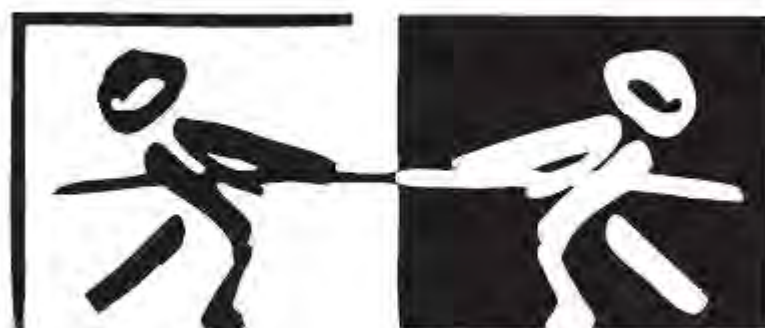


2023

BATTLE OF THE



BUSINESSES

Coach's Manual

Benefiting

GREATER DAYTON

***Special
Olympics***
Ohio



Battle of the Businesses

c/o Special Olympics
3085 Woodman Drive
Suite 212
Kettering, OH 45420
Phone: 293-9550

Submit Battle forms via:

Email: daytonbattle@gmail.com

Fax: (937) 436-0228

Mail: Battle of the Businesses
c/o Barb Perkins
7806 John Adams Lane
Dayton, OH 45459

Note: All Checks should be made
out to **Special Olympics**

Registration & General Information

- Battle Event Schedule
- General Information
- Participant Eligibility & General Rules
- Sponsorships
- Registration Form **(due by April 1, 2023)**
- Shirt Order Form **(due by April 1, 2023)**

Battle Bucks

- Battle Bucks Information
- Battle Bucks Team Summary Sheet
- Battle Bucks Pledge Sheet

Battle Roster/Wavier

- Battle Roster Instructions & Form
- Battle Waiver Procedures & Form

Event Rules

- Shirt Penalties
- Grievance Procedure
- Rules of Events

Scoring

- Awards
- Point System

Maps**Board Contact Numbers:**

Barb Perkins	436-0228
Lynn Brumfield	287-7081
Dean Conard	371-2515
Jeremy Fleck	271-7627

Email: daytonbattle@gmail.com

Website: www.daytonbattle.org

Follow us on:

Dayton Battle of the Businesses

2023 Battle of the Businesses

Event Schedule

Saturday - June 3, 2023	Sand Volleyball 9:00 am	Setters Volleyball Club 3 women & 3 men
Sunday - June 4, 2023	Miniature Golf 8:30 am Cornhole Ladder 11:00 am Trivia Night 6:30 pm	The Trails Miniature Golf 2 women & 2 men Community Tissue Services 2 women & 2 men Beaver-Vu Bowl 2 women & 2 men
Monday - June 5, 2023	Night Off	
Tuesday - June 6, 2023	Team Ski 6:30 pm Tug-of-War 6:30 pm	Community Tissue Services 4 women & 4 men Community Tissue Services 4 women & 4 men
Wednesday - June 7, 2023	Night Off	
Thursday - June 8, 2023	Bowling 6:30 pm	Beaver-Vu Bowl 2 women & 2 men
Friday - June 9, 2023	Night Off	
Saturday - June 10, 2023		Wright State University Rinzler Sports Complex
8:45 am	Obstacle Course – Soccer Field Wind Sprint Relay – Football Field Punt, Pass & Place Kick – Football Field	4 women & 4 men 2 women & 2 men 3 women & 3 men
Approx. noon	CEO Water Balloon Toss – Football Field Soccer Dribble – Soccer Field Sack Race – Football Field	3 women & 3 men 3 women & 3 men

Awards Presentation and Battle "AFTER PARTY" Celebration

June 10th at Dayton Liederkrantz Turner German Club

7:00 pm – 10:00 pm

See Map section of this manual for directions

General Information

Welcome to the 2023 Battle of the Businesses – The 42nd edition. Last year's Battle of the Businesses raised and donated over \$42,900 to Special Olympics of Greater Dayton. With your help we would like to surpass that total this year.

The 2023 Battle will be held from June 3rd through June 10th.

All the information you will need is in this manual, except for the Heat & Lane Assignments, which will be distributed along with your team shirts at the **Coach's Meeting at Beaver-Bowl on Wednesday, May 24, 2023, at 6:00 p.m.** All coaches will need to turn in their four bowlers' names at this meeting.

Please read all the rules carefully, even if you think you already know them.

Please note the following 2023 changes:

- Currently, we have not scheduled any practices. Setters is open every day and has open courts for Sand Volleyball practice prior to the event.

Battle Registration Information

Registration Fee: \$450.00 (Payable to: Special Olympics)

- An invoice will be emailed to you once we receive your Registration Forms.

Registration Forms due on or before April 1, 2023:

- Registration Form
- Shirt Order Form and camera-ready art for new logos

Registration Forms can be submitted via:

- Email: daytonbattle@gmail.com
- Fax to: (937) 436-0228
- Mail to: Battle of the Businesses
c/o Barb Perkins
7806 John Adams Lane
Dayton, OH 45459

Battle Forms due before start of Sand Volleyball on June 3, 2023:

- Battle Roster
- Signed Battle Waiver

Please remember that the main reason we are all involved in the Battle of the Businesses is to help **raise money for Special Olympics of Greater Dayton**. The Battle Bucks you raise directly support the Special Olympic athletes in the Greater Dayton area. We want all Battle participants to have fun and enjoy the event, **but we cannot lose our primary focus as a fund-raiser**. Everyone in your company is eligible to participate in Battle Bucks, even if they are not on the team roster. We need to do as much as we can to support Special Olympics.

Eligibility & General Rules

Participation Eligibility:

- The maximum team size is 30 participants.
- Team members must be employees and on the payroll of the participating company or contract employees who work at least 32 hours a week for the participating company.
- Each participant competing must be **19 years of age** or older prior to the first Battle event.
- Division 4 teams may include an immediate family member of employees (**limited to one family member per employee**).
- Battle participants may only participate once per event.

General Rules:

- **Team Rosters** must be completed and turned in to the Battle Board prior to a team's competing in Sand Volleyball. For any changes in the original team roster, coaches must turn in a Player Substitution Card to the registration table prior to participating in the event that the substitution occurs. (See Roster Instructions for more information.)
- **Completed Waivers** must be on file before the team's participation in Sand Volleyball. (See Waiver Procedure Instructions for more information.)
- If ineligible players are used and discovered, the team shall default their place and points in the event(s) that the ineligible participant was involved.
- No replacement shall be permitted after a team has begun participating in an event. A team can compete in Miniature Golf, Cornhole Ladder, Trivia Night, Tug-of-War, Bowling, and Punt, Pass & Place Kick with fewer than the required number of participants. **All other events require the specified number of participants for a team to compete and receive place points.** Participation points will be awarded to any team participating with fewer than the required number of participants. (See Point System).
- Metal spikes (any portion of the spike) may not be worn at any time for any event during the Battle. Anything other than metal is permitted i.e., rubber or plastic.
- All published starting times are considered forfeit times unless specific event rules provide otherwise. However, the starter will have discretionary power to delay a start. Each team shall be given one chance to participate in each event.
- Video recordings cannot be used to change the place or scoring of any team.
- If the Rules Committee determines a team's performance has been hindered through no fault of their own (e.g., interference by another team), the team may elect to rerun the event. This rerun will take place either in a remaining heat with an open lane or immediately following the last scheduled heat of that event. The team's coach along with the Rules Committee will make that decision. If the team elects not to rerun the event, their time/score will stand as official. If the team reruns the event, the rerun's time/score will be recorded as official.
- Grievance forms will be available at the information table at each event. Grievances must be filed at the information table. The Rules Committee's decision shall be final.

AT THE DISCRETION OF THE RULES COMMITTEE, ANY INTENTIONAL VIOLATION OF A RULE MAY RESULT IN A DISQUALIFICATION OR A PENALTY BEING IMPOSED.

THE RULES COMMITTEE SHALL HAVE THE DISCRETION TO SUPPLEMENT AND INTERPRET THE BATTLE RULES AS MAY BE REQUIRED. THE RULES COMMITTEE'S DECISION SHALL BE FINAL.

Weather Policy

- All delays or cancellations due to weather will be announced at the event.
Please note that there is no “rain date” for events.
- The procedure below will be followed at all Battle events:
 - When Sports Medicine detects dangerous lightning, the grounds must be cleared immediately with everyone going to a secure area (as directed by the board or inside your car).
 - We will wait 30 minutes. If there is no other dangerous lightning detected in that time frame, the events will continue. If there is another strike any time within the 30 minutes, we will notify teams that all remaining events are cancelled.

Participation Conduct Policy

Coaches and all participants need to remember that this event is first and foremost one that fosters positive athletic competition, goodwill between teams, and is designed to stay within the Special Olympics spirit of sportsmanship.

Remember the following points as you head into competition.

- Please come to the coach’s meeting to have all rules explained prior to competition. This often saves misunderstandings during Battle Week. Some rules change from the previous year and some rules (particularly in team sports) may vary from other standard competitions.
- Make sure your teammates know the rules of the events they are participating in. This will save them embarrassment the day of the event.
- All officials’ rulings are valid and will be upheld on the actual competition field. There is a grievance procedure in place for your concerns. PLEASE do not argue, threaten, or otherwise “lose your cool” with the officials who are volunteering their time.
- Please watch your use of language at all events. In the “heat of Battle” we sometimes forget our focus. Remember that many of you bring your children to the events and we are all modeling sportsmanship for the Special Olympic athletes who are present.
- Use of alcohol is not allowed at any of the events held at Community Tissue Services or WSU Rinzler Student Sports Complex. Offenders will be asked to leave.
- Pets are not allowed within the gates of the WSU Rinzler Student Sports Complex. They can be with your group outside if on a leash.

Tent Information

Many teams like to arrange for a tent to be used on the final Saturday of the Battle. When arranging for a tent, please note the following:

- Absolutely **No Commercial Stakes** are allowed due to underground wiring.
- Those teams wanting to rent **Big Tents** (i.e. commercial rentals) will need to work with **Prime Time Party Rentals (296-9262)**. Commercial tents must be frame tents with weights.
- Teams with “**easy up**” tents will be able to use small stakes to secure them (estimated max stake size of 10 inches).
- Grills are permitted in the tent area. However, the grills **Must Not** be under any tent or cover due to fire hazards. We are told that security will be checking to ensure compliance.

SPONSORSHIPS

&

**REGISTRATION
FORMS**

Sponsorships

Please consider becoming a Battle Sponsor & join the most powerful movement for inclusion!

Sponsoring the Battle of the Businesses provides you the unique opportunity to build brand awareness, engage employees, demonstrate involvement and commitment to the Greater Dayton community and show your company's support of an important cause: Special Olympics!

If you would like to become a sponsor, please email the Battle at daytonbattle@gmail.com.

Major Sponsor is a business, organization, or individual that sponsors the Battle of the Businesses with a minimum sponsor contribution of **\$3,000 or more**.

In return for their support, a Major Sponsor will receive the following:

- Registration of Battle Team(s) at no charge.
- Business name/logo on the front of the Battle T-Shirt which every participating team member must wear at every Battle Event. Visibility on the shirt will be based on contribution level.
- Signage with business name/logo at all Battle Events.
- Advertising on the Battle of the Businesses website with a link to your website.
- Sponsors will have priority tent site selection for the final Saturday events.
- Recognition in all Advertisements and Media Releases.
- Thank You Major Sponsor Plaque.

