

# Wellington Community Challenge

## COED VOLLEYBALL RULES

### A. Tournament rules

1. Teams must play a minimum of four players and a maximum of six. All substitutes must rotate in at the same exact rotation throughout the game. Rotations may be changed each game.
2. All matches should start on scheduled time or as close to scheduled time as possible. No warm-up period when games are behind schedule.
3. Teams will begin with a volley to determine who serves first. Loser of that game will serve first at the start of the new game. If a third game is needed, loser of game two will serve first to start game three.
4. Participants must be 16 years of age to participate, a waiver must be signed & on file at WRC for those 18 & under.
5. No protests are allowed. Disputes will be settled before the ball is put back in play.
6. **Front line players cannot “attack” (spike or block) an opponent’s serve.**
7. Only players on a team roster form are legal. The game may start with 4 players. If a team does not have a legal number of players at match start time, a 5-minute waiting period will be accepted. If no additional players show up the team has to forfeit and can use players from the other teams for an exhibition/scrimmage game.
8. This will be a double elimination tournament.

### B. Game Rules

1. Official game is to 25 points and a team must win by at least 2 points. Rally scoring will be the official scoring system. The third game will be played to 15 points. A team must win 2 of 3 games to win that match.
2. After the ball is served, players switch positions and go anywhere on the court they desire to play the ball. An original back-line player may not make contact above the level of the net and send the ball over the net when they are in front of the 10-foot spiking line.
3. Teams do not rotate until each team has served one time.
4. After the ball is served, the receiving team may play the ball three times on their side of the net. The ball must go over the net on the third volley. Players may not touch the ball twice in succession unless one of the touches is a block.
5. A foot fault occurs when:
  - A. The server, while in the act of serving, steps on or over the line indicating the service area.
  - B. A player, while the ball is in play, completely crosses the center line.
6. **Center line Violation:** If any part of the body besides the foot touches the opponents’ side of the court or if the foot completely crosses the center line, a center line violation has occurred.
7. Players may not make contact with the net unless the balls momentum knocks the net into a player.
8. Ball can be played off the ceiling on your side of the court, but not off the walls or the basketball goals.
9. Match results must be reported to the on site supervisor.
10. If a player hits the net while spiking, blocking, etc. with a body part it will be a violation and the other team will be awarded a point or side out.

### C. Co-ed Rules

1. Teams may only play with 4, 5, or 6 players at a time. At no time may a team play with more men players than women players.(you may have more women).
2. When the ball is played more than once by a team, at least one female must touch the ball.
3. Excessive lifting of the ball should not be allowed, which means no excessive carrying or palming the ball and being able to control or throw the ball to a specific location on the court.

## **WELLINGTON COMMUNITY CHALLENGE BASKETBALL SKILLS CHALLENGE RULES**

- Each team will consist of 3 team members, at least one teammate must be female.
- There will be marked spots on the floor associated with a point amount and each team will be given a total 3 minutes to score as many points as possible.
- Each team member will go one at a time and will be given 1 minute each, the other team members will rebound.
- Teams will be ranked according to their total points scored.
- Warmup time will be allowed before the official attempt.
- Men's and women's size basketballs will be provided.

## **WELLINGTON COMMUNITY CHALLENGE CORNHOLE TOURNAMENT RULES**

- Each team will consist of 2 members.
- This will be a double elimination tournament and each match will be best 2 of 3 games.
- Cornhole boards and bags will be provided. You may use your own bags if you have them.
- There will be 2 sets of boards set up for tournament matches and 2 sets of boards set up for practice.
- Tournament bracket seedings will be drawn randomly.
- You must be lined up straight across from your partner so if teammate A is on the left side of their board, teammate B will be on the right side of their board.
- Each team will take turns throwing their team bags. Team 1 will throw a bag, then team 2 will throw a bag until all bags are thrown for that round.
- The team that scored will throw first the next round.
- Points will be given as follows:
  - If a bag is thrown and goes in the hole, it is 3 points.
  - If a bag is thrown and lands on the board, it is 1 point.
  - Points cancel out. So if team 1 has 5 points and team 2 has 2 points after all bags are thrown, team 1 will be awarded 3 points for that turn.
- If a bag hits the floor and bounces on the board, that bag will be removed from the board and no points given for that throw.

