



2017 AEROSPACE SUMMER GAMES

Saturday, July 29

9:00[†] AM – 5:00 PM

[†]8:00 AM Volleyball

Dockweiler Beach

Tower 58

12501 Vista Del Mar

Main Games

Competitive and Scored

- ✧ Volleyball ✧ Sand Soccer ✧ Balloon Toss
- ✧ Tug-O-War ✧ Human Pyramid ✧ Relay Race
- ✧ Executive Masters ✧ Dodgeball ✧ Food Drive
- ✧ Watermelon Eating ✧ Ultimate Frisbee

Side Games

Just for fun!

- ✧ Horseshoes ✧ Cornhole ✧ Spikeball

Schedule

7:00 - 8:30 AM	Setup for All Companies									
				Volleyball (Gold)						
9:00 AM	Opening Ceremonies			(Silver/Bronze)						
9:30 AM	Relay Race	Balloon Toss	Sand Soccer		Canned Food (Optional)	Ultimate Frisbee				
10:00 AM										
10:30 AM										
11:00 AM		Lunch								
11:30 AM							Watermelon Eating			
12:00 PM	Break/Lunch - Pre Photo									
12:15 PM	Group Photo 12:15 - 12:30 PM									
12:30 PM	Executive Masters		Sand Soccer	Volleyball		Ultimate Frisbee				
1:00 PM		Dodgeball								
1:30 PM										
2:00 PM	Tug of War						Human Pyramid			
2:30 PM										
3:00 PM										
3:30 PM										
4:00 PM	Closing Ceremonies									

Post-Games Social Hour 5:00—9:00 PM

Rock N Brews El Segundo!

Scoring Breakdown

Event	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
Volleyball (Gold/Overall)	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Volleyball (Silver)	3	2	1																	
Volleyball (Bronze)	3	2	1																	
Sand Soccer	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Balloon Toss	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Tug-o-War	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Watermelon Eating	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
Executive Masters	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	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Dodge Ball	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
Human Pyramid	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2

Only the highest ranking team per company per event will be able to collect points.

Dodgeball Example:

Dodgeball Ranking	Company Team	Score	ASG Event Ranking
1	Team A #1	44	1
2	Team A #2	0	N/A
3	Team B #1	42	2
4	Team C #1	40	3
5	Team D #1	38	4
6	Team C #2	0	N/A
7 (TIE)*	Team E #1	35	5
7 (TIE)*	Team F #1	35	5

*Ties are scored by adding the number of points and dividing that sum by the number of teams tied. Here it would be $36 + 34 / 2 = 35$ points.

For final ranking, any ties will be broken by relay race times.

If a company signs up a team for one of the following sports and that team does not show up, the company will be assessed a 10 point deduction:

Volleyball, Sand Soccer, Dodgeball, Tug-of-war, and Ultimate Frisbee.

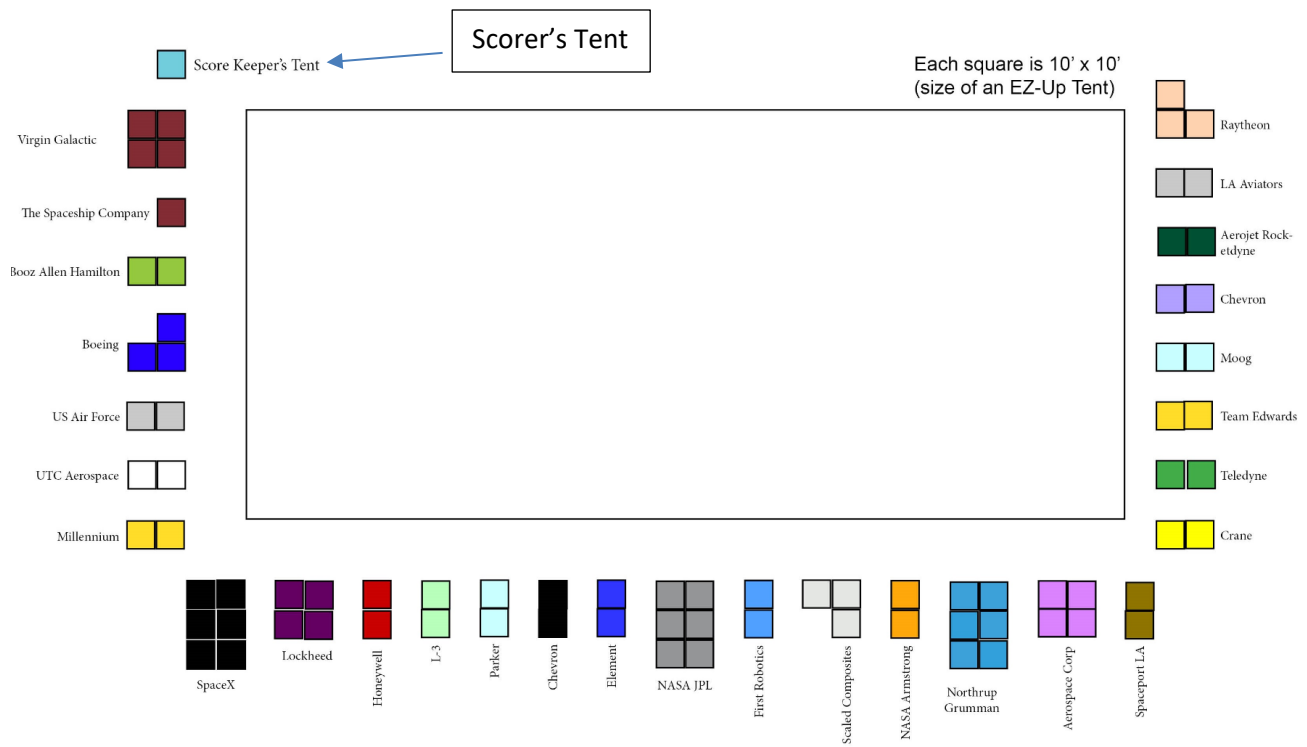
These sports require pool play and brackets. When teams do not show up, the pool play is difficult to adjust.

Volleyball Scoring

- Gold is the most important for scoring for a company's overall score. If a company has two teams in one division, only one score will be given to each company for each bracket.
 - Example: Company A puts all 5 teams in Gold and the highest scoring team gets 2nd, so Company A scores 42 points to overall ASG score.
- All teams in the Gold bracket will be scored out BEFORE Silver, and Silver before Bronze.
 - Example: Below, we have 5 companies in Gold with Company A getting first and Company E getting last; therefore, Company A would receive 44, Company C would receive 40, and Company E would receive 36. Since the next 5 companies only played in Silver and below, they will start at 6th place. Company I only played in Bronze, so even if they get first in Bronze, they can only score as high as 9th place.

Division	Rank	Company	Score
Gold	1	Company A	44
Gold	2	Company B	42
Gold	3	Company C	40
Gold	4	Company D	38
Gold	5	Company E	36
Silver	6	Company F	34
Silver	7	Company G	32
Silver	8	Company H	30
Bronze	9	Company I	28
Bronze	10	Company J	26

- To help incentivize winning both silver and bronze divisions, additional points will be distributed for 1st, 2nd, 3rd (3 points for 1st, 2 for 2nd and 1 for 3rd) place teams in BOTH divisions. Any company can receive these extra points, even if they have another team in all other divisions.
 - Example: Company A wins 1st in the Gold division, 2nd in the Silver division, and 3rd in the Bronze division; Company A receives **44 + 2 + 1 = 47 total points**.
 - Companies can receive multiple extra points in each division.
 - Example: Company B wins 1st in the Gold division, 1st AND 2nd in Silver, and 1st and 2nd in Bronze; Company B receives 44 + 3 + 2 + 3 + 2 = 54 total points. (This is the maximum number of points one company can achieve due to the strict 5 team maximum rule.)



GENERAL GAME RULES

- Behave respectfully and courteously in the spirit of fair play towards teammates, opponents and spectators.
- Refrain from actions aimed at delaying the game or taking unfair advantage.
- Do not make derogatory remarks about or to opponents or spectators.
- Refrain from the use of profanity.
- Players must refrain from intentionally trying to distract an opponent who is playing.
- Players may not commit any act which delays the game unnecessarily.
- Players must not intentionally damage tournament equipment.
- Physical assault or intimidation of opponents or spectators by players is prohibited.
- No alcohol, drugs, drug paraphernalia, or weapons permitted.
- No pets permitted – leave your fur children at home!
- Keep the beach clean! All attendees must clean up after themselves before leaving the Games.