Minor Sponsor is a business, organization, or individual that sponsors the Battle of the Businesses with a sponsor contribution of **\$1,000 - \$3,000**.

In return for their support, a Minor Sponsor will receive the following:

- Business name/logo on the front of the Battle T-Shirt which every participating team member must wear at every Battle Event. Visibility on the shirt will be based on contribution level.
- Signage with business name/logo at all Battle Events.
- Advertising on the Battle of the Businesses website with a link to your website.
- Sponsors will have priority tent site selection for the final Saturday events.
- Recognition in all Advertisements and Media Releases.
- Thank You Minor Sponsor Plaque.

Event Sponsor is a business, organization, or individual who sponsors one or more events of the Battle of the Businesses with a contribution of **\$300 per event**.

In return for their support, an Event Sponsor will receive the following:

- Sponsors Team's Battle T-Shirt will acknowledge the Battle Event being sponsored on the back of the shirt.
- Signage with business name/logo at the Battle Event being sponsored.
- Advertising on the Battle of the Businesses website with a link to your website.
- Sponsors will have priority tent site selection for the final Saturday events.

Events will be assigned using the following procedure:

1. Last year's event sponsors will have priority to sponsor the same event this year.
2. Available events will be assigned based on preference and timely return of the team's registration form.

2023 Battle of the Businesses Registration Form

(Due by April 1, 2023)

Items marked with an asterisk (*) are required

*Company: _____

*Coach: _____

*Address: _____

* Work Phone: _____

Cell Phone: _____

*E-Mail: _____

*Company Category and Division

Check one Category and one Division

Government

Healthcare

Financial Institution

Manufacturing / Retail

Community Services / Education

Computer Company

Professional Services

Division 1
901 + Employees

Division 2
301 - 900 Employees

Division 3
101 - 300 Employees

Division 4
8 – 100 Employees

Assistant Coaches

	Name	E-Mail	Work Phone
1.	_____	_____	_____
2.	_____	_____	_____

Event Sponsorship

If your team would like to sponsor an event, please list your event preferences below.

Event Preference:

1st Choice: _____

2nd Choice: _____

3rd Choice: _____

Refer to the Sponsorships section in the
Coach's Manual for more information.

*Award Ribbons

Would your team like to receive **Overall** 1st, 2nd & 3rd place ribbons for events? Yes No

Would your team like to receive **Division** 1st, 2nd, & 3rd place ribbons for events? Yes No

*Tent Information

Do you plan on having a tent for the Saturday Events? Yes No

If yes, please mark tent type. Commercial Tent EasyUp Tent

All Commercial Tents
Must be Rented From
Prime Time Party Rental

Shirt Order Information

We will be using a quality cotton/polyester t-shirt from Jerzees this year. We have given you a choice of fifteen (15) shirt colors. All colors are available in sizes S - 5XL.

There are sixteen (16) ink colors available for your shirt imprint.

Costs

Each team will receive **30 shirts (two of which may be 2XL)** as part of your entry fee. A shirt fee will be charged for 2XL shirts over the 2-shirt limit and for sizes 3XL – 5XL according to the fee chart below.

You may also order more than 30 shirts for an additional charge (see below).

Shirts included in allotted 30:

S-M-L-XL-2XL (Limit 2)	no charge
2XL (over 2)	add \$3.00 per shirt
3XL	add \$5.00 per shirt
4XL	add \$7.00 per shirt
5XL	add \$9.00 per shirt

Extra shirts above your allotted 30:

S-M-L-XL	add \$7.00 per shirt
2XL	add \$10.00 per shirt
3XL	add \$12.00 per shirt
4XL	add \$14.00 per shirt
5XL	add \$16.00 per shirt

Event Sponsors

On the back of your team shirts, below your team name/logo will be the words "Sponsoring (event)".

Logos

Logos must be sent electronically to **daytonbattle@gmail.com**.

All logos must be received in camera ready art form. EPS or TIF files are best.

2023 Battle of the Businesses

Shirt Order Form

(Due by April 1, 2023)

Company:

Coach:

Work Phone:

Are you an **Event Sponsor**? Yes No

Are you a **new team** or using a **different logo** from last year? Yes No

SHIRT COLOR

(Select your shirt color – See Color Samples on Next Page)

Ash	Cyber Pink	Vintage Heather Navy
Black	True Red	Neon Green
Charcoal Grey	Scuba Blue	Kelly Green
Island Yellow	Columbia Blue	Cool Mint
Vintage Heather Red	Vintage Heather Blue	Violet

INK COLOR

(Select your ink choice)

White		Kelly Green		Dark Blue		Ice Grey	
Black		Dark Green		Deep Purple		Athletic Gold	
Red		Sky Blue		Magenta		Dolphin Orange	
Burgundy		Royal Blue		Tan		Yellow	

SIZE SELECTION

(Enter number of shirts by size)

Quantity	Quantity
Small	2X-Large
Medium	3X-Large
Large	4X-Large
X-Large	5X-Large

Total number of shirts

Additional Comments:



2023 Battle T-Shirt Colors

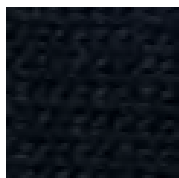
Ash



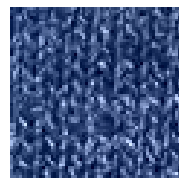
Columbia Blue



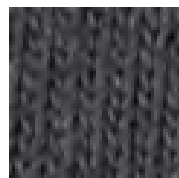
Black



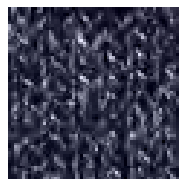
Vintage
Heather Blue



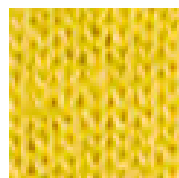
Charcoal Grey



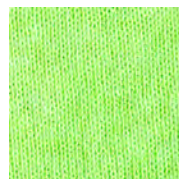
Vintage
Heather Navy



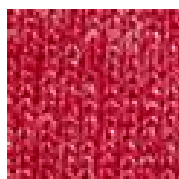
Island Yellow



Neon Green



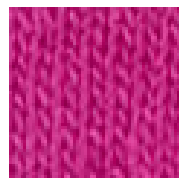
Vintage
Heather Red



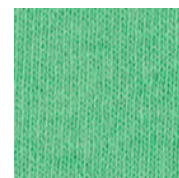
Kelly Green



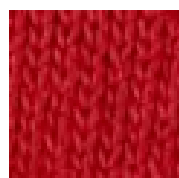
Cyber Pink



Cool Mint



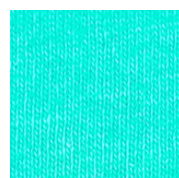
True Red



Violet



Scuba Blue



BATTLE BUCKS

Battle Bucks Information
Battle Bucks Team Summary Sheet
Battle Bucks Pledge Sheet

Battle Bucks

Battle Bucks is the fundraising portion of the Battle of the Businesses. The Battle is the number one fundraiser for Special Olympics of Greater Dayton and all funds go to support athletes in the Dayton area. The \$450 entry fee paid by each team goes to the running of the Battle, including equipment, facility rentals, etc. **So, the only way to help Special Olympics is to participate in the Battle Bucks campaign.**

Remember that all Battle Bucks contributions are tax deductible.

A tax donation letter will be sent after Battle for all donations paid by check and for all cash donations (provided a name and address is listed on the pledge sheet).

The Battle Bucks campaign consists of Battle of the Businesses participants and company employees collecting pledges and/or holding fund raising events. Teams are encouraged to begin this process in April or May so that all pledge sheets and money can be turned in the week of the Battle. (Certainly, any money collected after Battle Week will also be appreciated but won't be eligible for prizes). The campaign will formally conclude with a grand celebration at the Battle "After Party" when Special Olympics will be presented with a check.

Many companies offer matching gift programs for donations made by company employees to a non-profit organization. If your company has a matching gift program, make sure you ask your co-workers who are contributing to match their gift through the company program. This is an easy way to double your fundraising efforts.

A plaque will be presented to each Battle Team that reaches the following Battle Bucks goal for their division:

- Division 1 - goal is \$2,500
- Division 2 - goal is \$2,000
- Division 3 - goal is \$1,500
- Division 4 - goal is \$1,000

To thank the 2023 participants in the Battle Bucks campaign we will have a raffle at the end of Battle Week. The chances to win raffle prizes will increase in proportion to amount raised by each individual and/or team. For each \$50.00 an individual or team (for group fundraising efforts) collects, one chance will be entered into the raffle. Winners will be selected through a random number draw and prizes will be awarded at the Battle "After Party". Winners need not be present to win. Prizes will include gift certificates to sporting events, restaurants, and entertainment.

The Battle Bucks Pledge Sheet and Team Summary are included on the following pages. Please make copies as needed. If your company needs any more information to effectively participate in Battle Bucks, contact us at **daytonbattle@gmail.com** or contact Barb Perkins at (937) 436-0228.

Keep in mind that the Battle of the Businesses, in conjunction with the Battle Bucks campaign, is an excellent opportunity to have a great time and support a worthwhile cause. Without you and your co-workers supporting the Battle Bucks campaign, the Battle would not be the success that past participants have made it.

**Thanks in advance for working towards making the
2023 Battle Bucks Campaign the most successful one to date!**

BATTLE BUCKS

Team Summary Sheet

Team Name _____

Coach/Battle Bucks Coordinator _____

Please fill out the summary sheet with each individual's name and dollar total collected.

This Summary Sheet, a copy of each individual's pledge sheet, and the money needs to be turned in by **Saturday, June 10, 2023.**

Battle Bucks can be turned in at any event site or email the Battle for special pickup.

INDIVIDUAL'S NAME		Company Matched	Dollars Collected
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			
23			
24			
Totals			
Grand Total			

Special Olympics, the athletes, and their families THANK YOU!



GREATER DAYTON



BATTLE OF THE BUSINESSES
"Battle Bucks" – Pledge Sheet
Benefitting
SPECIAL OLYMPICS

Your Name:	Battle Team:
-------------------	---------------------

	Pledger's Name	Address (Street, City, State, Zip code)	Total Pledge	Check if Rec'd
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
22				
23				
24				
25				
26				
27				
28				
Your Total Pledge on This Sheet				

Please make checks payable to: **SPECIAL OLYMPICS**
Don't forget to make a pledge of your own!

ROSTER/WAIVER

Roster Instructions

Roster Form

Waiver Procedure

Waiver Form

Roster Instructions

The roster keeps both the team coach and the Battle staff informed of whom is to participate in each Battle event.

Remember that each team is only permitted 30 participants.

Roster Instructions:

1. Write the names of your team members on the roster sheet. You may list them in any order, but some teams have found that it is easier for everyone if you list the males and females separately.
2. Mark the participants in each event. Most coaches use an "X", but again this is only a suggestion. Some teams use separate marks for males and females. Any way you choose to mark them is fine, as long as it is clear.
3. A male and female alternate may be assigned for each event. Distinguish the alternates by using an "A" in the event column.
4. Make a copy of your roster for your future reference. **The original MUST be turned in at the Sand Volleyball competition.**

Substitution Rules:

- A Substitution Card must be fill out to substitute for a scheduled participant or alternate. It is **NOT** necessary to fill out a Substitution Card if you are going to use one of the alternates designated for that event.
- Once a substitution is made, the substitute must complete the event.
- **Substitutions are not allowed once an event has begun.** Please refer to the Sand Volleyball and Tug-of-War rules for specific substitution instructions for those events.
- Substitution Cards will be available at the information desk at all events.