## **WELLINGTON COMMUNITY CHALLENGE JIGSAW PUZZLE RACE**

- Teams will consist of up to 8 team members.
- Each team will put together a 500 piece puzzle and the first team to complete their puzzle will win. Each team will receive the same puzzle.
- Teams will be ranked in the order they finish the puzzle.
- There will be a 3 hour time limit. If the puzzle is not completed, then teams will be ranked according to how many puzzle pieces they have left.
- Each team is to only work on their team puzzle, no distracting the other teams.

## WELLINGTON COMMUNITY CHALLENGE TRIVIA RULES

- Each team will consist of 4-6 players.
- Each team will receive answer slips to turn in their answers to the trivia host.
- For each question you will write your team name, your answer, and the amount of points wagered on your answer slip. Once you turn in your answer, you cannot change it.
- There will be six total rounds, split into two halves. Each round will have three questions each with varying categories.
- There will be a halftime question for a chance to earn extra bonus points.
- Point Wagers: You may only use a wager once per round.
  - Rounds 1, 2, and 3: 2, 4, and 6 points
  - Rounds 4, 5, and 6: 5, 7, and 9 points
- Final Question: For the final question you may wager 0-20 points to try to climb your way to the top of the standings, or to hold your place. Place your wagers carefully!
- For each question during the regular rounds, you will be given the duration of one song to turn in your answer. For halftime and the final question, you will be given the duration of three songs to turn in your answer.
- NO CHEATING: the use of cell phones or any other device to look up answers to questions is prohibited. If you are caught using a device to find answers or share answers with another team, you will be disqualified for that entire round and no points will be given.

## WELLINGTON COMMUNITY CHALLENGE BOWLING RULES

- Each team will consist of 4 players.
- Each team will bowl 3 games.
- Teams will be given 10-15 minutes to warm up prior to the event.
- The winner will be declared based on the highest 3 game total score.
- In the event of a tie, the team that scored the highest in the 3rd game will be the winner. If there is a tie in the 3rd game, then it will be based on the 2nd game's score.
- Bowling balls and shoes are provided. Players may use their own shoes and bowling ball.

## WELLINGTON COMMUNITY CHALLENGE GOLF SCRAMBLE RULES

- Teams consist of 4 team members.
- The format will be a 9-hole scramble (best ball)
- The tournament will begin with a shotgun start at 10:00 am.
- You will record your team score on the scorecard and turn in at the end. Honor system applies.
- In the event of a tie, the tie will be broken according to a scorecard playoff.
- This is a scratch tournament, no handicaps.
- Men tee off from the black markers, Ladies tee off from the red markers, and Seniors tee off from the gold markers.
- Each golfer will need to provide their own clubs, balls, and tees.

## **WELLINGTON COMMUNITY CHALLENGE DOWNTOWN SCAVENGER HUNT RACE**

- Teams will consist of up to 8 team members.
- Teams are to go around to different locations to collect all of their team flags. This is a race, so teams will be ranked based on how fast they return to the WRC with all of their flags.
- Teams will be given clues to the locations of their team flags.
- Team members may split up to go to multiple locations at once.
- Each team is to only grab their team color flag, no tampering with other team's flags.
- First team to return to the WRC with all of their flags and team members, will win the race!
- Teams may have to complete a task or answer a question/riddle to receive their team flag at certain locations.



## WELLINGTON COMMUNITY CHALLENGE NAME THAT TUNE RULES

- Teams will consist of up to 8 team members.
- Each team will receive an answer sheet for the entire round to record your answers. The answer sheet will be turned in to the host and the end of the competition.
- There will be six total rounds with five songs in each round. Each round will have its own category.
- Each song clip will be 10-20 seconds and will be played no more than two times.
- You will receive one point for naming the song title and one point for naming the artist. Song titles and artist names must be exactly right.
  - Bonus points may be given for select categories.
- **NO CHEATING:** the use of cell phones or any other device to look up answers to questions is prohibited. If you are caught using a device to find answers or share answers with another team, you will be disqualified for that entire round and no points will be given.

## **WELLINGTON COMMUNITY CHALLENGE PICKLEBALL TOURNAMENT RULES**

Each team will consist of 1 female and 1 male

No substitution of players can be made once play begins.