BALLOON TOSS

TIME: 9:30 – 10:00 AM

EVENT HOST: Honeywell

HOST LEADS: Neil Pearson

TEAMS PER COMPANY: 5

PLAYERS PER TEAM: 2

NUMBER OF ROUNDS: TBA

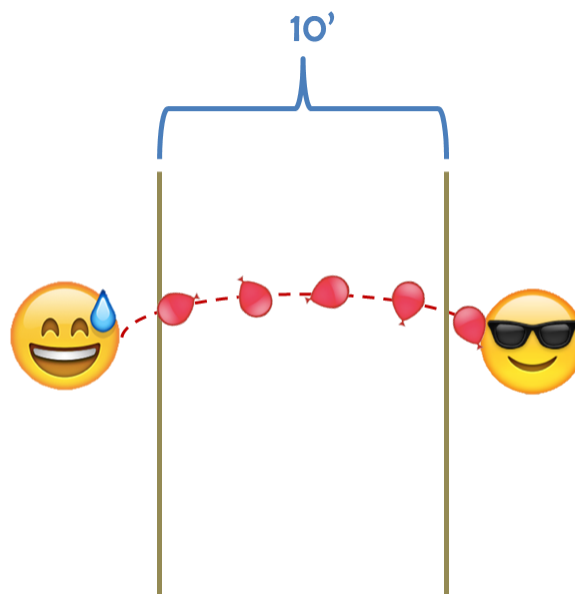
Teams

- 5 teams per company
- Each team shall consist of 2 players.

Field and Equipment

The playing field shall consist of two lines starting 10' apart.

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.



Appropriate 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. Players may play barefoot, in socks or in "booties." Shoes may be worn.

Rules

MOVEMENT

1 member of the team will move back 3 feet after each toss. Line judges will confirm all teams stay in a line.

THROWING

Team members can use any method of throwing they choose, but they must stay behind the line when throwing. Any team that crosses the line before they throw will be eliminated.

RECEIVING

Team members may use any part of their body to secure the balloon. The use of glove or other catching devices is strictly prohibited. The receiving team member must stay within at least 5 feet or behind of the current line for the catch to count. If a receiving member catches a balloon more than 5 feet in front of the line the team is eliminated.

NOTES

- Players may not touch any balloons other than their own.
- Players may not alter their balloons in any way.
- Players must refrain from intentionally trying to distract an opponent who is playing or about to throw or catch the balloon (i.e. shouting, clapping, etc.).

SCORING

To win: Survive the longest without having your team's balloon break.

Team Scoring: Only the top team will receive points based on point breakdowns pre-determined by the ASG committee.

Tournament Director Authority

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, the tournament director must advise the participants of those changes prior to the start of the event if possible. 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 any and 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.

TUG-O-WAR

TIME: 2:00 – 4:00 PM

EVENT HOST: Jet Propulsion Laboratory

HOST LEADS: Diane Tan and Lauren Alvarez

TEAMS PER COMPANY: 1

PLAYERS PER TEAM: 10 (at least 2 female)

NUMBER OF ROUNDS: TBA

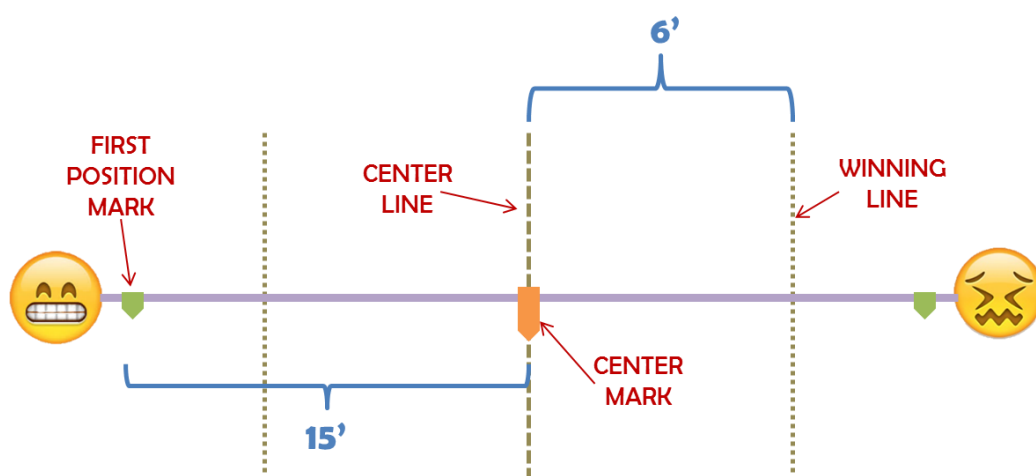
Teams

- 1 team per company
- Each team shall consist of 10 players.
 - At least 2 males and 2 females are required.
- There are no player weight limits.
- No substitutions outside of designated team of 10 will be permitted during or between matches.
 - In the case of an injury, the tournament director may approve a player substitution between matches.
 - 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.

Field and Equipment

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.



Players may choose to wear gloves, tape their hands, or use bare hands. Spray or rub, such as tacky spray, shall not be permitted. Shoes of any kind are not permitted.

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.

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 teams balance.
- Profanity or abusive language.

Competition Setup

The pool play teams will be selected at random. Each team will have three matches during pool play to determine the team's ranking in the tournament. The team's ranking will be determined by summing all three of the match times. The winner of a match gets the elapsed time for the match. The loser gets 2-minute minus the elapsed time for the match. If the 1-minute time limit is reached, the winning team's match time will be 1 minute and the losing team's match time will be 1-minute and 5-seconds. The total times will be sequentially order from the fastest total time (1st place) to slowest total time (last place). The top four teams will enter into a single elimination bracket to determine the final top four places. Each company will receive points based on the point breakdown pre-determined by the Aerospace Summer Games Committee.

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.

Authority

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, the tournament director must advise the teams of those changes prior to the start of the tournament if possible. The tournament director has the final authority to settle any and all disputes related to this competition.

SAND SOCCER

TIME: 9:30 – 2:00 PM

EVENT HOST: Boeing

HOST LEADS: Alex George, Reid Garcia

TEAMS PER COMPANY: 1

PLAYERS PER TEAM: 10 (At least 2 female)

NUMBER OF ROUNDS: TBD competition day

Teams

- One team per company
- Each team shall consist of 10 players and a minimum of 6 players, 2 of which **must** be female.
- 5 players shall be on the playing field at a time, 1 of which **must** be female.
 - If no female is available due to injury, the team must play down a player. All teams shall have a maximum of 4 male players on the field at any time.
 - The minimum number of players on the field is 3. The team that has less than 3 eligible players 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 are “on-the-fly.”
 - In the case of an injury, the tournament director may approve a player substitution 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 a Direct 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 CAN be scored directly from this restart.
 - 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.

Field and Equipment

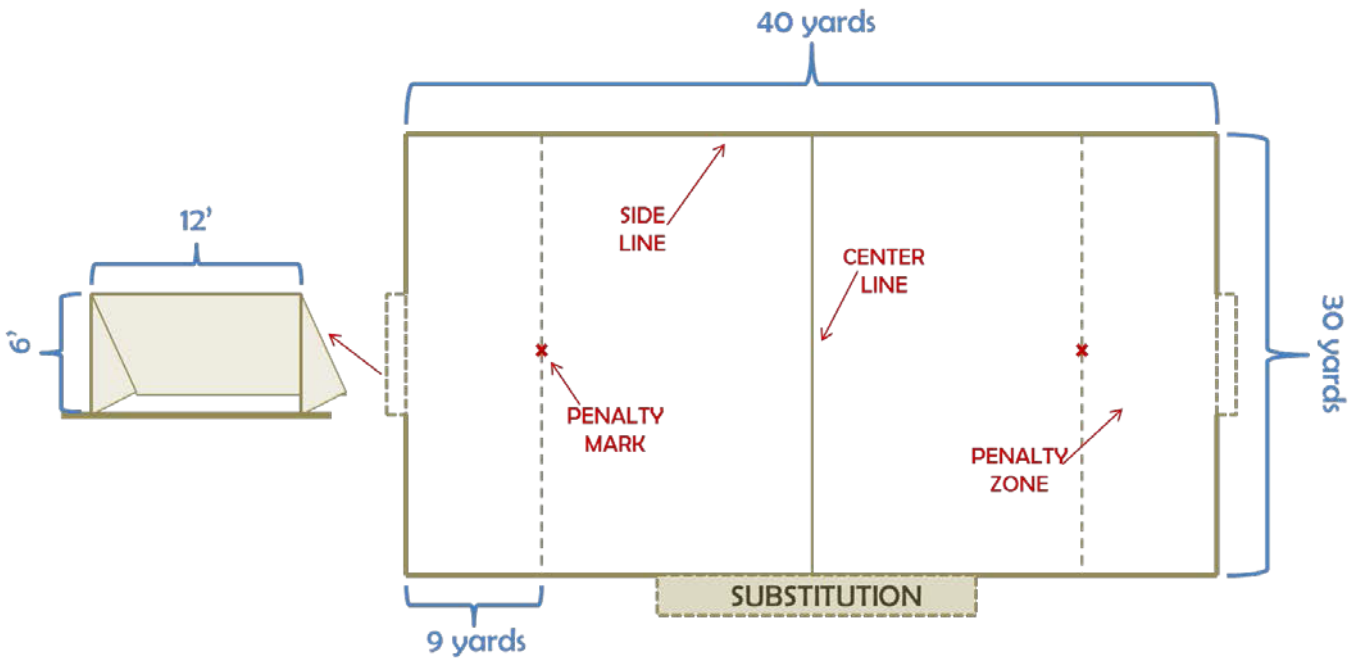
The playing field shall be rectangle 40 yards long and 30 yards wide divided into two equal sections by a center line. Corners will be marked with a standard corner flag. A 1-yard quadrant from the corner forms the Corner Area. A colored disc or flag will be placed on each touch line at midfield.