2023 Battle Roster

Team _____

Coach _____

Team Member Name (Print Legibly)	Sand Volleyball 4 women & 4 men See Rules on Subbing	Miniature Golf 2 women & 2 men	Cornhole Ladder 2 women & 2 men	Trivia Night 2 women & 2 men	Team Ski 4 women & 4 men	Tug-of-War 5 women & 5 men See Rules on Subbing	Bowling 2 women & 2 men	Obstacle Course 4 women & 4 men	Wind Sprint Relay 2 women & 2 men	Punt/Pass/Place Kick 3 women & 3 men	Soccer Dribble 3 women & 3 men	Sack Race 3 women & 3 men
1.												
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30.												

Please refer to the roster instructions for information on the use of alternates.

THIS ROSTER MUST BE TURNED IN PRIOR TO YOUR TEAM'S PARTICIPATION IN SAND VOLLEYBALL!

Waiver Procedure

Every Battle team member must sign the Battle waiver or a copy of the waiver, and hand in the completed waiver(s) at the information desk at the Sand Volleyball venue. It is required for our insurance coverage.

Please note that the wavier includes a section granting permission to the Battle of the Businesses to use photographs and/or videos of participants for use in the promotion of the Battle and/or Special Olympics.

A team will NOT be permitted to participate in an event until the waivers have been completed.

Additional blank waivers will be available at the information desk at all events.

SPECIAL OLYMPICS OHIO AND BATTLE OF THE BUSINESSES RELEASE AND WAIVER OF LIABILITY ASSUMPTION OF RISK AND INDEMNITY

In consideration of participating in the Special Olympics Ohio 2023 Battle of the Businesses * (Activity), I represent that I understand the nature of the Activity, the event(s) in which I participate, and that I am at least 19 years of age, qualified, in good health, and in proper physical condition to participate in any such events during the Activity. I acknowledge that if I believe event conditions are unsafe, I will immediately discontinue participation in the Activity.

I fully understand that the Activity and the event(s) in which I participate involve risks of serious bodily injury, including permanent disability, paralysis and death, which may be caused by my own actions, or inactions, those of others participating in the Activity, the conditions in which the event takes place, or the negligence of the "releasees" named below; and that there may be other risks either not known to me or not readily foreseeable at this time; and I fully accept and assume all such risks and all responsibility for losses, costs, and damages I incur as a result of my participation in the event.

Additionally, I grant permission to the Battle of the Businesses, on behalf of the Special Olympics of Greater Dayton and its agents or employees, to use photographs and/or videos taken of me for use in the promotion of the Battle of the Businesses and/or Special Olympics including use in brochures, newsletters, and electronic versions of the same through publications or on the Battle of the Businesses web site (www.daytonbattle.org) or other electronic forms, social media such as but not limited to Facebook, or other media, without notifying me. I hereby waive any right to inspect or approve the finished photographs/videos or printed or electronic matter that may be used in conjunction with them now or in the future, whether that use is known to me or unknown, and I waive any right to royalties or other compensation arising from or related to the use of the photograph/video.

I hereby release, discharge, and covenant not to sue the Battle of the Businesses, Special Olympics Ohio, Special Olympics International, Inc., their respective administrators, directors, agents, officers, volunteers, and employees, other participants, any sponsors, advertisers, and, if applicable, owners and lessors of premises on which the Activity takes place, (each considered one of the "RELEASEES" herein) from all liability, claims, demands, losses, or damages on my account caused or alleged to be caused in whole or in part by the negligence of the "Releasees" or otherwise, including negligent rescue operations; and I further agree that if, despite this RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AGREEMENT I, or anyone on my behalf, makes a claim against any of the Releasees, I will indemnify, save, and hold harmless each of the Releasees from any loss, liability, damage, or cost which any may incur as the result of such claim.

I have read this RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AGREEMENT, understand that I have given up substantial rights by signing it and have signed it freely and without any inducement or assurance of any nature and intend it to be a complete and unconditional release of all liability to the greatest extent allowed by law and agree that if any portion of this agreement is held to be invalid the balance, notwithstanding, shall continue in full force and effect.

** The Special Olympics Ohio 2023 Battle of the Businesses Activity includes the following Events: Sand Volleyball, Miniature Golf, Cornhole Ladder, Trivia Night, Tug-of-War, Team Ski, Bowling, Obstacle Course, Wind Sprint Relay, Punt, Pass & Place Kick, Soccer Dribble, Sack Race and CEO Water Balloon Toss.*

**SPECIAL OLYMPICS OHIO AND BATTLE OF THE BUSINESSES
2023 RELEASE AND WAIVER OF LIABILITY
ASSUMPTION OF RISK AND INDEMNITY**

My signature indicates that I have read the Release and Waiver of Liability on the reverse side of this form and agree to all its stated terms and conditions.

Women

1.	Signature	Print Name
2.	Signature	Print Name
3.	Signature	Print Name
4.	Signature	Print Name
5.	Signature	Print Name
6.	Signature	Print Name
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15.	Signature	Print Name
16.	Signature	Print Name

Men

1.	Signature	Print Name
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14.	Signature	Print Name
15.	Signature	Print Name
16.	Signature	Print Name

Participating Company

Coach's Signature to Validate Signatures

This Waiver of Liability, Assumption of Risk, and Indemnity MUST be turned in before team's participation in Sand Volleyball

RULES

Shirt Penalties
Grievance Procedure
Rules of Events

Shirt Penalties

All team members are required to wear their current year Battle team shirt while participating in every event. In case of inclement weather, it is understood that jackets and such may be worn over the current year team shirt.

The following penalties will be assessed for each team member failing to wear their Battle team shirt:

Sand Volleyball	side out at each serve by player without shirt
Miniature Golf	one (1) stroke per hole
Cornhole Ladder	five (5) points
Trivia Night	five (5) points
Team Ski	five (5) seconds
Tug-of-War	3 feet added to your teams' tug distance
Bowling	fifteen (15) pins per series
Obstacle Course	five (5) seconds
Wind Sprint Relay	1.5 seconds
Punt, Pass & Place Kick	45 feet
Soccer Dribble	three (3) seconds
Sack Race	three (3) seconds

Grievance Procedure

We are all hopeful that everything runs smoothly with the Battle. Unfortunately, this is not always the case. To help alleviate any problems that may arise, we have a grievance procedure. The procedure is as follows:

1. The team coach fills out the grievance form prior to the end of competition on the same day.
2. The grievance form must be handed in at the information table. The event coordinator will investigate the grievance (i.e. speak to the timer or judge involved), and decide on a resolution.
3. The team coach will be informed of the resolution.
4. If the team coach is dissatisfied with the resolution, he/she may appeal to the Rules Committee.
5. The decision of the Rules Committee is final.

Grievance forms will be available at the information table at each event.

SAND VOLLEYBALL

Won By: Community Blood Center & CTS - 2022

Each participating team may consist of eight coed team members in a round robin/bracket volleyball tournament. Each team shall play with no more than six members at a time, two individuals are available for substitution. Teams consist of 3 women and 3 men.

Roster substitutions, including the use of alternates, may only take place prior to the first match of a team. **ONCE YOUR TEAM HAS STARTED YOUR FIRST MATCH, THE EIGHT INDIVIDUALS REGISTERED TO PARTICIPATE ARE THE ONLY TEAM MEMBERS ELIGIBLE TO PARTICIPATE THROUGHOUT THE REST OF THE VOLLEYBALL TOURNAMENT.**

All play will follow USAV co-ed 6s recreational beach volleyball rules with the exception of the Battle rules listed below. Rules to be especially aware of include:

- Rally scoring
- Players can serve underhand or overhand. Kick serves are not allowed.
- Ball may contact net on serve
- Double hit is legal when it is the first contact on a side
- It is legal for the ball to contact any part of the body
- No blocking or spiking the serve
- If the ball is hit more than once on a side, a female must contact the ball before the ball crosses back over the net
- Each team may take up to 2 time outs per game

Exceptions to USAV rules for Battle include:

- Round robin play will be one game to 21 points, must win by 2 points with a 25 points cap.
- Bracket play will be best of 3 games - first two games will be to 21 points, must win by 2 points with a 25 points cap. If needed, third game will be to 15 points, must win by 2 points with a 17 points cap.
- No free substitutions are allowed. During a side out, open substitutions are permitted into the middle back position as often as a team desires. The sub player must be of the same gender.
- Teams are required to "rotate" and must take turns serving the ball.
- It is a violation for a player to touch the net at any time during play (no incidental nets).
- A team may play with 5 players but must use a ghost player. Each time a ghost player reaches the service position, a side out will be awarded to the opposing team. Additionally, the rotation order of the six-player lineup must be maintained.
- There will be a 5-minute warm-up before each round robin game and each bracket match.

If at least 5 players (3 men & 2 women or 3 women & 2 men) are not present at game time, you will be given 15 minutes to field a team or the game will be forfeited.

Teams will be placed after the round robin portion with the winner from each pool advancing to bracket play. First place in the pool will be determined by – in order - 1) record 2) point differential 3) head to head. Second place will be determined by 1) record 2) 15 point playoff game. Third & Fourth place will be determined by 1) record 2) head-to-head.

There are no grievance forms for this event concerning play. Only the team captain may approach the referee to question a call. The referee has final authority regarding play and the interpretation of the rules of volleyball. The Rules Committee has final authority regarding interpretation of Battle Rules.

MINIATURE GOLF

Event Record: NCR - 158 strokes - set in 2001

LexisNexis - 158 strokes - set in 2005

Each participating team shall consist of FOUR coed team members playing, 2 pairs of golfers, one female and one male will be required to play at each course.

Should a team member not be present at the scheduled start, that individual will be given a score of 6 on each hole they do not play. If no holes are played, the participant will receive a score of 108 for the 18-hole round. For each participant, the maximum number of strokes per hole is six (including shirt penalties) up to a maximum of 108.

If a team member does not show or is late, the team may substitute for the missing participant using the normal substitution procedure. The substitute may NOT catch-up any missed holes. He/She must begin at the hole then being played by the missing participant's group. Once a substitution is made, the substitute must complete the round. If no substitution is made, a late participant may begin putting at the hole then being played by their assigned group. There shall be NO catch-up regardless of when the late-arriving participant begins.

Individuals may use their own putters and golf ball.

The start shall be a 'shot-gun' start with all participants beginning play at the same time. This means there will be 1 or 2 groups at every hole -vs- everyone starting at the first hole and progressing around the course in normal fashion.

Each person shall travel in a group. The rotation of play shall alternate based on the location of the participants' company name on the scorecard (i.e., The order on the first hole will be players 1,2,3,4,5; the order for the second hole will be players 2,3,4,5,1 and so on). The group will present their scorecard to the volunteer at the hole and shall putt one at a time finishing the hole before the next person begins. The scorer will announce the company name and the participant's score following the completion by each putter. If there is an error in either the company name or the score, the participant must tell the scorer immediately. Once the group has left the hole, the score is assumed correct. The group will take the scorecard back from the volunteer and move to the next hole. The decision of the volunteer scorer is final.