Format: Double Elimination Tournament

### Serving

Must serve underhand from behind the baseline, cross-court, into the service area past the kitchen.

### Game Play/Scoring

Determine which team will serve, receive, pick the end of the court, or defer using any fair method (e.g., pick a 1 or 2, coin flip, rock-paper-scissors, etc.).

Each partner on a team determines which side of the pickleball court (the left side or the right side) to start on. You will switch sides you serve from after losing a rally and the other team loses their serve. I.E., you serve twice and score 2 points and then the other team gains serve you will switch after they lose their rally.

Both players on the serving doubles team have the opportunity to serve until they commit a fault (except on the first service sequence of each new game).

If during the first service sequence of the new game if the first server commits a fault, the opposing team will get to serve.

The first serve of each side-out is made from the right-hand court. If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court. After each subsequent point is scored, the server

continues to switch back and forth until a fault is committed and the first server loses the serve.

When the first server loses the serve the partner then serves from their correct side of the court. The second server continues serving until a fault is committed and loses the serve to the opposing team.

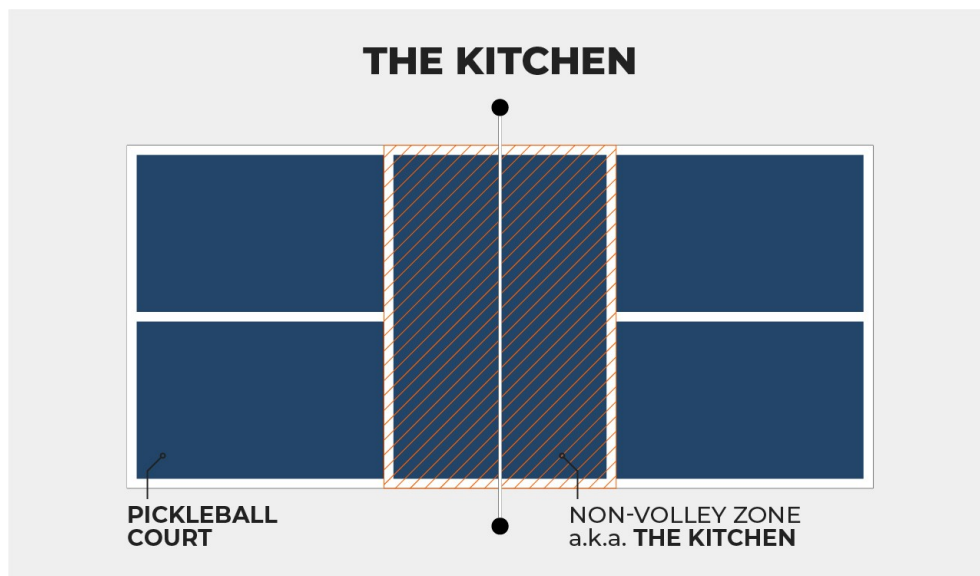
Rally scoring will be used. When reporting the score you will say your team score first, then the opposing team score, and then the number of server. So if you are the first server for your team you will say the 3(your score)-1(opposing team score)-1 (you are the first server).

The first team to 15 points wins (win by 2 points) using rally scoring.

Each match will be best 2 out of 3 games.

### Quirky Rules

After the serve, the receiving team must let the ball bounce, then the serving team must let that return bounce before hitting. After that the ball may be volleyed (hit in the air) or off the bounce. A player cannot step in the kitchen unless the ball bounces in the kitchen first.



Paddles and balls will be provided. Players may bring their own paddles.

## Punt Pass and Kick Rules

- Each participant will get 2 attempts in each of the Punting, Passing, and Kicking rounds.
- Measuring will be based on distance and accuracy. The distance away from the measuring tape will be subtracted from their distance to give them their final score.
- Each participant's best punt, pass, and kick will be measured from where the ball hits the ground. You will not get extra distance for bounces or rolls.
- The participant cannot cross the starting line at any time during their punt or pass attempt. If they cross the starting line, a penalty of five (5) feet will be assessed to that attempt.
  - The kicking round is the exception. The kicking tee can be placed on top of the starting line and participants may cross the line on their follow through.
- If the participant misses and does not make contact with the ball on a punt or kick, that attempt does not count and will get to try again.
- The person with the highest total distance of their best punt attempt, pass attempt, and kick attempt will be the winner.