The Penalty Areas will be delineated by colored discs in the sand 9 yards from, and paralleling, the goal lines joining both touch lines at each end of the field. The position of a Penalty Kick mark shall be the center of this imaginary line.

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 sand soccer ball with an inflation pressure of 7 lbs. 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.

Appropriate Clothing

- **Footwear:** Authorized footwear includes bare feet, cotton socks taped to ankles, elastic ankle and/or foot wraps, and commercially manufactured sand socks. Commercial beach socks with soft soles are authorized. The referees shall require removal of any footwear which is deemed unsafe for competition. (The critical safety issue is the stiffness of the soles which may harm opponent legs and feet.)
- **Uniforms:** Uniforms consist of shirts and shorts. Playing vests 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.

Rules

THE GAME

- **Start of the Game:** The referee shall conduct a coin toss, with the winner given the choice of kickoff/field side options. 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 OR if played backwards in the air, then played forward before it touches the sand. A goal **CANNOT** be scored directly from the kickoff. After a goal, the game restarts with a Kickoff.
- **Duration of the Game:** All games shall employ 2, 12-minute periods, separated by a 2-minute intermission to exchange ends. A referee's whistle ends each period. After the second period,

the referee shall conduct a coin toss with same options as for the Start of the Game. The referee shall add extra time at the end of a period to allow a Penalty or Direct Free Kick to be taken. The referee may add extra time at the end of a period for serious injury or if a team is wasting time.

- **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, whether on the ground or in the air.
 - Play has been stopped by the referee.
- **The Pass-Back Rule:** The goalkeeper shall not touch the ball with their hands or arms when the ball is returned to them twice consecutively by a teammate without touching an opponent. This includes heading the ball to the goalkeeper or playing the ball from an inbounds pass to the goalkeeper without the ball having touched an opponent. An infringement of the Pass-Back Rule results in the opposing team being awarded a Direct 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.
- **Offside:** There is NO offside.

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. Certain adult divisions may employ 2 referees on the field.

- **Advantage:** Unlike 11-a-side soccer, whenever a foul occurs, the referee shall blow the whistle and stop the game unless there is a clear goal-scoring opportunity (the ball going into the goal or an attacker has the ball with no defenders between him and the goal).

FOULS AND MISCONDUCT

Direct Free Kick: A Direct 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 at an opponent;
- Charges an opponent;
- Strikes or attempts to strike an opponent;
- Pushes an opponent.

A Direct Free Kick is also awarded to the opposing team if a player commits ANY of the following offences:

- Holds an opponent;
- Spits at 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;
- Deliberately obstructs an opponent;
- Prevents the goalkeeper from releasing the ball from their hands;
- Tackles an opponent before the ball when attempting to win possession;
- Infringement of a Scissors Kick (see below).
- 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 a Direct Free Kick from the imaginary point in the middle of the halfway line. A goal CAN 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;
- Shows dissent by word or action;
- Persistently infringes the Laws of the Game;
- Delays the restart of play;
- Fails to respect the required distance during a kick-off, corner kick, ball inbound, or direct 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.

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;
- Is guilty of violent conduct;
- Deliberately throws sand at anyone in a violent manner;
- Spits at an opponent or anyone else;
- 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 a Direct Free Kick or a Penalty Kick;
- Uses offensive, insulting, or abusive language or gestures;
- 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. 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 off the Field: If a player, 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 display a red card and 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 a Direct Free Kick from the imaginary point in the middle of the halfway line. A goal CAN be scored directly from this restart.

Misconduct without A Foul: The opposing team will be awarded a Direct Free Kick from the imaginary point in the middle of the halfway line. A goal CAN be scored directly from this restart.

FREE KICK

Direct Free Kick: The opposing team shall be awarded a Direct Free Kick from where a foul occurred unless it was committed by the defending team in their own penalty area in which case a Penalty Kick shall be awarded. 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. For kicks in a team's own penalty area – the ball is in play when it leaves the penalty area.

NOTE: The defensive team may NOT form a wall.

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.

If an infringement is committed in the kicking team's DEFENSIVE half of the field, a "CLEAR ZONE" shall be established from the point of the infringement to each of opponent's goal post. This requirement also applies to direct free kicks taken from the center of the midfield line. Players of both teams, except for the defending goalkeeper, will remain outside of the Clear Zone until one of the following occurs after the kick, which releases all restrictions, and any player may touch or play the ball:

- The defending goalkeeper touches the ball (Only player to touch ball while it is in the air within the Clear Zone);
- The ball leaves the Clear Zone;
- The ball touches the ground.

If an infringement is committed in the kicking team's OFFENSIVE half of the field, (Diagram B), players of both teams, except for the defending goalkeeper, must be positioned behind or even with the ball placed at the point where the infringement was committed.

When taking a Direct Free Kick, Corner Kick, or In-Bounds Kick, a player may make a small mound to elevate the ball's position. Once the ball is set and the referee whistles to start the kick, the kicker has four seconds to take the kick.

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 a Direct Free Kick from the imaginary point in the middle of the halfway line. A goal CAN be scored directly from this restart.

Infringement during Free Kicks:

- If an infringement is committed by the attacking team, the opposing team will be awarded a Direct Free Kick from the imaginary point in the middle of the halfway line. A goal can be scored directly from this restart.
- 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 a Direct Free Kick from where the offence occurred, unless it occurred within the offending team's penalty area, in which case a Penalty Kick will be awarded. A goal can be scored directly from this restart.
- If an infringement is committed by both teams, the Direct Free Kick shall be retaken.

Injury, Outside Interference, Defective Goal or Defective Ball Restart: If the game is stopped for any of pre-mentioned 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 pre-mentioned 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.

Dropped Balls: 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 below.

PENALTY KICKS

Penalty Kick: A Penalty Kick is awarded if any of the offences in Rule 7.1 is committed by a player inside their own penalty area, irrespective of the position of the ball, provided it is in play. The player who was fouled shall take the Penalty Kick and the ball is placed on the penalty area line directly opposite the center of the goal.

Restart: The ball is in play when it is kicked and moves forward. The player shall take the Penalty Kick in a continuous movement.

Goalkeeper Position: 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.

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. If the ball does not enter the goal, the referee will stop play and award the opposing team a Direct Free Kick from where the infringement occurred.
- **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 Penalty Kick will be retaken.
- **A Player Other Than The Designated Kicker Takes The Penalty Kick:** The opposing team will be awarded a Direct Free Kick from the center of the field.

GOALKEEPER RESTART OF GAME

Restart: 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 a Direct Free Kick from the imaginary point in the middle of the halfway line. A goal CAN be scored directly from this restart.

Goalkeeper scoring from a Save when the Ball is in Play: 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 goalkeeper has 4 seconds to distribute the ball from the moment they stand and have control of the ball with their hands. If the goalkeeper exceeds 4 seconds, the opposing team will be awarded a Direct Free Kick from the imaginary point in the middle of the halfway line. A goal can be scored directly from this restart.

CORNER KICK

A Corner Kick 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 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.

SCISSOR KICKS

Scissor kicks are permitted, provided that no opponent is struck in the process. If a player prevents an opponent from carrying out a scissors kick, they shall be punished with a Direct Free Kick from where the infringement occurred. If a player preventing the scissors kick is struck in the process, the infringement is deemed to have been committed by the defender.

Competition Setup

GENERAL

The games shall be played in 3 game rounds with 4 teams per group, and the champion of each group will advance to the playoffs.

All decisions of the referee are final and binding. The Tournament 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. A team that cannot field 3 players at the scheduled start time shall forfeit the game. The team forfeiting shall be declared the loser by a score of 3 goals to none (3 - 0).