A player may choose to replay one hole by using a mulligan ticket. Mulligan tickets are available for purchase for \$5.00 (with all money going directly to Special Olympics) prior to the start time of the golf event on Sunday. To use a mulligan, the golfer must present the volunteer with his/her ticket immediately after he/she has finished putting and say that he/she would like to do the hole over. Once the mulligan ticket is presented then the score that the golfer receives on their second attempt will be the score recorded. A golfer may use a mulligan ticket only once during their round of 18 holes.

Each participant is required to add their own score at the conclusion of his/her 18 holes and initial the scorecard to validate the score as correct. The volunteer scorer shall keep the card and return it to the clubhouse.

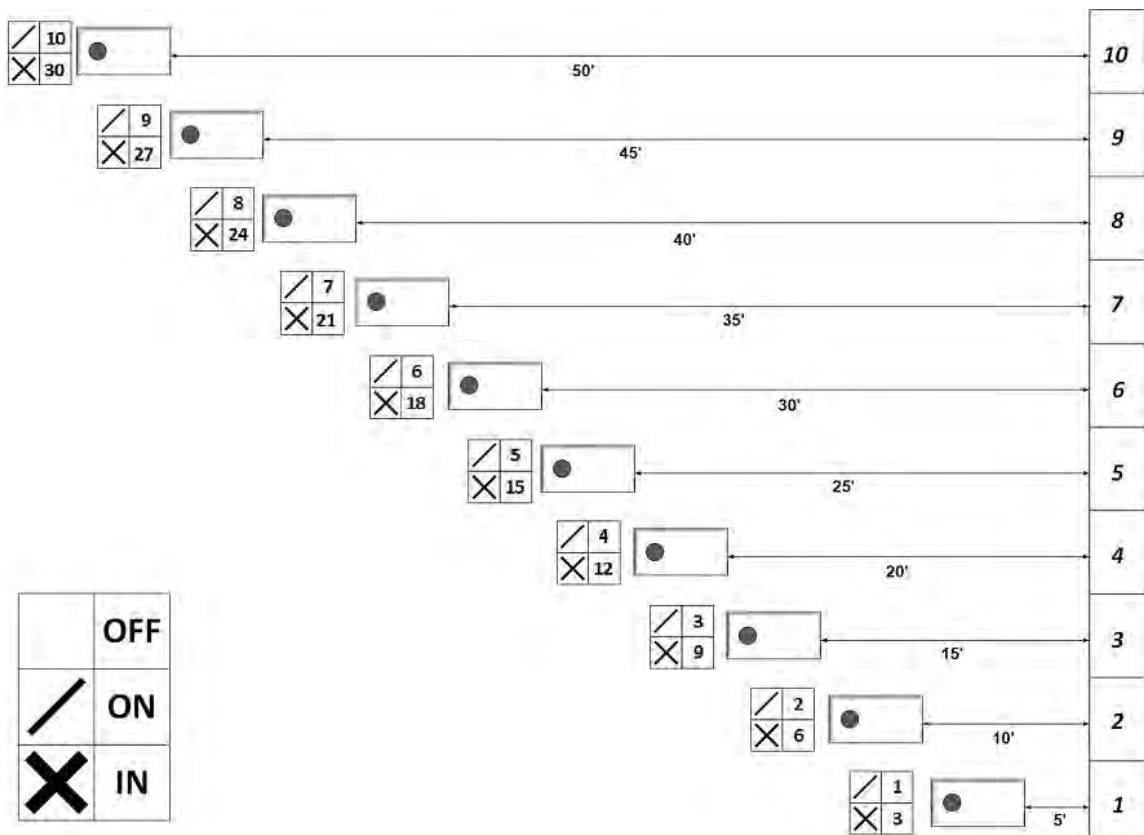
Rules of Golf facility shall be followed, as to strokes for water hazards and sand traps. It is quite possible that there may be some small changes in rule interpretation from volunteer to volunteer. Volunteers, however, will be consistent throughout the event on their ruling for every group for that hole.

CORNHOLE LADDER

Event Record: Reynolds & Reynolds - 111 Points - set in 2022

- Each participating team shall consist of FOUR coed team members.
- If a team member does not show or is late:
 - The team may substitute for the missing participant using the normal substitution procedure. Once a substitution is made, the substitute must complete the event.
 - If no substitution is made, a late participant must begin at the cornhole board their team is tossing at and may not catch-up any missed cornhole boards regardless of when the late participant arrives.
- Each team will start at cornhole board #1 and progress through the next 9 boards as a team. Each team member will throw 1 bag at each board. Scoring increases progressively as cornhole board distance increases. See scoring chart below.
- Mulligans:** A participant may choose to redo a toss at a cornhole board by using a mulligan ticket. **A participant may only use one mulligan ticket during their round of 10 boards.** Mulligan tickets will cost \$5.00 (with all money going directly to Special Olympics) and will be available for purchase at the Coach's meeting and all Battle events prior to the start of the Cornhole Ladder event.

In order to use a mulligan, the participant must present the volunteer with his/her ticket immediately after he/she has finished tossing at the board and says that he/she would like to redo the toss. Once the mulligan ticket is presented, then the score that the participant receives on their second attempt will be the score recorded.
- Zero points** will be awarded for any throw in which the participant's foot or leg is touching or crossing the start line.



TRIVIA NIGHT

Event Record: Reynolds & Reynolds - 51 Points - set in 2022
Skyward, Ltd. - 51 Points - set in 2022

- Each participating team shall consist of FOUR coed team members.
- If a team member does not show or is late:
 1. The team may substitute for the missing participant using the normal substitution procedure. Once a substitution is made, the substitute must complete the event.
 2. If no substitution is made, a late participant may join the team at the question they are answering at the time of arrival.
- **Mobile devices shall not be used during a trivia round.** Before the start of each round, all mobile/Wi-Fi devices (example: cell phone, smart watch, tablet, etc) will be collected and placed in a container at the table. If a participant needs to use their mobile device during the competition, they must immediately leave the field of play, and cannot return until the scorecard for that round is completed and turned in for judging.
- There are 4 rounds of trivia in this event. After each round, a short break will be provided after all teams have turned in their scorecard for the round. For each round, teams will receive the following number of points for each correct answer:
 - Round 1: 1 point
 - Round 2: 1 point
 - Round 3: 2 points
 - Round 4: 3 points

PENALTIES

DQ: Using a mobile device or yelling out answers, whether they are correct or incorrect, disqualifies the entire team.

TEAM SKI

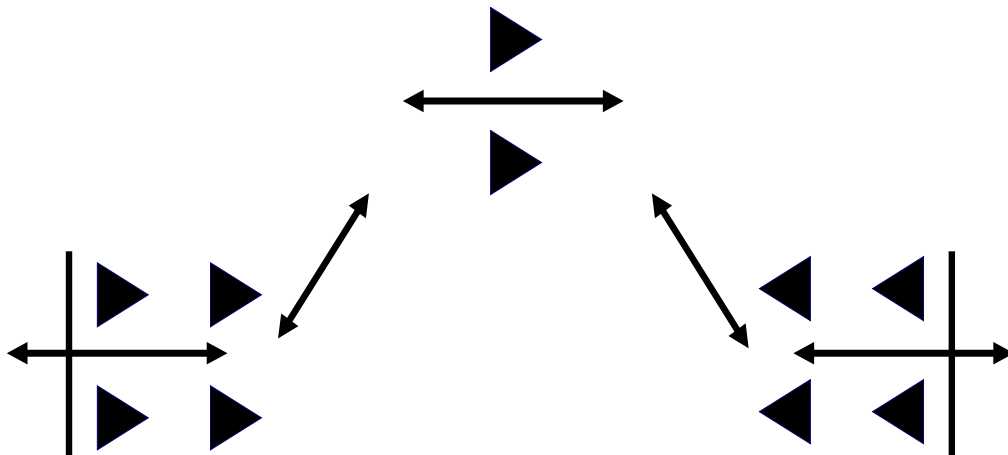
Event Record: NCR – 1:09.97 - set in 2005

- Each participating team shall consist of EIGHT coed team members working together in groups of four (2 men and 2 women) in a two-leg relay to advance the skis 25 yards.
- Four team members will begin the event standing on the skis behind the starting line. Each team member must be standing with one foot on each ski. Four ropes will be attached to each ski. The four-team members must pass through the entire exchange zone before continuing through the course to the exchange line 25 yards away. At the halfway point there will be pylons offset 20 feet (see diagram). The skiers must travel between the offset pylons before continuing on to the exchange zone.
- The remaining four-team members will be positioned at the exchange line. The groups of four will exchange positions once the first group and the skis have completely crossed the line. The second group of four must advance the skis back through the course, including traveling through the offset pylons before proceeding to the start/finish line.
- The time will stop when the skis, with all four team members standing on them, completely cross the line.

PENALTIES:

2 seconds: For each time a participant touches the ground while attempting to advance the skis

5 seconds: For failing to advance the skis completely across the line prior to the exchange



TUG - OF - WAR

Won by: Oerlikon - 2022

Each participating team shall consist of a pool of TEN coed team members competing in a single elimination tournament format. Each team can consist of up to EIGHT team members with a maximum of FOUR men and FOUR women. One team shall line up at each end of the rope. On command, the teams will tug against each other until one team pulls their opponent a distance of 5 yards.

Prior to each tug, a team may choose from any of the TEN designated participants. For each subsequent tug, the team may again choose from these TEN participants.

Roster substitutions, including the use of alternates, may only take place prior to the first tug of a team.

A team representative must check in at the information desk prior to the event. This should be done only when all tug participants are present. The entire tug team must remain together and at the tug site until the team's final tug is completed.

Gloves and long sleeve shirts are recommended to help prevent rope burns to the hands and arms. The rope may be wrapped around the last team member, and looped once, but may not be tied. The judges have full discretion.

Team members may NOT at any time turn around and face away from the center of the rope.

Metal cleats of any kind may not be worn at any time during this event. Any other type of shoe is permissible: rubber cleats, boots, etc. Please inquire with the event officials if you have any questions about your shoes. Back supports and weight belts are permitted.

There are no grievance forms in this event. Protests regarding illegal equipment or participants of an opposing team must be made prior to competing in any given tug. Protests cannot be lodged after a completed tug. Judges will handle all protests as they occur.

A flip of the coin will determine which side teams shall tug. The winner of the coin flip has its choice of sides. One pull constitutes a winner with the winning team advancing.

There shall be no re-tugs, for any reason.

First round tug losers will be placed in a random loser's bracket and will tug one additional time. Additional points will be awarded to the winners of the tug in the loser's bracket.

PENALTIES:

DQ: For the anchor tying the rope

DQ: For any outside assistance

DQ: For the use of metal cleats

TEAM BOWLING

Event Record: Reynolds & Reynolds - 2711 pins - set in 2014

- Each participating team shall consist of FOUR coed team members, each given three games to accumulate an overall team score.
- Bowling shoes are required for this event. They may be rented for \$1 at the bowling center.
- All teams will bowl scratch, meaning no handicaps will be used in figuring the total team score.
- If a team member does not show or is late:
 1. The team may substitute for the missing participant using the normal substitution procedure. The substitute must begin at the frame then being bowled and May NOT catch-up any missed frames. Once a substitution is made, the substitute must complete the event.
 2. If no substitution is made, a late participant may begin bowling in the frame then being bowled by the team. There shall be NO catch-up regardless of when the late-arriving participant begins.
- If a bowler leaves in the middle of the match his/her score will be ZERO (0) for the remainder of the game and all subsequent games. NO substitutions can be made once a bowler has started bowling and then leaves. If a bowler is injured the Rules Committee must be notified immediately and a determination will be made at that time if a substitution will be allowed.

