

Official Games Playbook



2024

Community Cup

Dodgeball

Objective

The objective of dodgeball is to eliminate all opposing players by throwing foam balls at one another.

Game Specifics

6 players per team.

Each team will play one round at 7 minutes total.

Rules

- The field will be divided into two halves.
- Each team will start with 3 balls in their half.
- If the ball goes out, referee/volunteers will retrieve and throw back into play.
- A player is considered "out" if they are hit by a thrown ball and fail to catch it.
- No shots above the neck. If a player ducks and are hit above the neck, they are out.
- If a thrown ball is caught by an opponent, the player who threw the ball is out, and the catching team can bring one of their previously eliminated players back into the game.
- If a player steps out of bounds while trying to avoid a ball or while throwing a ball, they are also considered out.
- Players must never cross the center line, doing so will result in elimination.
- No single team will control all balls for more than 5 seconds.
- Once all players on a team have been eliminated, the opposing team wins.
- If not all players are eliminated from either team, the team with more players after time expires will be considered the winner.

Points

The winning team will score 10 points. If both teams have the same number of players remaining when time expires, then both teams would receive 5 points.



Human Foosball

Objective

The objective of human foosball is for teams to work together to score goals by moving the ball into the opposing team's goal, while players are restricted to moving side-to-side along ropes.

Game Specifics

5 players per team: One goalkeeper, two defenders & two midfielders per side.

Each team will play one round at 4 minutes total.

Rules

- Referee will start the game by tossing the ball into the middle of the field.
- The team with the most goals at the end of the 4 minutes will win the game.
- Players are positioned side-by-side, holding onto the ropes that run horizontally across the playing area.
- Players must keep both hands on the handles during game play.
- Players cannot move forward or backward; they can only slide left and right along their designated rope.
- Shoulders must be kept above the rope at all times. No leaning/sitting down.
- Players may not intentionally kick and or lean-in to trip another players feet.
- If a player commits a foul, play will be reset by placing the ball with the opposing teams goalkeeper.
- If a goal is scored by a player who is not holding on to the handles, the goal will not count.
- Shoes CANNOT be worn on the inflatable. Reminder to wear socks.

Points

Each goal is worth 2 points. (e.g. If a team scores 5 goals, they will receive 10 points to their tally)
There is a cap of 20 points per team.



Frisbee Toss

Objective

The objective of Frisbee Toss is for team members to toss their frisbees into a basket held by two other team members.

Game Specifics

All team members will participate by either holding the basket or tossing the frisbees into the bucket.

Each team will play a total of 3 rounds.

Rules

- The referee will signal the start and the end of each round.
- Each round begins with the first thrower from each team throwing a frisbee then cycling through all members of the team until 20 frisbees have been thrown.
- No member must throw again before all other team members have thrown.
- Each round teams will have 20 frisbees to toss to their team members basket.
- Teams will designate two new catchers per round to hold the basket.
- Teams will take turns tossing the 20 frisbees to the catchers holding the basket.
- The thrower must stand behind the designated line while throwing the frisbee.
- The two catchers must stay behind the second marked line and work together and maneuver the basket to catch the frisbee.
- Any frisbee caught forward of the catchers line will not count.
- At the end of the round, teams will take their baskets to a referee to tally the score.

Points

At the end of each round, referee will count the amount of frisbees caught into each team's basket. Each frisbee caught in a basket is worth 1 point. After 3 rounds, the teams best round score will be their score for the match. Each frisbee will count for 1 point.



Tug of War

Objective

The objective of tug of war is for one team to pull the other team across the centerline, thereby winning the round.

Game Specifics

Both teams must start with an even number of players with a max of 8 players per team per round.

Each team will play a total of 3 rounds at 3 minutes per round.

Rules

- There will be three lines on the field. The middle line that the rope will be centered on and two "first player start" lines where the first member of each team must stand behind at the start of the match.
- Each team will hold the rope with enough tension so that the rope's centerline marking is equal to the centerline marked on the ground.
- The referee will signal both the start and completion of the round.
- Players should wear appropriate footwear to prevent slipping, gloves are also recommended but not required.
- Under no circumstances will cleats be allowed on the field.
- No wrapping the rope around hands or arms.
- Players must not sit or fall to the ground in order to gain advantage.
- The round is won when one team successfully pulls the last member of the opposing team across the centerline.
- The team that has pulled more opposing players across the center line when time expires will be considered the winner.

Points

Each team that wins a round will score 10 points per round. If both teams have the same number of players remaining across the middle line then both teams will receive 5 points each.



Obstacle Course Challenge

Objective

The objective of an inflatable obstacle course race is to navigate through a course filled with various inflatable obstacles, completing challenges and reaching the finish line before your direct opponent.

Number of Players

Up to 8 players from each team will compete against one other player from the opposing team in a 1v1 relay style race.

Each team will play one round at 5 minutes total.

Rules

- The referee will signal both the start and completion of each race.
- The course will consist of a series of inflatable obstacles that participants must navigate through including, slides, tunnels, walls, climbing structures, and more.
- The individual will complete the obstacle course and circle back to tag the next person.
- Individuals must not interfere with their direct opponent intentionally.
- The team that finishes first or has the highest number of players complete the obstacle course within the five minute time limit, wins the round.
- Shoes CANNOT be worn on the inflatable. Reminder to wear socks.

Points

The team that finishes first is awarded 20 points towards their team.

In the event of a tie, a sudden death race between one person from each team will decide the winner.



Charity Challenge

There is still time to submit your Charity Challenge submissions!

As a reminder, any team that submits a project will start Community Cup with 10 points.

For more information on Charity Challenge please contact Luke Hardy at lhardy@oneoc.org, or visit the Charity Challenge section on our website!

Don't forget, all submissions must be submitted by September 30th.



Official Field Layout