If no referee is present within 10 minutes of the scheduled start time, the game will be rescheduled unless both teams agree to proceed. If the game proceeds, the score shall stand as played without protest.

TOURNAMENT STANDINGS

Bracket standings to determine quarter-finalist, semi-finalists, and finalists, and wild-cards if applicable, will be based on:

- WIN - 3 PTS
- TIE - 1 PT
- LOSS - 0 PTS

Ties of total points will be resolved by the following tie-breakers, in order, considering each criteria only once (do not to return back to any earlier criteria):

- Head to Head of two teams tied (disregard if more than two teams tied).
- Team with highest goal differential – total of the net score for each tournament game up to a maximum differential of 4 goals per game (total goals scored minus total goals scored against in each game).
- Least goals allowed.
- Total goals scored (up to maximum of 8).
- If still tied, both teams will proceed to an available field at Tent Coordinator discretion and determine winner by penalty kicks (see format below).

TOURNAMENT OVERTIME

Ties in preliminary games will remain a tie.

For quarter-final, semi-final, and final 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. The first round consists of 5 players from each team. Any player on the team roster may participate. A minimum of 2 female players 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).

VOLLEYBALL

TIME: 8:00 – 3:30 PM

EVENT HOST: Northrop Grumman

HOST LEADS: Lindsey Sweeney, Ryan
Wilkinson

TEAMS PER COMPANY: Up to 5

PLAYERS PER TEAM: 6 (at least 1 female)

NUMBER OF ROUNDS: TBA

Teams

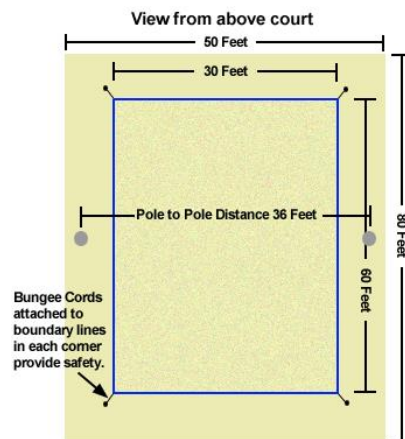
- Up to 5 teams per company
- Each team shall consist of 6 players, 1 of which **must** be female.
- Inter-team player swapping is strictly prohibited and doing so is grounds for immediate disqualification of the offending company from the Beach Volleyball event.
 - At the start of the playoffs a roster of each competing team will be established. Prior to the start of each match, role will be called to ensure that no additional players are added to the competing teams.
 - The only exception to this rule is if a team does not have 6 players or if it needs a female to continue playing. If this is the case, that team may recruit additional player(s) from within that team's own company in order to meet the minimum team requirements.

Field and Equipment

The playing court shall be rectangle divided into two equal sections by a center line.

There will be one net approximately 2.25 yards in height placed vertically over the center line.

All boundaries shall be marked with lines.



The ball shall be standard size volleyball.

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.

Appropriate 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. Players may play barefoot, in socks or "booties," or in shoes.

Rules

The 2014 Aerospace Summer Games adheres to the USA Volleyball Rules as seen on the following website:

- https://www.volleyballreftraining.com/includes_rules_interps/indoor/2013_15DCRindoor.pdf

These are the standard USA volleyball **indoor** rules. This means that nets only count when you contact the 'tape'. The tape is the top 3 inches or so of the net, visible by a white or yellow strip.

In the interest of keeping the games light and fun please discuss your interpretation of the rules with the other teams in your division and pool. The beginner divisions should be lighter on double and lift calls while the top division should be expected to adhere to the indoor volleyball rules.

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 teams decision.

Competition Setup

POOL PLAY

Competition will begin with Pool Play matches in order to establish a ranking among all the teams. Pool play will be randomly chosen and each team will play at least 1 match against one another. The schedule of matches will be determined before the competition starts and after all the competing teams have been finalized.

Please note: **Gold, Silver, and Bronze** divisions will remain for **experienced, intermediate, and beginner** teams, respectively. Companies with only one team may select a division to play in with the understanding that they will be ranked below any companies in Gold division.;

- If one team knows that they should be in the bronze division they will be given points for finishing 16th.
- If two companies chose to move down to bronze then they will be ranked based on the finish in their division and get points for 15th or 16th. 1st, 2nd, and 3rd place finishers will receive 3, 2, and 1 point for the Silver and Bronze Division.

This system is reliant upon the companies accurately placing their teams in the appropriate divisions. Let's make an effort to be sure we don't end up, for example, with an expert team down in. This system means that if a company were to sweep all three divisions they would receive 50 points toward the overall total (44 for gold, 3 for silver and 3 for bronze).

Pool Play will consist of one game, first team to score 25 points with a 2 point win will be declared the winner. Teams shall switch sides when one team reaches 13.

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).

A team from each court who is not playing will be assigned scorekeeping/refereeing duties – their job is to keep score during the game, write down the final score of each game, and make the final determination on disputed plays (e.g., ball was in/out, net fault, etc.).

POOL PLAY SCORING/PLAYOFF SETUP

After each game, each team is awarded a win or a loss and records their final score. A point percentage will be calculated by dividing the number of points given up by the other team by the total number of points scored. For example, if Team A scores 15 points and Team B scores 25 points for a total of 40 points scored in the game, the calculations will be as follows:

- Team A: $15 \div 40 = 0.375$; 37.5%
- Team B: $25 \div 40 = 0.625$; 62.5%

Teams will move onto the playoff round based upon how many wins they have. In case of a tie in total wins, the point percentage will determine which teams move on to the Playoff Round.

A playoff bracket for each division will be set up from the Pool Play teams. The bracket slots will be given to the top ranking team of each company. Any ties in matches and games between rankings will be broken according to the tie breaking procedure outlined below.

PLAYOFF ROUND

The Playoff Round will start with the matchups determined by the playoff bracket established from Pool Play. Playoff matches will be best of three games. Each game will be played to 15 points, win by 2 with a cap at 20. Switch sides between games. Game three, if necessary, will be one game to 15 points, switch sides when one team reaches 8 points.

MATCH TIME LIMIT

In attempt to stay on schedule, a 25 minute time limit for each match will be imposed. If the ball is in play at the time expiration, finish the rally and count any point scored. If the 25 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 25 minute mark, the team with the greater cumulative points of the whole match is declared the winner. It is in every team's best interest to transition to the next match as quickly as possible in order to maximize playing time.

MATCH TIME LIMIT

The following is the tie breaking procedure for teams tied at the end of pool play.

- Two Way Tie: A two tie will be resolved by looking at the head to head result between the two tied teams.
- Three Way Tie: First we will look at the head to head results between the tied teams. If one team has beat the other two then they will take the top spot and the two remaining teams will follow the two way tie breaking procedure. Same situation if a team has lost both matches to the tied teams. If all three teams have the same match record we will resolve the three way tie by looking at point differential between the matches between the three tied teams only. We will not count matches involving a team not in the tie breaker. The team with the best point differential will take the top spot. Then the two remaining teams will adhere to the two way tie breaking procedure.
- Four Way Tie: We resolve a four way tie by looking at point differential and advancing the team with the best difference. Then adhere to the three way tie breaking procedure.

WATERMELON EATING

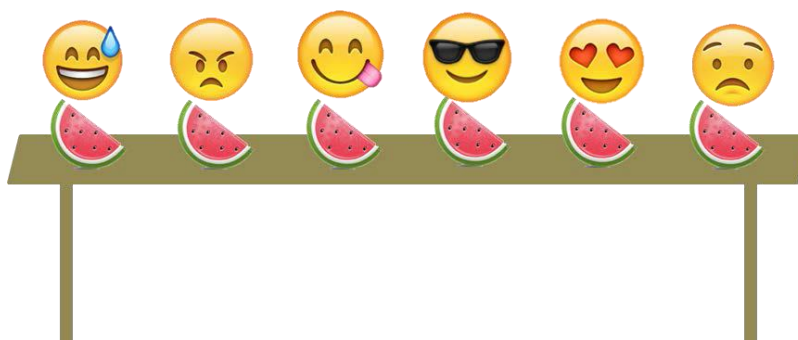
TIME: 11:30 – 12:30 PM
EVENT HOST: SpaceX
HOST LEADS: Ray Barsa, Matt Petty

TEAMS PER COMPANY: 1
PLAYERS PER TEAM: 6
NUMBER OF ROUNDS: 1

Teams

- 1 round
- Each company is allowed one team of six players

Field



Rules

It's a watermelon-eating relay race! Six watermelon wedges will be placed in front of each six-person team. The teams will line up single file. The first player from each team will select and eat their watermelon wedge, with hands behind their back, until the watermelon is consumed (as judged by the referees). The first player will tag the second player, at which point the second player will consume the second wedge. Play continues until all six players consume all six watermelon wedges.