If the lane you are bowling on breaks or malfunctions causing your team to have to move lanes, you will be permitted a minimal warm up period.

If it is determined that a participant is not on the company's roster, or has been illegally placed on the roster, that participants score will be recorded as a zero.

OBSTACLE COURSE

Won by: Taylor - 2022

Each participating team shall consist of EIGHT coed team members working together through six obstacles a distance of 100 yards. Each obstacle must be attempted and completed by all 8 team members. Only the participants in the obstacle course may assist one another. Time begins when the horn/whistle is sounded and concludes when the last team member's entire body crosses the finish line.

Team members MUST maintain the "Human Chain" by holding hands throughout the entire course (unless specifically instructed otherwise for the mystery event).

The course includes the following six obstacles:

- | | |
|--------------------|------------------------|
| (1) Skin the Snake | (4) Over-Under Hurdles |
| (2) Hula Hoop Hop | (5) Slalom Course |
| (3) Ribbon Curl | (6) Mystery Event |

SKIN THE SNAKE: Participants shall join hands, in a single file line facing the same direction, forming a human chain. All hands must remain joined until the obstacle is successfully completed. At the start of the race the participant at the beginning of the chain shall have the hula-hoop on his/her wrist. The participants must move the hula-hoop along the human chain without the use of hands. As the hula-hoop moves along the chain, it may not touch the ground any time prior to reaching the end of the chain. Should it do so, a 2 second penalty will be assessed and the team will then continue advancing the hoop to the end of the chain from the point in the chain the hula-hoop touched the ground. The hula-hoop must move forward towards the end of the chain versus the hula-hoop being stationary and the chain moving through the hula-hoop. To successfully complete the obstacle, the hula-hoop must pass across the last participant's entire body, the hula-hoop must come to rest on that participant's arm, and both of that participant's feet must be touching the ground. The judge will acknowledge when the task is completed and the group may then continue to the next obstacle.



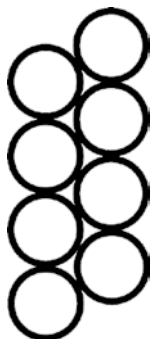
Rules:

- Team must maintain human chain by holding hands the entire time
- Hula Hoop may not touch the ground at any time (until judge signals completion)
- Participants may not use the palm area or fingers to assist the hoop movement

Penalties (2 second for EACH infraction):

- Breaking hands
- Hoop touches the ground (2 seconds per touch)
- Illegal assist of hoop

HULA HOOP HOP: Participants must run single file through a set of 8 24" diameter hula hoops, linked at the hands. Each participant's foot must touch the ground in the center of each hoop without contacting the hoop.



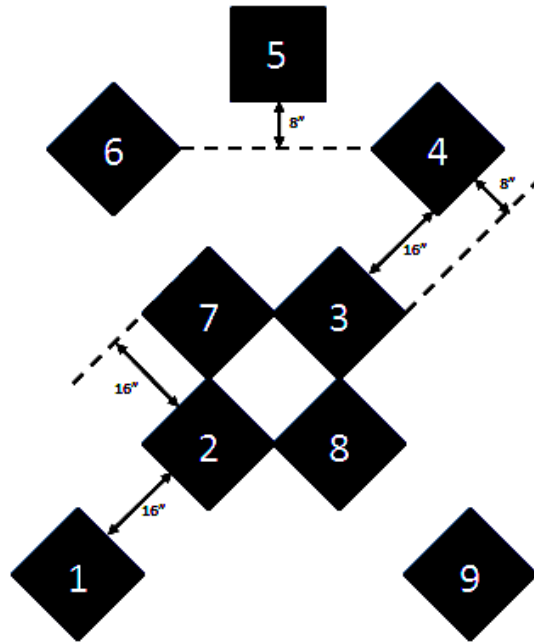
Rules:

- Team must maintain human chain by holding hands the entire time
- Must not contact the hula hoops
- Each participant must place one foot at least in each hoop

Penalties (2 second for EACH infraction):

- Breaking hands
- Skipping hoop (2 seconds per missed hoop)
- Contact of hoop (2 seconds each occurrence)

RIBBON CURL: The team will walk through a ribbon curl shaped course composed of 16" squares, placed on the ground spaced 16" apart. The team must maneuver through the course following the designated path (squares 1 thru 9 sequentially). Once the first participant reaches the 7th square, the team must then coordinate efforts to move players through the intersection of the ribbon without participants unjoining hands. The team will continue with this process until all participants have stepped on each of the 9 squares. The obstacle is complete once the last team member steps off the 9th and final square.



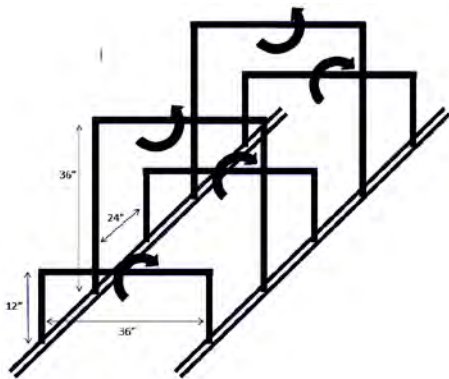
Rules:

- Team must maintain human chain by holding hands the entire time
- Feet may only step on the designated squares
- Only two feet at a time on any one square
- Each team member must step (at least one foot) on each square of the course, no skipping squares
- Team must follow the designated path in sequence

Penalties (2 second for EACH infraction):

- Breaking hands
- Foot stepping off numbered square
- More than two feet touching a square
- Foot touching square out of sequence

OVER-UNDER HURDLES: The Team must maneuver as a unit, linked at the hands through a series of five hurdles. Three of the hurdles (#1, 3 and 5) are SHORT and must be navigated OVER while two of the hurdles (#2 and 4) are TALL and must be navigated UNDER. The team must maneuver through the course navigating the hurdles in order.



Rules:

- Team must maintain human chain by holding hands the entire time
- Each participant must maneuver over the 3 short hurdles and under the 2 taller hurdles

Penalties (2 second for EACH infraction):

- Breaking hands
- Navigating hurdles incorrectly (under an over or visa-versa)



SLALOM COURSE: The Team must navigate around a series of pylons, spaced two feet apart, in a “zig-zag” layout. Each participant must go around the outside of each pylon as illustrated in the diagram. The team must maintain the human chain by keeping hands locked throughout the entire obstacle.

Rules:

- Team must maintain human chain by holding hands the entire time
- Each participant must navigate around each of the 6 pylons

Penalties (2 second for EACH infraction):

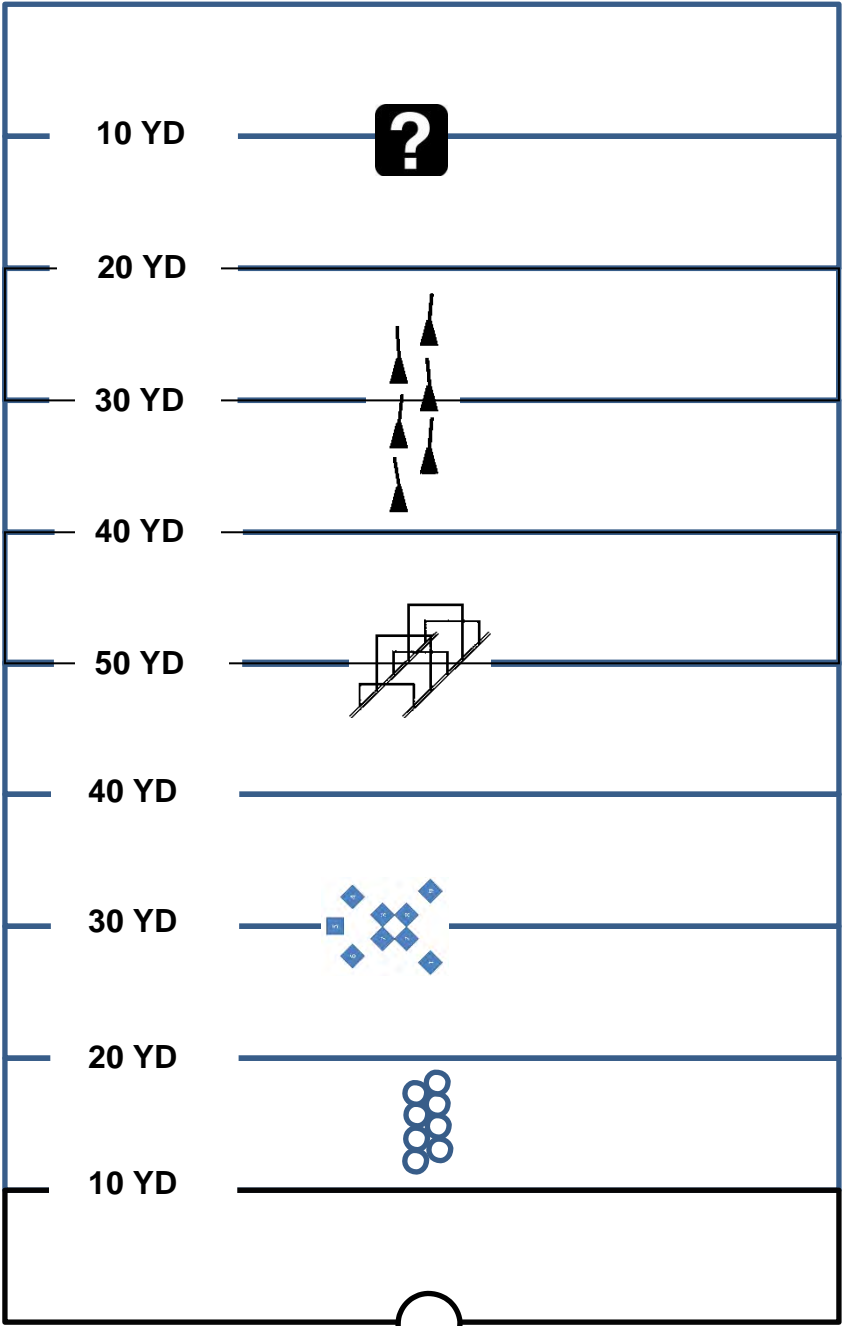
- Breaking hands
- Missing a pylon (2 seconds per participant per pylon)
- Knocking pylon over

START

MYSTERY EVENT: There will be a new obstacle that will not be unveiled until the day of the event. The obstacle will be such that there is no advantage to being in the first or last heat. Any rules necessary will be given in the bullpen and/or over the Public Address system.

Obstacle Course Layout

FINISH



START

WIND SPRINT RELAY

Event Record: Reynolds & Reynolds – 48.77 - set in 2016

- Each participating team shall consist of FOUR coed team members running a distance of 100 yards back and forth.
- Participants may run in any male/female order.
- Time will start when the horn/whistle is sounded and conclude when the last participant's entire body crosses the finish line.
- Runners of legs 2, 3 and 4 may not leave their starting line until the previous runner crosses the line. Runners of legs 2, 3 and 4 may start either from a resting position OR may take a running start from behind their starting line, in either case the runner must not cross the starting line prior to the previous runner crossing. Failure to complete a proper exchange will result in a time penalty.
- Each team must stay in their respected lane the entire time.

Metal running spikes are not permitted in the Battle. Running shoes without the spikes are OK!

NOTE: This competition will be on a field turf and not a running track.

