without penalty provided the kicking tee is placed on or behind the starting line
3. Scoring

- a. Scores are based on both distance and accuracy
 - i. Distance is simply how far the football is punted, thrown, or kicked from the starting line
 - ii. Accuracy is how far from the scoring line the football lands
- b. Scores will be determined from where a participant's punt/pass/kick first contacts the ground
 - i. Bounces or rolls do not add to the score
- c. Example: If a participant passes the football 100 feet, but the football lands 30 feet to the right of the measuring tape, the final score would be 70 (100-30)
 - i. Scores will be based on exact feet and inches (no partial inches, round to the nearest inch, no participant will receive a negative score instead their score will be "0")
- d. The participant's top score for punting, passing, and kicking will be taken and added together for a cumulative total
- e. A participant's final score is his/her cumulative total for the three individual events
 - i. Example: If a participant scores (40) for punting, (45) for passing, and (50) for kicking, the participant's final score is 135
- f. In the event of a tie for first, second, or third place, each tied participant will compete in a playoff to determine the final standings
 - i. In the playoff, everyone involved will compete head-to-head again in all three events
 - ii. During the playoff competition, each participant is allowed one (1) punt, one (1) pass, and one (1) placekick

PUTTING CONTEST

1. General Rules
 - a. One player from each team will participate
 - b. Participants will be allowed 5 warm-up puts
 - c. Participants will hit up to 3 golf balls from a distance of approximately 25 yards
 - d. Participants have 90 seconds to take their 3 shots
2. Scoring
 - a. Only the best shot of each participant will be marked
 - b. The participant whose ball comes to rest closest to the pin will be awarded 1st place, 2nd closest, 2nd place, etc
 - c. Distances will be rounded to the nearest quarter of an inch
 - d. The shortest distance will be named winner, 2nd closest 2nd place, and so on
 - e. In the event of a tie, a one-putt round will be played
3. Equipment
 - a. Golf balls will be provided
 - b. Players must supply their own golf club

TRIVIA

- 1. General Rules**
 - a. Teams can have a maximum of 5 members
 - b. The use of cell phones or any other electronic devices is strictly prohibited
- 2. Scoring**
 - a. Points awarded will vary for each round
 - b. The host will repeat any requested questions at the end of each round
 - c. Teams must submit their answer sheets to the judge at the end of each round
 - d. Answers must be legible to receive credit
 - e. The judge's rulings are final
- 3. Tie Breakers**
 - a. In the event of a tie for 1st, 2nd, or 3rd place, a tie-breaking question will be asked
- 4. Equipment**
 - a. Each team will be provided with a pen and one sheet of paper per round for writing their answers

TUG OF WAR

- 1. General Rules**
 - a. Team: Maximum of 8 participants on the roster, 6 starters & 2 subs
 - b. Each team will consist of a maximum of 8 participants (at least 2 female)
 - i. Teams may have fewer than 6 members as long as the minimum number of females is maintained
 - c. The rope will be 1.5" in diameter and 70 feet long with a flag attached to the center
 - d. The field will be marked 5 feet on either side of the centerline. The object is to pull the opposing team so that the flag crosses the plane of the line on your side of the centerline
 - e. The referee will indicate when the match is over and declare the winner
 - f. Participants cannot wrap the rope around their hands or bodies
 - g. Spikes or cleats are not allowed
 - h. We encourage participants to wear gloves
 - i. There will be a 3-minute time limit for the appearance of a late team. Failure to be present will result in forfeiture of the event
 - j. One person from each team is required to signal to the referee when their team is ready to start the pull
 - k. If pulling back to back, a up to five-minute rest period will occur if needed
- 2. Scoring**
 - a. Team to pull the flag over the line will win the heat
 - b. Double elimination
 - i. The quickest time to win the heat will determine the place order