- Watermelon is considered consumed when all pink is gone.
- No hands are allowed while consuming the watermelon.
- No touching opponents' watermelon.
- No regurgitating or spitting of watermelon is allowed (seed spitting is permitted).

Scoring (Per Round)

1st = 30pts

3rd = 20pts

5th = 10pts

2nd = 30pts

4th = 20pts

6th = 10pts

EXECUTIVE MASTERS

TIME: 12:30 – 2:00 PM

EVENT HOST: UTC Aerospace Systems

HOST LEADS: Aron Zifko

TEAMS PER COMPANY: 1

PLAYERS PER TEAM: 2

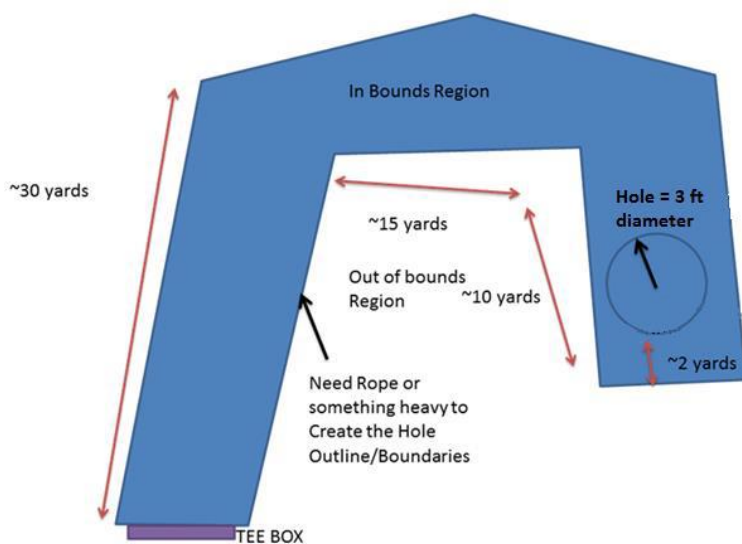
NUMBER OF ROUNDS: TBD

Teams

- 1 team per company
- Each team shall consist of the 2 most senior members of company present.
 - The event is intended to increase Senior or Executive level management involvement.

Field and Equipment

- 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.
- Junior sized golf clubs and whiffle balls, approximately baseball sized, will be provided for use.



Example Course shown above. Actual course layout will be determined on day of event.

Rules

PLAYERS

- Each player on a team must play the hole separately. The score of both players will be added together for the total company score. The lowest total company score wins the event.

- This event is reserved for the two highest ranking members of each company present the day of the event.
- Participants are encouraged to register in advance with the Organizing Company using the TEE-TIME SCHEDULE provided. Time slots will be provided by preference on a first to register basis. It is acceptable to register even if only one participant has been identified. Play will not be permitted without 2 registered participants.

CHECK-IN

- Check-in is recommended on the day of the event, prior to the start of the event. When both of the company's participants have arrived they should contact the Tournament director to check-in. A tent will be set up by 11:00 am near the field of play for this purpose. Early Check-in, prior to 11:00 am, can be conducted at the Organizing Company's primary tents.
- To be considered On-Time, participants that have been Checked-In should arrive to the field of play at least 10 minutes prior to their scheduled TEE-TIME.
- Failure of both participants to arrive on time will result in a loss of SCHEDULED TEE-TIME. Participants missing the SCHEDULED TEE-TIME will be moved to the end of the list. If the section of the beach used for this event is required to be used for an alternate event after the allotted time has passed, the event will be concluded at the required time and unscored company teams will remain unscored.

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.

BALL MOVEMENT

- 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.
- Swinging at the ball, without contacting the ball or without having the ball move from its resting position will not count as a stroke even if sand or other debris near the ball moves. If the ball does move a perceptible amount it counts as a stroke.

- Any ball that settles In Play must be struck from where it comes to rest. It is not allowed to move the ball from its resting location to achieve a better shot. It is not allowed to even out the sand beneath the ball in order to raise the ball. The only exception to this rule is if there is an article of debris on the course that cannot be moved and would pose a potential safety hazard for the Golfer or any bystander.

- 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, i.e. if the ball is touching the boundary rope, it is still In Play.

- Golfer may fly balls over the course boundaries, but any ball that settles outside of the course boundaries incurs an additional 1 shot penalty and must be played from the original location.

- Golfer may roll balls through the out of bounds region, but any ball that settles outside of the course boundaries incurs an additional 1 shot penalty and must be played from the original location.

For 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.

DODGEBALL

TIME: 1:00 – 3:30 PM

EVENT HOST: Raytheon

HOST LEADS: Martin Moreno, Lauren Mar

TEAMS PER COMPANY: 3

PLAYERS PER TEAM: 8 (at least 2 female)

NUMBER OF ROUNDS: TB

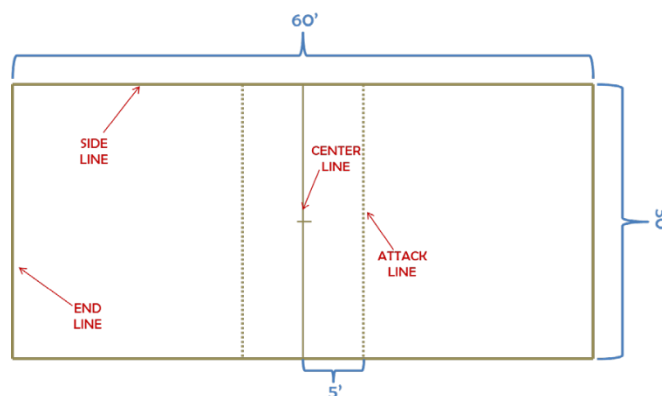
Teams

- 3 teams per company
- Each team shall consist of 8 players.
 - At least 2 males and 2 females are required.
 - If team cannot field enough female players, they will compete with a player down.
- Substitutions are permitted in case of injury or player absence; however, they must be made before the match begins and last for the duration of the tournament.

Field and Equipment

The playing field 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.

6 rubber dodgeballs will be used.



THE GAME

The object of the game is to eliminate all opposing players by getting them **out**.

Definition:

- **Live:** A ball that has been thrown and has not touched the floor/ground, another ball, or another item or person outside of the playing field.
- **Hits:** A **hit** on an opposing player with a **live** thrown ball 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** (e.g. hits

the floor). 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 away from the field, so as not to sneak back in the game. Failure to adhere to this rule may result in automatic forfeit of the game by the player's team, at the judgment of a single umpire.
- **Catches:** A **catch** on a **live** ball thrown by your opponent renders the thrower **out**. In addition, the next player in line who is **out** on the catching team is declared **in**.
 - A player catching a ball must land with 2 feet inbounds with the ball (e.g., football rules).
- **Deflections:** A player in control of a ball may use that ball to deflect any other ball thrown at him.
 - 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.
 - 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.

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. They must also return through their end-line.

OPENING RUSH

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. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. 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 throw the ball past the attack line as long as no part of their body crosses the center line.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A time limit has been established for each contest (3 min for regular matches, 5 minutes for playoff matches). 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.

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

In order 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 verbal countdown to indicate that a team must relinquish the balls on their side.

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.**

CODE OF CONDUCT

- Understand, appreciate and abide by the rules of the game.
- Respect the integrity and judgment of game officials.
- Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
- Be responsible for your actions and maintain self-control.
- Do not taunt or bait opponents and refrain from using foul or abusive language.

Competition Setup

POOL PLAY

Competition will begin with Pool Play matches in order to establish a ranking among all the teams. Each team will play at least four (4) matches against other teams (not from their same company). The schedule of matches will be determined before the competition starts and after the number of competing teams has been finalized. Matchups between teams will be determined in relatively random fashion.

Pool Play games will be timed by the referee to last no more than 3 minutes. A verbal warning will be given 30 seconds prior to the 3 minute mark. If at the end of 3 minutes, both teams have players in play on the court, the winner will be the team with the most players in play. If both teams have the same amount of players in play, the match will be declared a tie.

The match competitions will be distributed across the 4 dodgeball courts. A schedule for each court will be posted in a public location (and in the dodgeball packet distributed to each company). Time slots will be assigned dividing the matchups into 5 minute sections (1 minute setup, 3 minutes Game, 1 minute document results/reset). It is up to the referees to make sure that each court stays on schedule. Teams should be at their assigned court 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 team will be given a maximum of 2 minutes grace period to appear at the court when the match is announced, after which the referee may call a forfeiture of the match. If neither team shows for their match, the match will result in a loss for both teams.