PENALTIES:

2 seconds: For each false start, not counting the first one (per team)

2 seconds: For each improper exchange - next runner leaving too soon

4 seconds: For interfering with an opponent

PUNT, PASS & PLACE KICK

Event Record: Reynolds & Reynolds - 704 Feet – set in 2014

Each participating team shall consist of SIX coed team members, each contributing to the total distance accumulated from two punts, two passes, and two place kicks. Each participant shall be responsible for only one of the six opportunities to gain yardage. One male and one female must be used in each event (i.e. one female punter & one male punter, etc.). All teams will compete in the following order: punt (female, male), pass (female, male), and then place kick (female, male).

The Battle will provide all the footballs and the tees. Men must use the official size football provided by the Battle. Women may use either the official size football or the junior size football provided by the Battle. Any molded cleat, turf shoe, or tennis shoe can be used, but NO METAL SPIKES will be allowed. Flat toe kicking shoes are also permitted. Complaints concerning the inflation of the footballs must be made prior to the attempt. Grievances will not be accepted after an attempt. All distances will be measured to the nearest whole foot.

Should a team member not be present at the scheduled start, that individual will be given zero yardage in the category (Punt/Pass/Place Kick) of the participating team's choice. If a team member does not show or is late, the team may substitute for the missing participant using the normal substitution procedure.

Mulligans

A team may choose to redo a single participant's punt, pass or place kick by using a mulligan ticket. **Only one mulligan will be allowed per team and the mulligan must be used immediately after he/she has completed their punt, pass or place kick. A team cannot see the results of all their participants and then decide to use their mulligan.** Once the team decides to use their mulligan, then the yardage that he/she receives on their second attempt will be the score recorded. Mulligans will cost \$10.00 (with all money going directly to Special Olympics) and will be made available at the event.

PUNT: From behind the start line, the football must be dropped and punted prior to the ball hitting the ground. **The participant may not touch or cross the start line at any time.** The yardage gained will be measured from the **middle of the** start line to the point at which the ball lands on the ground. Rolls will NOT be counted in the distance. All punts must land within a lateral distance of 20 yards.

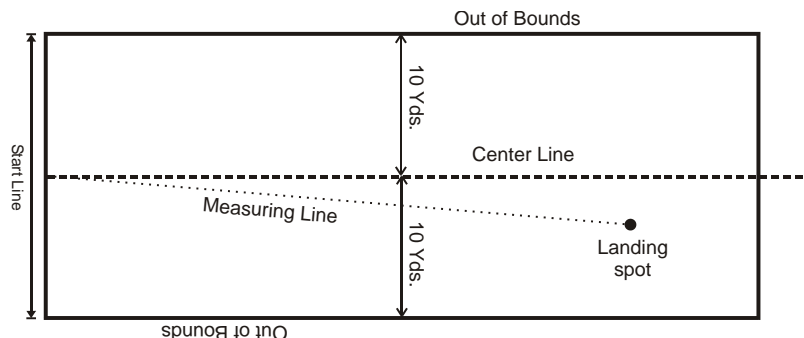
PASS: The football must be thrown from behind the start line and at no time shall any part of the participant's body touch **or cross the start line.** The yardage gained will be measured from the **middle of the** start line to the point at which the ball lands on the ground. Rolls will NOT be counted in the distance. All passes must land within a lateral distance of 20 yards.

PLACE KICK: The football must be on a tee to be kicked. **The participant will not be penalized if they make contact with or go over the line during the kick, provided the tee is placed on or behind the line.** The yardage gained will be measured from the **middle of the** start line to the point at which the ball lands on the ground. Rolls will NOT be counted in the distance. All kicks must land within a lateral distance of 20 yards.

Zero yardage will be given to the attempt for any of the following reasons:

- Any part of the participant's body touching or **crossing the start line (punt & pass only)**
- Participants not using the footballs or tees provided by the Battle
- Any forfeited attempt due to a lack of 3 men and 3 women team participants
- Any participant who attempts more than one event will be given zero yardage in all events he/she attempted
- Any attempt in the Punt or Pass or Place Kick that lands on the line or outside the described landing zone
- Any Punt attempt in which the ball hits the ground prior to the foot making contact
- Any Pass attempt that results in the pass hitting the ground behind the start line

PUNT, PASS, & PLACE KICK LANE DIAGRAM



NOTE: The start line extends the entire 20 yard distance of your Punt, Pass, & Place Kick lane. Participants may punt, pass, or kick from any point within that 20 yards.

CEO WATER BALLOON TOSS

A team's company CEO or Upper Manager is invited to participate in this event. Participation per team is two (2) managers. Any female/male combination may participate. Individuals participating in this event need not be on your original 30 team roster. They do need to be on your team roster if they plan to compete in other events.

Upper Management has no true definition. It is the decision of each team who is 'upper management' within their company. This event is presented as an opportunity for local business leaders to become personally involved in the Battle of the Businesses and to view the magnitude of this corporate competition.

It is strongly encouraged that both participants meet the loose definition of CEO presented above. If that is not possible, a CEO/Coach combination is acceptable.

The 2 CEOs will face each other and stand 5 feet apart to start with. One CEO will have a standardized water balloon in hand. On the command, the CEO will toss the water balloon to their partner. The balloon must travel the required distance through the air. If the balloon breaks, that company is out of the competition. The gap between the CEOs is widened before each subsequent throw and the receiver now becomes the thrower. The remaining companies continue in the same manner as described above until the winners are determined.

Clarifications:

If the balloon hits the ground but does not break, that team is allowed to continue. Balloons that leak due to material defect can be replaced between throws. It is the judges' decision whether there is a material defect or the leak was due to the throwing style or a previous drop.

SOCCER DRIBBLE

Event Record: Ball Aerospace - 2:18.25 - set in 2019

Each participating team shall consist of SIX coed team members dribbling a soccer ball 50 yards around 4 pylons advancing the ball with ones feet only.

The six participants may participate in any male/female order. Two start zones (see diagram) will be identified with pylons. Participants 1, 3 and 5 will be located at the first start point. Participants 2, 4 and 6 will begin at the opposite start point. Time will start when the horn/whistle is sounded and conclude when the last participant's entire body crosses the finish line.

Each participant will run from their exchange zone to the ball zone. Once to the ball zone, each participant will dribble the soccer ball and weave around the 4 pylons advancing the ball with ones feet only. The weave must be completed in the correct direction around the pylon; the first and third pylons clockwise and the second and forth pylons counter-clockwise (see diagram). Each missed weave will add 5 penalty seconds to your final team time. More than 2 missed weaves by the total team results in team disqualification.

Once each participant finishes the pylon weave, they must stop the soccer ball completely in ball zone with their feet (no hands are allowed in the event). If the ball does not stop completely in the ball zone the current participant must retrieve the soccer ball and dribble it back into the ball zone. No other person may assist in stopping the soccer ball in the ball zone.

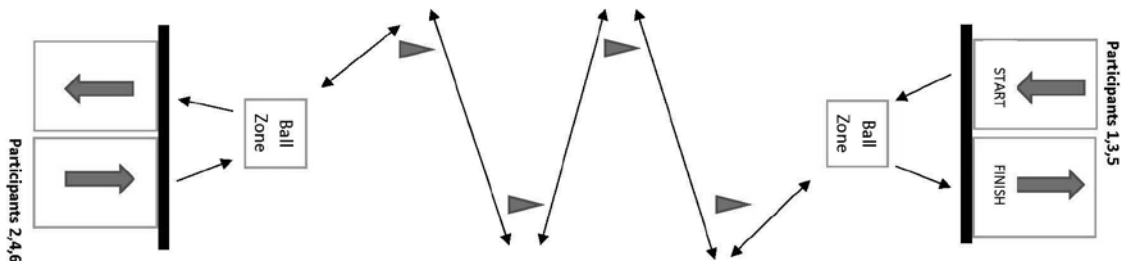
Once the soccer ball is fully stopped in their designated ball zone the current participant will run to the exchange zone and cross the line. After the participant completing the course crosses the start line, the next participant may enter the course and run to the ball zone. Participants of legs 2, 3, 4, 5 and 6 may not leave their starting line until the previous participant's entire body crosses the line. Failure to complete a proper exchange will result in a time penalty.

Any intentional missed weave, as determined by the event judge, by any of the 6 team members, will result in team disqualification.

The clock stops when the 6th person's entire body crosses the start/ finish line.

PENALTIES:

- 2 seconds: For each hand that touches the ball
- 5 seconds: For each improper exchange - next participant leaving too soon
- 5 seconds: For going the wrong direction around a pylon
- 5 seconds: For improper team assistance
- DQ: For any intentional missed weave
- DQ: For more than 2 missed weaves by a team



SACK RACE

Event Record: LexisNexis – 42.27 - set in 1998

Each participating team shall consist of SIX coed team members each hopping in a sack a total of 100 yards. Exchanges shall occur every 15 or 20 yards.

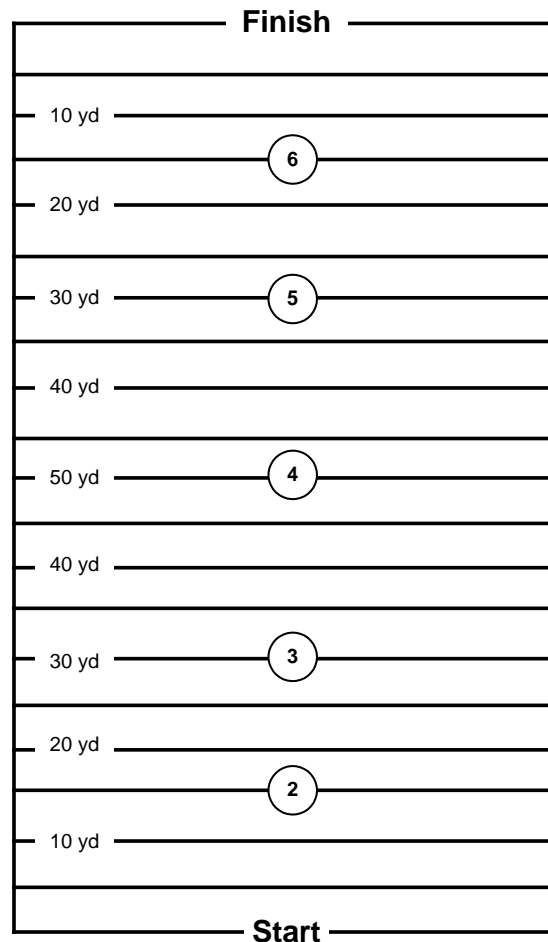
The sack race consists of four 15 yard hops and two 20 yard hops. A man and a woman must hop one of the two 20 yard distances. Both feet must remain in the bag and at least one hand must remain in contact with the sack while hopping.

Locomotion consists of hopping. Any intentional form of locomotion other than hopping will result in penalty points being assessed.

There are 5 exchange zones. Each exchange zone consists of the area between the yard line and a cone one yard from the line. All sack exchanges must be made within this exchange zone. Only the 2 team members involved with the exchange may assist each other with the exchange. After each team member concludes their portion of the sack race, they must remain at the site of their exchange -vs.- traveling down field with the individual in the sack to the finish line. This eliminates a large congregation at the finish line making it easier for the timers. Time stops when the last person's entire body crosses the finish line.

PENALTIES:

2 seconds: For each occurrence of intentional non-hopping or improper exchange



SCORING

**Awards
Point System**

Awards

The following will be awarded to Battle teams based upon their accumulated point total at the end of the competition.

