

# Largo Sports Challenge

CITY OF LARGO RECREATION, PARKS and ARTS DEPARTMENT

Athletics Division

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## SPORTS CHALLENGE BYLAWS



**The object of this event shall be: To develop character, skill, sportsmanship and good will among teams and individuals participating**

### I. AGE REQUIREMENTS:

- A. All players must be at least 16 years old.

### II. PLAYER ROSTER ELIGIBILITY AND CONTRACTS:

- A. Rosters are frozen after the beginning of the second event. Any player(s) added after the cutoff must be approved by the challenge director.
- B. The legality of all players is the responsibility of each manager.
- C. All players must COMPLETELY AND LEGIBLY sign their team's roster.
- D. Teams are required to have uniforms.

Profanity & unsportsmanlike conduct are not allowed in any event. Excessive unsportsmanlike conduct can result in forfeiture of the game, event and the Sports Challenge as a whole. It can also result in removal from Highland Recreation Complex. Excessive unsportsmanlike conduct is determined by the Challenge staff. Fighting of any kind will result in immediate forfeiture of the Sports Challenge and removal from Highland Recreation Complex.

## Sports Challenge Rules

The Sports Challenge will consist of 12 teams playing in 10 events. Teams must have a minimum of five players and a maximum of 10. Teams will be split into two groups, SEC and ACC. Each group will have six teams, with the top two teams advancing to the playoffs.

Each event is worth at least two points, with the winning team earning two points and the losing team gaining one point. Teams may gain a maximum of 20 points.

**Playoff Format:** The #1 team in the SEC will play the #2 team in the ACC, while the #1 team in the ACC will play the #2 team in the SEC. The #1 teams will select the event they will play, and they must be different. The winners will advance to the championship. The team with the higher point total will choose the event. The event must be different than what was played in the semifinals.



### Events:

|                |                          |
|----------------|--------------------------|
| Tug O' War     | Sand Volleyball          |
| Log Rolling    | 3v3 indoor soccer        |
| Wiffle Ball    | Swimming Tube Relay Race |
| Dodgeball      | Kickball                 |
| 3v3 Basketball | Cornhole                 |

### 3v3 Basketball

**Players:** 3 (two substitutions)

**Time:** 7 minutes/game

**Location:** Wood Gym

**Format:** Best of 3

The game will be played with a 7 minute timer or when a team reaches 21 points, whichever comes first. If neither team reaches 21, the team with the highest score at the end of the 7 minutes will be the winner.

If necessary, the third game will have a timer of 5 minutes and be played to a score of 15. Teams will score in 2s and 3s. This event will not have officials, it will be call your own fouls. Staff will be present to keep score and ensure sportsmanship.

### **3v3 Soccer**

**Players:** 4 (two substitutions) **Time:** 20 minutes

**Location:** Multipurpose Gym **Format:** One Game

This event will be played in just one game. There will be no scoring limit and there will be unlimited substitutions. Slide tackling is not allowed. Staff will be present to keep score and ensure sportsmanship.

### **Cornhole**

**Players:** 2

**Time:** 20 minutes

**Location:** Grass Patch

**Format:** Best of 3

Two cornhole boards will be placed 27 feet apart. Each team will have four bags and will alternate throwing the bags at the opposite board. Teams will receive three points when the bag goes in the hole, one point if it lands on the board and zero points if it touches the ground.

Scoring in cornhole is by point cancellation. For example, if Team A puts two bags in the hole and one on the board while Team B puts only one in the hole, Team A will earn four points even though their total was seven points. This will continue until a team has reached 21. If a team goes over 21 at the end of an inning, their score will go back down to 15. Once the 20 minute timer has expired, teams will finish the inning they are currently on then the team closest to 21 will be the winner. If the teams are tied, teams will play one additional inning. The winner of that inning will be the winner.

### **Dodgeball**

**Players:** Five

**Time:** 6 minutes/game

**Location:** Multipurpose gym **Format:** Best of 3

Teams will select five players for this event. The objective is to eliminate all of the other teams players by hitting them with a thrown ball or catching a ball thrown at you. If you catch a ball, the player who threw it is out and one of your teammates comes back in.

Thrown balls that make contact with the head will count as outs.

Every 90 seconds, there will be a buzzer. At the buzzer, all players holding a ball must throw the ball within five seconds. If a player does not throw the ball, they will be out.