POOL PLAY SCORING/PLAYOFF SETUP

After each game, the referee will record which team won and which team lost. In order to determine which teams move on to the Playoff Round, point values will be assigned to Win, Loss, and Tie results to establish a ranking.

- Win = 3 points
- Tie = 1 point
- Loss = 0 points

In addition, the referee will also mark down the “Final Player Count” for the winning team (i.e., how many players the winning team had over the losing team when the match ended). “Final Player Count” is not recorded for matches ending in a tie.

A playoff bracket seeding of 12 teams will be set up from the Pool Play teams. **Bracket slots will be given to the 4 highest ranked teams in each pool, regardless of company, with the exception that a maximum of 2 teams per company are allowed in the playoffs.** Any ties between ranks will be broken by looking at which team has the highest cumulative “Final Player Count” over all their matches. Any further ties will be broken by random process (e.g., coin flip).

PLAYOFF ROUND

The Playoff Round will start with the matchups determined by the playoff bracket established from Pool Play. Playoff matches will function the same as Pool Play matches, with a few notable exceptions.

The Playoff matches will consist of 1 game, the winner of that game will move on to the next round. Match times for playoff matches will be increased to 5 minutes. At the end of the 5 minute period, if both teams have players in play on the court, the winner will be the team with the most players in play. If both teams have the same amount of players in play, the match will enter a sudden death mode.

During sudden death mode, any player getting out on either team will end the match. A verbal warning will be given 30 seconds prior to the 5 minute mark, and when the game enters sudden death mode. The final playoff match will determine the 1st and 2nd place winners. One runner up match will also be held to determine the 3rd and 4th place winners. All other company rankings will be determined by the initial seeding in the playoff bracket.

FINAL EVENT POINTS

A final event point value will be assigned for each company based on the performance in the playoffs. The point value for each company is specified in the ASG rules.

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 get both 1st and 2nd place in the playoffs, COMPANY A can still only win 1st place for the event. The next highest company will take 2nd place event points, and so on.

RELAY RACE

TIME: 9:30 – 10:30 AM

EVENT HOST: Jet Propulsion Laboratory

HOST LEADS: Lauren Halatek

TEAMS PER COMPANY: 1

PLAYERS PER TEAM: 8-16

NUMBER OF ROUNDS: 2

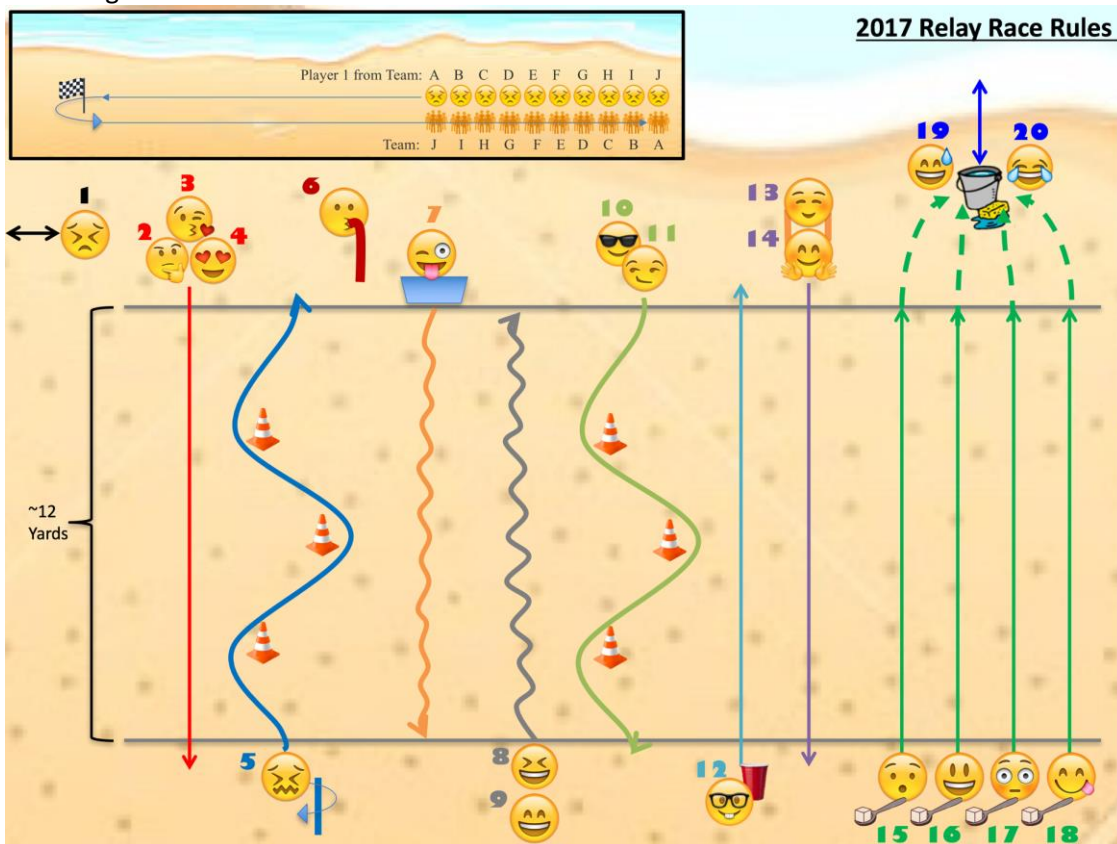
Teams

- 1 team per company
- Each team shall consist of a minimum of 4 players and a maximum of 20 players.
 - Player 1 cannot be Player 2, 3 or 4
- No minimum male or female limit.

Field and Equipment

The playing field will consist of two lines (or a set of cones) spaced about 12 yards apart to serve as the starting and finishing lines for the all elements involving Players 2-18. Player 1 will run parallel to the ocean around a distant flag or marker. Players 19-20 will run from a bucket place just outside the playing field and the ocean. The 12 yard surface of the playing field will be as flat and uniform as possible.

If any equipment is damaged and cannot be reused in other heats, the Head Judge will disqualify the offending team at his or her discretion.



Rules

The fastest team to complete all of the following obstacles will be declared the winner.

If cheating is spotted, the Judges will provide a warning and at the Judge's discretion will have the team restart that race element.

LEMANS STYLE STARTING SPRINT

- Player 1 will start at another team's starting line based on his or her team's location, please see the image above.
- At the start of the race, Player 1 will run parallel to the ocean towards a distant flag or marker. This

distance will be determined the day of the race and is meant to be a longer distance run. Player 1 will run completely around the flag/marker and return to his or her team's starting line (not the team they started next to).

- Player 1 will tag one of the three players (Players 2-4) to initiate the next element of the race.

Three Headed Quadruped Race

- Players 2-4 will be tied together before the start of the relay race (before Player 1 starts) and will be checked by the judges. Once checked, the team shall not untie or change how they are tied together.
- Each of the three players will have only one leg tied together into a single massive leg. Each leg tied together should be nearly touching each other and hence no large gaps or spacing. Teams are responsible for tying their own knots.
- One single ribbon about 2.5 yards will be provided. The ribbon may not be altered or cut and must be returned so that it can be reused (see disqualification note above).
- All three of the players must remain on the sand and cannot be picked up in any way.
- Once all three players cross the finish line (such as all three players hands), Player 5 may start spinning (signal given by the Judge).

DIZZY BAT RUN

- When signaled by the Judge, Player 5 spins around a plastic bat 8 times then weaves through 3 cones to tag Player 6 to initiate the next element of the race.
- Player 5 must keep their head down/on the bat while spinning (within about a foot of the top of the bat).
- The bat must remain on the ground. Do not spin with the bat in the air.
- The Judge calls out all 8 of the revolutions for all to hear. The Judge can help point out the cones to help Player 5 from getting lost.

HANDS FREE FRUIT-BY-THE-FOOT

- Player 6 starts with a completely unwrapped (no paper) and unrolled Fruit-by-the-Foot.
- Player 6 starts when tagged by Player 5 and will start with only the manufactured folded part/end in his or her mouth. Player 6 cannot drop the Fruit-by-the-Foot into his or her mouth and must start with it dangling from his or her mouth. Only Player 6's tongue, mouth, and chin may touch the Fruit-by-the-Foot once eating has started (no hands, no other body parts, and nothing else may touch the Fruit-by-the-Foot).
- This element of the race is successfully completed when Player 6 finishes eating the Fruit-by-the-Foot (i.e., completely in the mouth, no need to swallow). The Judge will signal Player 7 to start.
- Player 6 will have 1 minute to complete this element of the race. If Player 6 drops the Fruit-by-the-Foot, the team will need to wait the whole minute until Player 7 can start.

HOPPING RACE

- When signaled by the Judge, Player 7 will hop across the sand while standing with both feet inside an IKEA bag provided.
- Player 7 cannot make forward progress unless he or she is in the bag hopping (no rolling, falling, running with one foot, etc..).
- Once Player 7 is completely across the finish, he or she will tag Player 8 or 9 to initiate the next element of the race.