- Overall Champion – Trophy
- 1st Runner-Up (Division 1 & 2) – Trophy
- 1st Runner-Up (Division 3 & 4) – Trophy
- 1st Place Rookie Team - Plaque

Spirit Award(s) will be given to a team(s) who demonstrates the spirit of Special Olympics, shows unique team support & exemplifies the ideals of sportsmanship.

Battle Bucks Plaques are awarded to teams reaching their division goal as follows:

- Division 1 – goal is \$2,500
- Division 2 – goal is \$2,000
- Division 3 – goal is \$1,500
- Division 4 – Goal is \$1,000

Award ribbons will be given out to all teams unless they have requested not to receive them on their Battle Registration Form. Ribbons will be awarded to team members participating in an event in which that team places 1st, 2nd, or 3rd overall. Division 1 & 2 ribbons & Division 3 & 4 ribbons will be awarded to team members participating in an event in which that team places 1st, 2nd, or 3rd.

The team can only receive one ribbon per event. The ribbons will be awarded using the same priority as the final awards (overall then division).

Note: All four Divisional trophies & ribbons will be awarded if justified by the number of teams registered.

Point System

Point System

A team shall receive points for every event according to the place that they finish (as listed below). In the case of a tie, place points will be added together and divided between those teams involved in the tie. The team with the most points at the conclusion of the Battle of the Businesses shall be declared the Overall Champion.

All Events, except CEO Balloon Toss:

1 st	100	14 th	70	27 th	44	40 th	18
2 nd	96	15 th	68	28 th	42	41 st	16
3 rd	92	16 th	66	29 th	40	42 nd	14
4 th	90	17 th	64	30 th	38	43 rd	12
5 th	88	18 th	62	31 st	36	44 th	10
6 th	86	19 th	60	32 nd	34	45 th	8
7 th	84	20 th	58	33 rd	32	46 th	6
8 th	82	21 st	56	34 th	30	47 th	4
9 th	80	22 nd	54	35 th	28	48 th	2
10 th	78	23 rd	52	36 th	26	DQ / No Show	0
11 th	76	24 th	50	37 th	24		
12 th	74	25 th	48	38 th	22		
13 th	72	26 th	46	39 th	20		

CEO Balloon Toss:

1 st	20
2 nd	10

All other teams who participate will receive 5 points.

Participation Points

Participation points (equal to one half the value of the next place after the last complete participating team) will be awarded to any team participating with fewer than the required number of participants in accordance with the following chart:

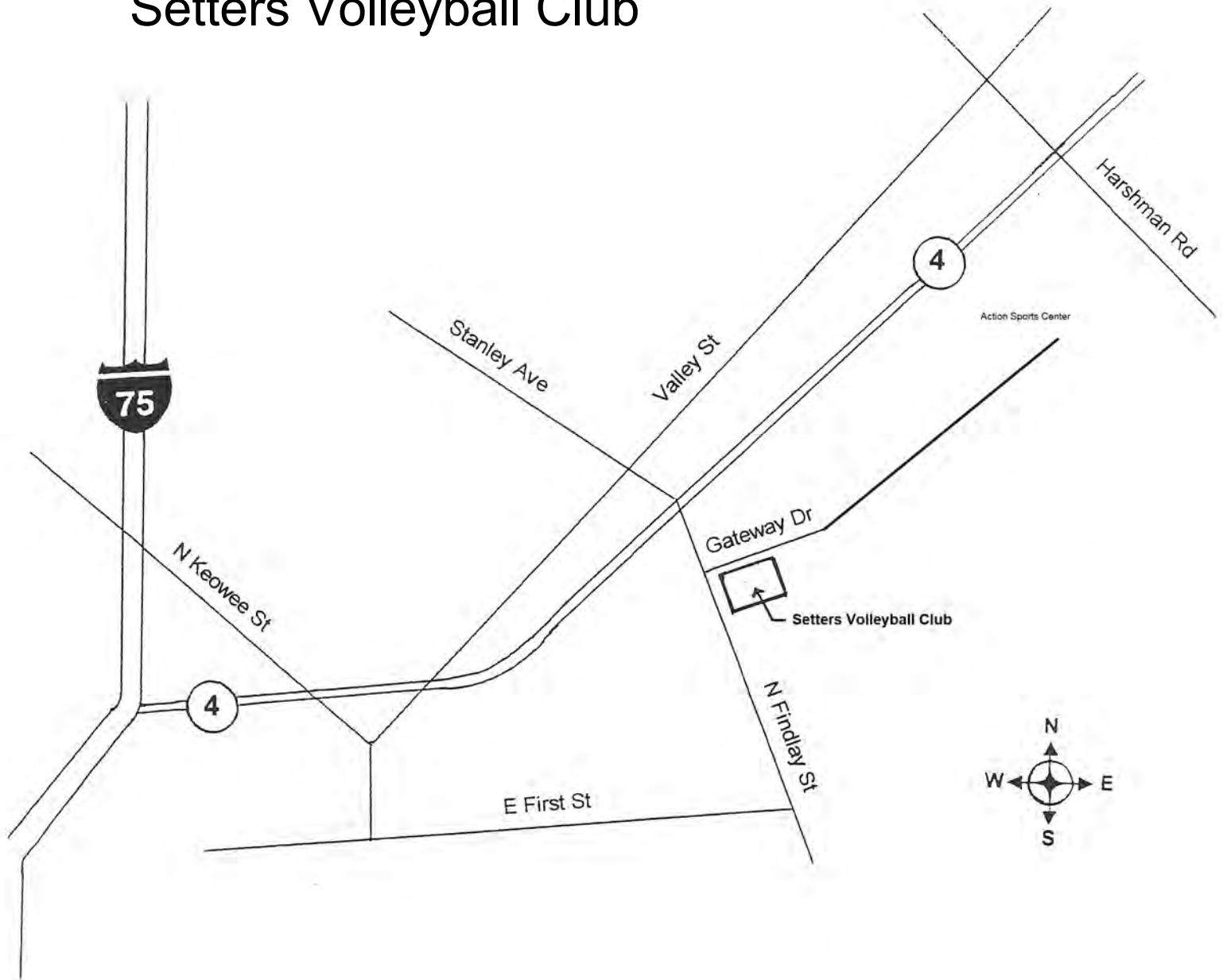
Event	Competitive Team Points	Participation Points
Sand Volleyball	5 or more coed participants	less than 5 participants
Miniature Golf	any number up to 4 coed participants	n/a
Cornhole Ladder	any number up to 4 coed participants	n/a
Team Ski	8 coed participants	less than 8 participants
Tug-of-War	any number up to 8 coed participants	n/a
Trivia Night	any number up to 4 coed participants	n/a
Bowling	any number up to 4 coed participants	n/a
Obstacle Course	8 coed participants	less than 8 participants
Track Sprint Relay	4 coed participants	less than 4 participants
Punt, Pass & Place Kick	any number up to 6 coed participants	n/a
CEO Water Balloon Toss	2 participants	n/a
Soccer Dribble	6 coed participants	less than 6 participants
Sack Race	6 coed participants	less than 6 participants

Sand Volleyball and Tug-of-War Scoring

For Sand Volleyball and Tug-of-War, where tournament brackets are used, team places will be determined at the conclusion of the competition. All teams losing in the first round of Tug-of-War will be awarded a fixed number of points depending on whether the team wins or loses its consolation match/tug. The number of points will be an average of all points available to teams similarly situated, i.e. one or two losses. For Sand Volleyball and teams winning in the first round of Tug-of-War will be awarded a final number of points based on the success of the team by which it was defeated. Working back through the brackets, based on the final results, teams will be awarded points. For example, in a 4 team tournament, 3rd place is awarded to the team that loses to the eventual winner.

MAPS

Setters Volleyball Club



Setters Volleyball Club

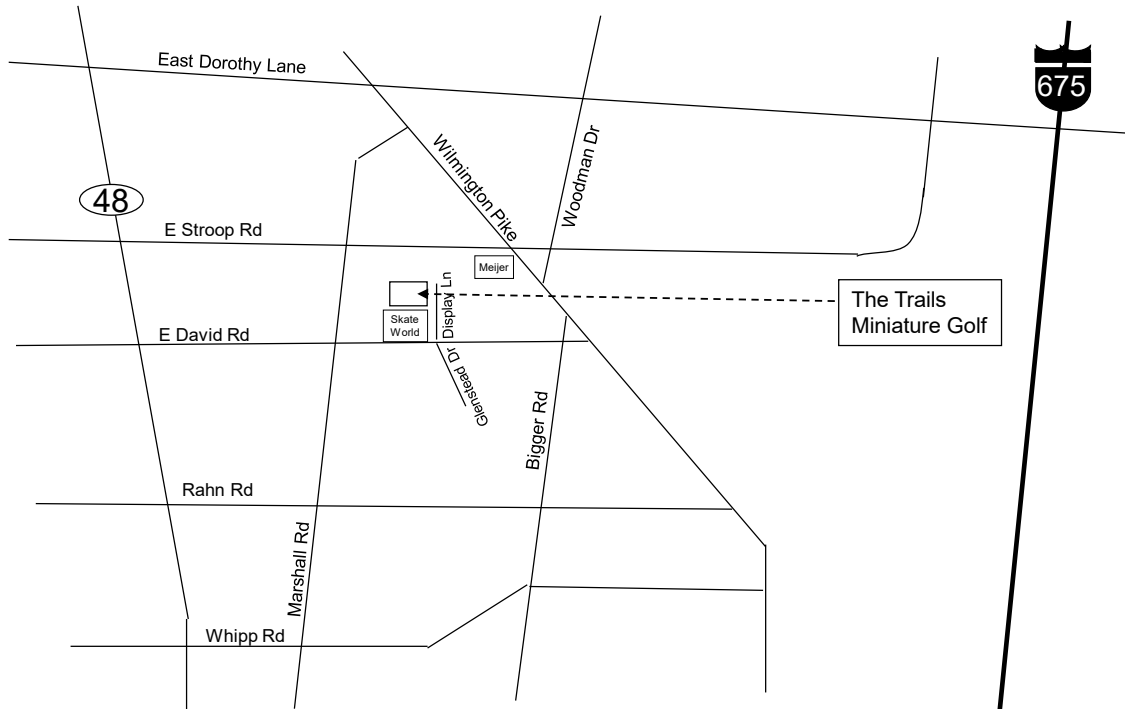
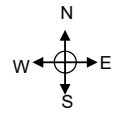
1008 Gateway Dr.