The game will immediately be over at the expiration of the final buzzer. If there are still players on the court, the team with more players left will be the winner. If teams have the same amount of players left, there will be a 60 second overtime.

### **Kickball**

**Players:** 6-10

**Time:** 17 minutes

**Location:** Baseball Field

**Format:** One Game

Teams do not have to play with the same amount of players. Teams must submit a batting lineup. All players must make a full swing, bunting is not allowed. Pegging

below the neck is legal, pgs above the neck will result in a dead ball and all runners advancing one base.

If the home team is losing and the away team is batting at the time of the clock expiring, we will finish the inning. In the event of a tie, we will play one extra inning. The last recorded outs will be placed on second base, and we will play to two outs. If we still have a tie after one extra inning, both teams will be awarded two points.

### **Log Rolling**

**Players:** Five

**Time:** N/A

**Location:** Swimming Pool

**Format:** Best of 5

The event will be played with a log 12' by 15". Each team will select 5 players to compete in this event and will submit an order to the referee. Teams may select one player to go twice, however it must be declared beforehand and they must go first and fifth in the order. In the order given, players will step onto the log and attempt to knock over their opponent. The first player to lose contact with the log with two feet will lose the game.

The main rules are:

You cannot make physical contact

No profanity may be used to affect your opponent

Jumping or laying down will be deemed as falling off.

### **Sand Volleyball**

**Players:** 3

**Time:** 20 minutes

**Location:** Sand Court

**Format:** 3 sets

The rules of Sand Volleyball will follow the standard rules listed by volleyball.com. In summary, they are:

Players will serve from outside the line of play with either an over or underhand serve. The opposing team must return the serve within three hits and without the ball touching the ground.

The first two sets will be played to 21 and the third set to 15. If the 20 minute timer expires, the game will end and the team ahead in set and points at the time will be declared the winner.

## Swimming Tube Relay Race

**Players:** 5-10

**Time:** Max 20 minutes

**Location:** Swimming Pool

**Format:** One Race

This event will be played with a maximum of 10 players and a minimum of 5. Teams must participate with the same amount of players. Swimming Tubes will be provided. Teams must submit an order to the referee before the event begins, and teams must go in that order. The event will consist of players doing a full lap (down and back) then tagging the next player to go. Players must wait for the player in front of them to touch the wall before going. The first team to finish with all players will be the winner.

## Tug O' War

**Players:** Four per team

**Time:** 5 minutes/game

**Location:** Multi Purpose Field

**Format:** Best of 3

Tug O' War will be played using a 50' rope. Each team will be required to use a maximum of four players on their side. Two flags will be tied at 19' of each end and one flag tied at the 25' mark(halfway). Before the event begins, the rope will be placed so the 25' rope is at a halfway point and the two 19' flags are at a 19' marker cones. The objective is to pull the rope until the 25' flag crosses your cones (a total of six feet). The rope only has to touch the cones to end the games, it does not have to cross.

The main rules are:

Teams may not wear cleats.

All pulling must be underhand

The rope cannot be tied around one's body.

The game will end when either the 25' flag touches a teams cones, or 5 minutes expires (whichever comes first). If the timer expires, whichever team the 25' flag is closest to wins that game.

## Wiffle Ball

**Players:** 5 (unlimited substitutions)

**Time:** 17 minutes

**Location:** Multipurpose Field

**Format:** One Game

All pitches must be slow and hittable. There will be no called strikes, there will be a sign placed behind home plate. If the pitch hits the sign, it is a strike. A circle will be drawn around the pitchers mound, and the circle will serve as first base on plays to first. If the ball is thrown and there is possession in the circle before the batter reaches first, the batter will be out. This only applies to first base. Sliding is allowed.

If the home team is losing and the away team is batting at the time of the clock expiring, we will finish the inning. In the event of a tie, a home run derby will be used as a

tiebreaker. Teams will select a pitcher to pitch to a hitter on their team. Both teams will have 10 pitches to hit a home run. The team to hit a home run in fewer pitches wins.

### **Mercy Rules**

**3v3 Soccer:** 20 goals with 10 minutes remaining, 15 goals with 5 minutes remaining.

**Kickball:** 10 runs with 5 minutes remaining.

**Wiffle Ball:** 15 runs after two innings.

All other events will play until the timer expires.