LEAP FROG

- Once tagged by Player 7, Players 8-9 will leap frog about 12 yards to cross the finish line.
- Each player must alternate jumps making forward progress by jumping over the other player only (no creeping forward by crawling or taking steps before kneeling).
- Both Players 8-9 must completely cross the finish line to initiate the next element of the race (signal given by the Judge).

PIGGYBACK RACE

- When signaled by the Judge, Player 11 can start running with Player 10 on their back.
- Player 10 can start on Player 11's back or jump or crawl onto Player 11 after Players 8-9 crosses the finish line.
- Forward progress can only be made while Player 10 is completely off the ground.

SAND CRAWL

- Player 10 or 11 will place a full cup of sand on Player 12's back.
- Once Player 12 has a full cup of sand on their back, Player 12 will crawl pass the finish line to initiate the next element of the race.
- If the cup falls or tips over, Player 12 will stop in place until Player 10 or 11 places a full cup of sand back on Player 12's back.
- When Player 12 is crawling, no one can hold or touch the cup of sand and no attachment device can be used.
- The cup of sand will be full at the start, but does not need to remain full during the crawl.

WHEELBARROW RACE

- Players 13-14 form a human wheelbarrow racing 12 yards to cross the finish line.
- Players 13-14 shall begin once player 12 has completely (including feet) crossed the finish line (signal given by the Judge).
- Forward progress can only be made while in the wheelbarrow position.
- Both Players 13 and 14 must be completely cross the finish line to initiate the next element of the race (signal given by the Judge).

CUBE RUN & THROW

- When signaled by the Judge, Players 15-18 will walk/run while balancing a cube on a spoon. Each of the four players will stop on the finish line (not a foot past or a foot short) and attempt to throw their cube into the water bucket located near Players 19-20.
- No forward progress shall be made unless the cube is on the spoon and the spoon is held properly.
- If the cube drops or needs to be repositioned, that player must stop in place to pick up and reposition the cube on the spoon.
- The spoons shall be held by the last 2 inches of the handle.
- For every cube that makes it into the water bucket, 10 seconds will be subtracted from the team's overall time. The cubes in the water bucket may remain in the water bucket for the Water Sponge Race.

WATER SPONGE RACE

- Players 19-20 start next to the team's water bucket and can start running to the waterline once Players 15-18 have thrown their cubes.
- Players 19-20 must alternate each run to and from the waterfront.
- Only one sponge will be provided and used to relay water from the ocean to fill the team's water

bucket until the water breaks the tip of the funnel. The Judge will determine if the water bucket is filled and will stop the clock.

- No outside or alternative water carrying devices are allowed.
- Funnel must remain flat on the top edge of the bucket. Judges will place the funnels in the proper position at the start of this race element.

Competition Setup

There shall be 2-3 heats with up to 10 teams competing per heat. Heats are selected by the host lead. The heat positions will be provided before the start of the event.

Head Judge has the final decision if a team shall be disqualified for cheating, bad sportsmanship, or as stated in the rules. Head Judge may clarify or update the rules up to the start of the first heat. A captain from each company team must ensure their whole team is informed of any rule changes.

Timing devices will be stopwatches (traditional or apps on smartphones).

Judges will correct any violations of the rules during the race. Any judge's calls (restarting, where a cup or cube falls, etc...) are not open for debate (do not waste time arguing). Any "grey area" rule should be brought to the Head Judge's attention prior to the race.

Please DO NOT cheat! If any cheating is called into question before the final scores are posted, the Head Judge may add an appropriate time penalty or disqualify the cheating team. Only video proof will be considered, while hearsay or verbal recounts will be disregarded.

HUMAN PYRAMID

TIME: 3:00 – 3:30 PM

EVENT HOST: Lockheed Martin

HOST LEADS: Ellen McIsaac

TEAMS PER COMPANY: 1

PLAYERS PER TEAM: 10

NUMBER OF ROUNDS: TBA

Teams

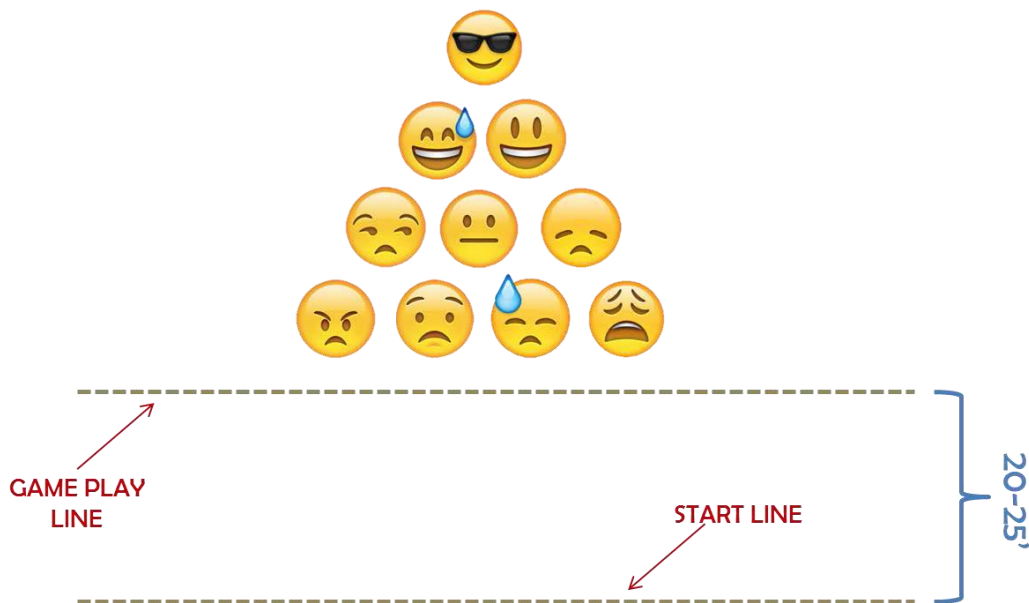
- 1 team per company
- Each team shall consist of 10 players.
- Teams may be formed the day of competition.

Field and Equipment

Fields will be set up with two lines approximately 20–25 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 above that row, and one player on top.



Rules

PLAYERS

The following code of conduct shall be observed by all players:

- Understand, appreciate and abide by the rules of the game.

- Respect the integrity and judgment of game officials.
- Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
- Be responsible for your actions and maintain self-control.
- Do not taunt or bait opponents and refrain from using foul or abusive language.

REFEREE

Each team will receive its own referee who will use a stop watch to determine when the stability of the complete pyramid has been reached.

MATCH DURATION

Referees shall start the stop watch 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.

RULE ENFORCEMENT

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.

FOOD DRIVE

TIME: 9 – 11 AM

EVENT HOST: Chevron

HOST LEADS: Katherine McClung

All food items will be donated to CASE El Segundo.

1. Event will be scored and count towards company's total points
2. Donation cutoff is at 11AM prompt
3. Score is determined by event host discretion of points per donation item
4. Score is normalized by dividing donation points by expected number of company's attendees at ASG
5. Winning team will receive 15 points
6. All teams who participate will receive 5 points. Minimum 10 item donation for participation



C. A. S. E.

COMMUNITY ALLIANCE TO SUPPORT AND EMPOWER

'Assisting El Segundo Families in Need'

2017 Aerospace Games Food Drive Most Needed Items

Please help us provide nutritious food to those who need it the most by bringing in items from the following list of needs

Please, no glass containers or expired items.

BREAKFAST

Jams & Jellies
Pop tarts
Breakfast bars
Canned fruit
Juice & Juice boxes
Pancake mix
Muffin mix

LUNCH

Canned Meats
Dried Fruit
Pasta Meals
Crackers
Condiments
Peanut butter
Drink boxes

DINNER

Soups
Pastas
Rice Dishes
Potato dishes
Canned chili
Canned stew
Salad dressing

SNACKS

Cookies
Jell-O
Granola bars
Cake mix
Pudding cups
Canned fruit
Raisins

DRINKS

V-8 Juice
Apple Juice
Juice packets
Gatorade
Coffee/tea
Drink mixes
Hot chocolate
Lemonade

HYGIENE

Toothpaste
Deodorant
Q-tips
Feminine products
Shampoo/conditioner
Razors/shaving cream
Paper products
Laundry supplies

ULTIMATE FRISBEE

TIME: 9:30 – 3:00 PM

EVENT HOST: Aerojet Rocketdyne

HOST LEADS: Sean Leverance

TEAMS PER COMPANY: 1

PLAYERS PER TEAM: 15

NUMBER OF ROUNDS: TBA

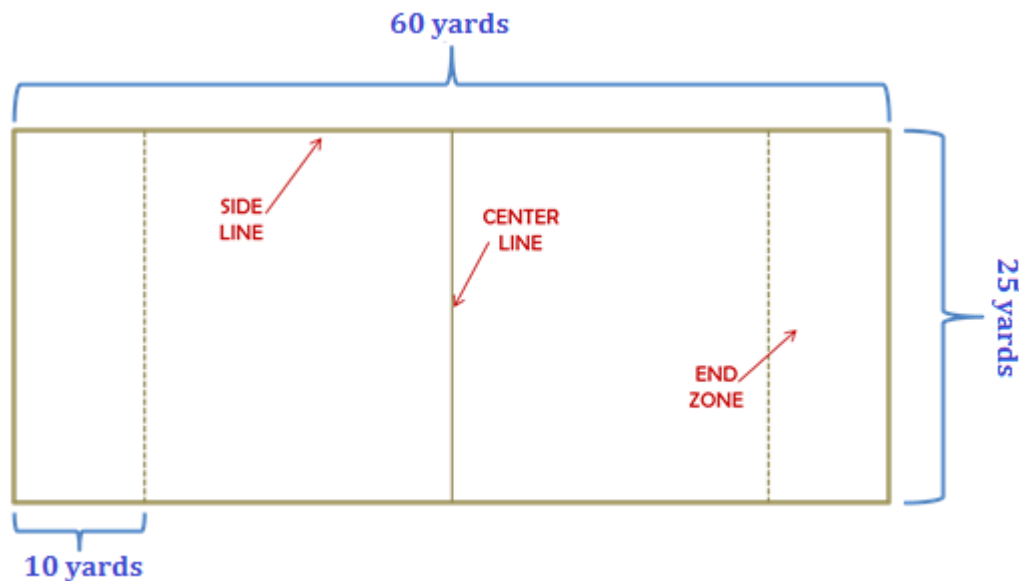
Teams

- 1 team per company
- Each team shall consist of 7 players (minimum of 1 female) on the field at all times
- o If no female is available, the team must play down a player. All teams shall have a maximum of 6 male players on the field at any time
- Each company can have a maximum of 15 players per team
- 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.

Field and Equipment

The playing field shall be a rectangle 60 yards long and 25 yards wide divided into two equal sections by a center line.

There will be one 10 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.

Appropriate Clothing

Teams must wear shirts or jerseys of a matching color.

Players must remove all jewelry.

Rules

PLAYERS

- Offense
 - o Any member of the offensive team may take possession of the disc.
 - o The thrower can advance for a maximum of 3 steps and must throw the disc within 7 seconds of catching the disc.
- Defense
 - o Only one player may guard the thrower at any one time.
 - o There must be at least an arm's length between the bodies of the thrower and the marker at all times.
 - o The marker cannot position his/her arms in such a manner as to restrict the thrower from pivoting.

MATCH DURATION

The game duration will be for **30 minutes**.

Time is continuous for each half, except when there is an injury time-out or a team calls time-out.

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 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 in to play.
- The first team to score **7 points and have a lead of at least 2 points** is declared the winner.
- There shall be a 30-minute soft cap and 35-minute hard cap for every game in the event a team is not declared a winner at the end of the 30 minute mark
 - o Soft Cap
 - When the 30 minute mark is reached, teams will be allowed to finish the current point if the game is currently in play (not stopped for a goal or turnover)
 - If a team is winning by 2 points (regardless of the team's total points) at the end of the 30 minute mark, the game is over and that team is declared the winner
 - Otherwise, the teams can keep playing for an additional 5 minutes or until a team goes up by 2 points
 - o Hard Cap
 - When the 35 minute mark is reached, teams will be allowed to finish the current point if the game is currently in play (not stopped for a goal or turnover)
 - If any team is winning by 1 point (regardless of the team's total points) at the end of the 35 minute mark, the game is over and that team is declared the winner
 - If teams are tied at the end of the 35 minute mark, the winner will be decided by a coin flip

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 overtime.

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.

FOULS

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 a foul is called and the team decides to continue playing, no stoppage will occur.
- Fouls called may 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 are not allowed in Ultimate Frisbee and foul must be called immediately. Any Picks called will results in a turnover.
 - o 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. Any other player from team can fill-in for ejected player.

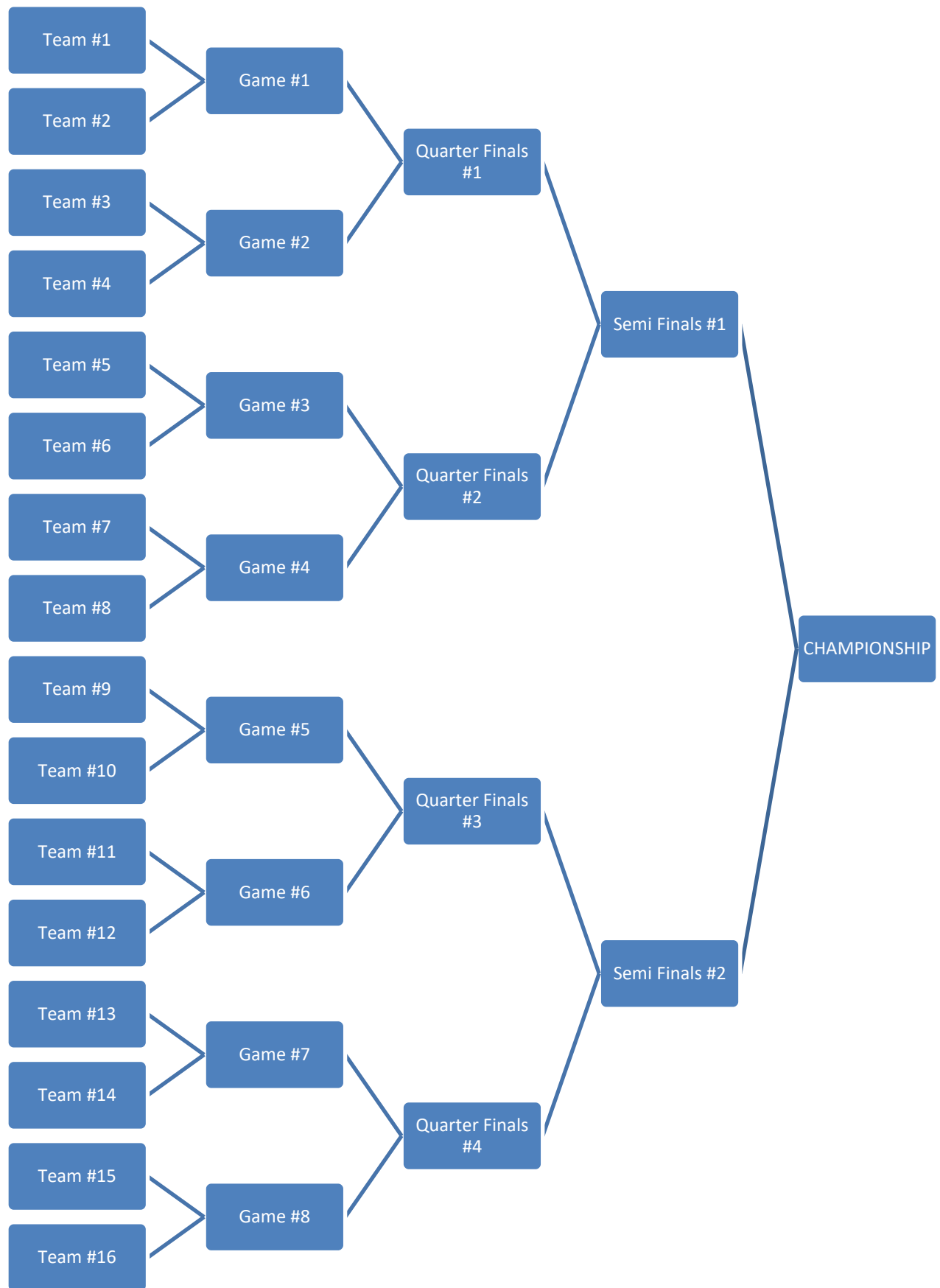
TOURNAMENT

Ultimate Frisbee will be played as a Single Elimination Tournament. Total of eight (8) games will be played in the opening round with the best 8 teams will advance to the quarter finals.

Final standings for remaining teams not involved in quarter finals will be made based on goal difference. Any ties in standing between teams will results in a split of the total points for the tied positions (e.g. teams tied for 13th place will both get points for 13th place).

If any team does not show up for the opening round game, that game will be temporarily postponed until that team or another opponent is found. If the team or different opponent does not present itself, the attending team will advance to the quarterfinal.

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



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