Dayton, OH 45404

www.settersvolleyballclub.com

THE TRAILS MINIATURE GOLF

1601 East David Rd
Kettering, OH 45429
<http://www.indiantrailsgolf.com/>

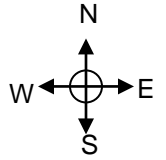


Note: Map Not to Scale

COMMUNITY TISSUE SERVICES

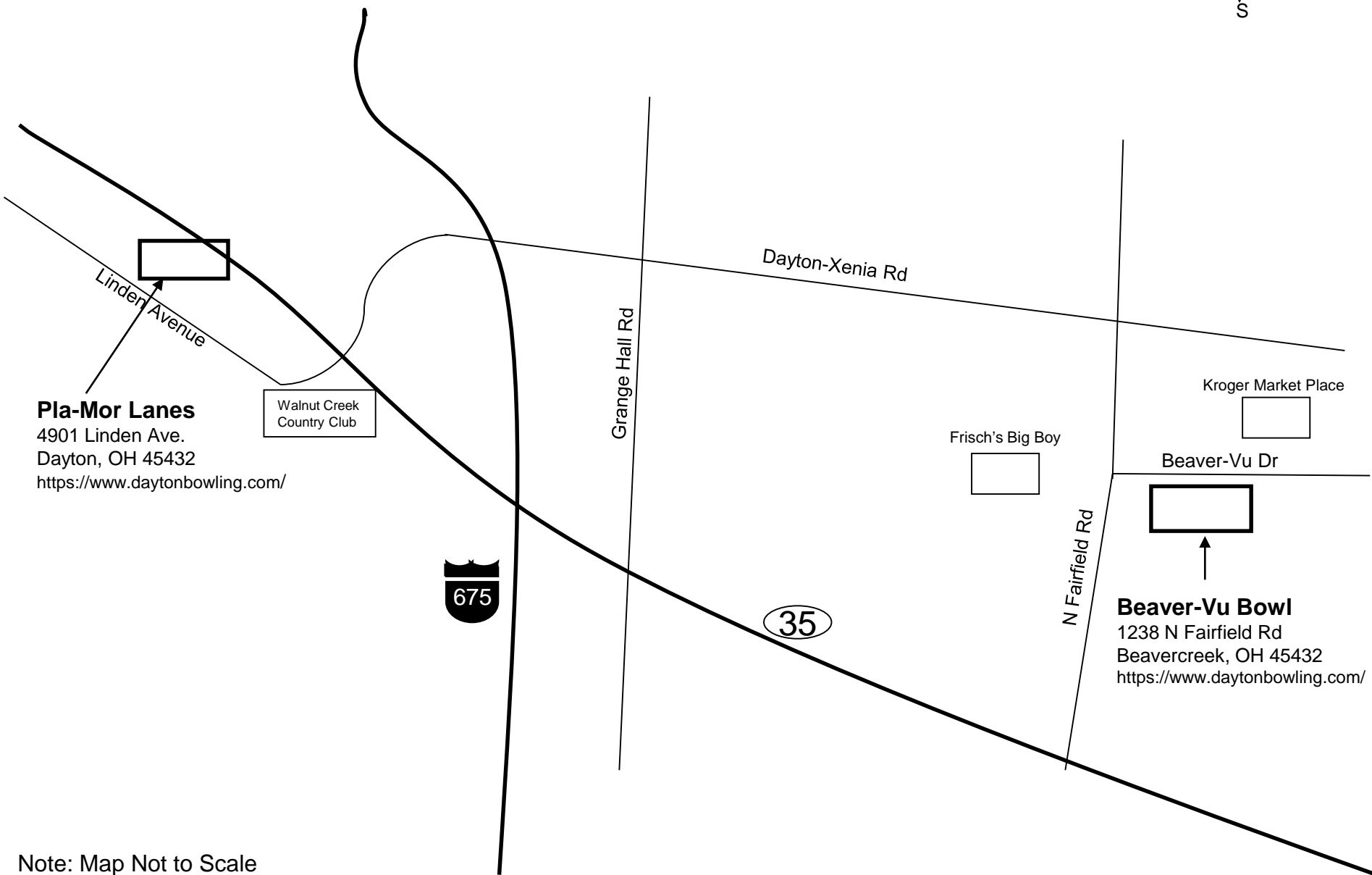
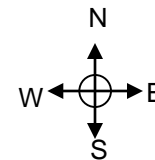
2900 College Dr
Kettering, OH 45420

<http://www.cbccts.org>



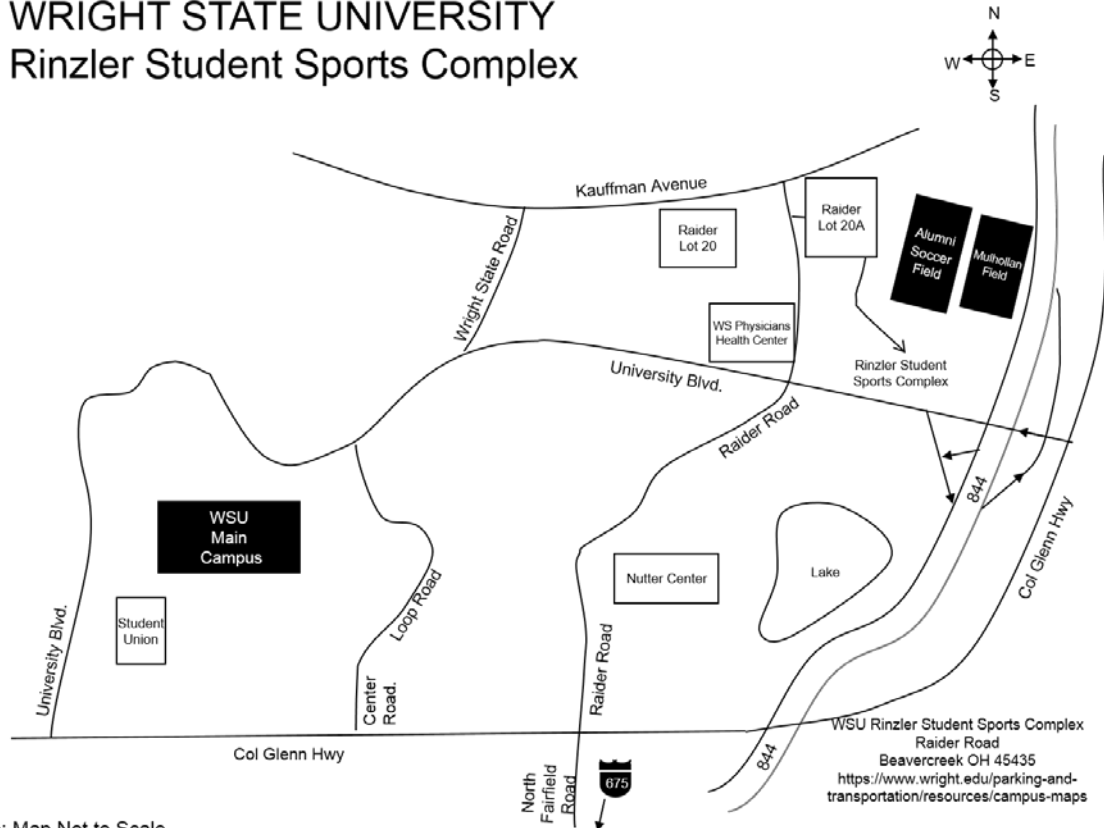
Note: Map Not to Scale

BEAVER-VU BOWL



WRIGHT STATE UNIVERSITY

Rinzler Student Sports Complex



Note: Map Not to Scale

Alumni Field Directions

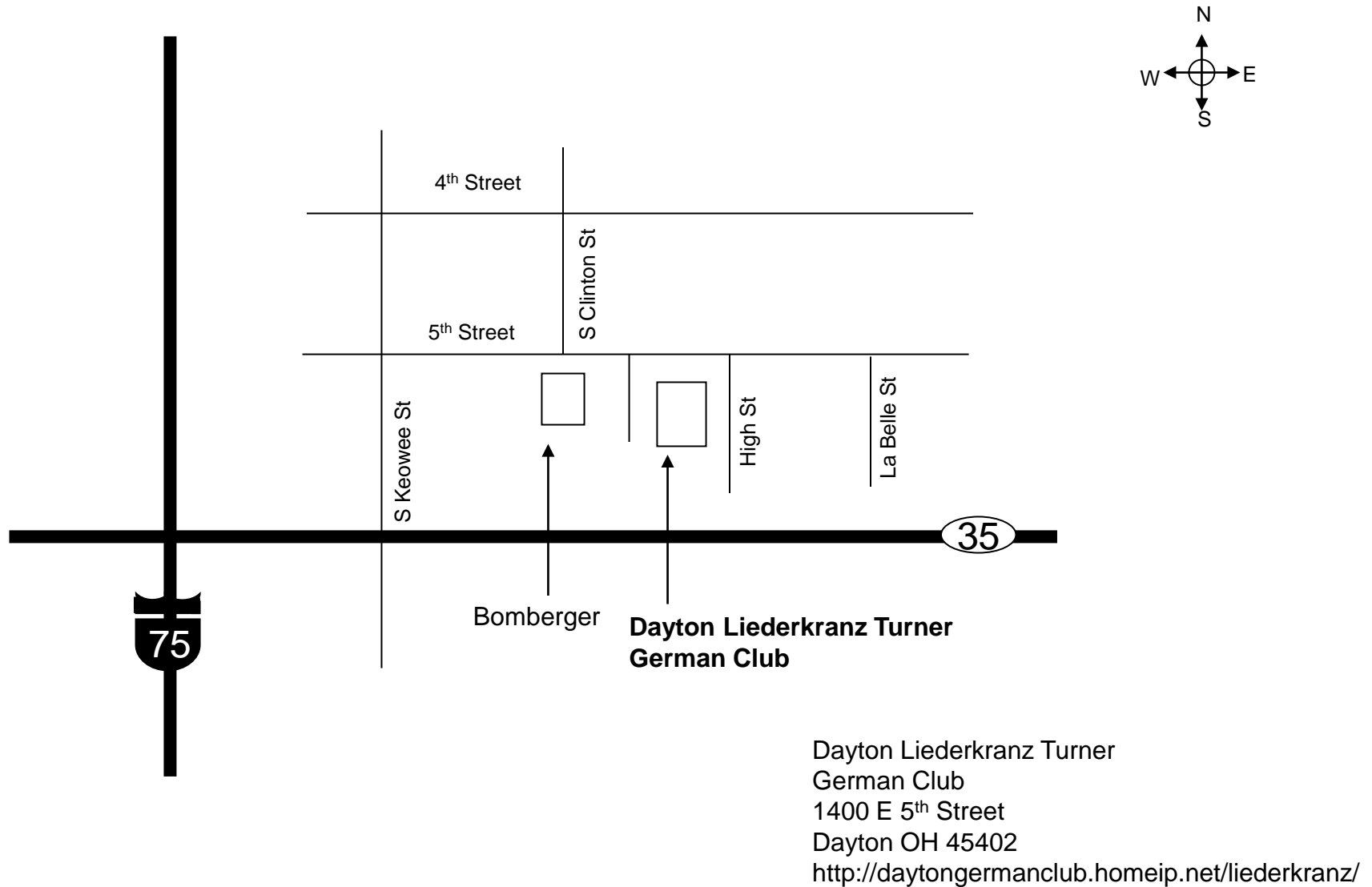
From the North: Take I-75 South to I-70 East, Turn off I-70 onto I-675 South, Take North Fairfield Road Exit (Exit 17). Turn right onto North Fairfield Road, North Fairfield Road becomes Raider Road after the stoplight; Continue going straight on Raider Road and go around the Nutter Center, which will be on your right, Continue on Raider Road until it dead ends into University Boulevard. You will see Alumni Field straight ahead, Turn left onto University Boulevard and then turn right into the Alumni Field parking lot.

From the South: Take I-75 North to I-675 North, Take I-675 to Exit 17, follow the sign for "WPAFB Areas A&C" and "Wright St. Univ.", Get off at Wright State University exit, Turn left onto University Boulevard, You will see Alumni Field on your right. Continue on University Boulevard until you turn on the first right to enter into the Alumni Field parking lot.

From the East: Take I-70 West to I-675 South, Take I-675 to North Fairfield Road Exit (Exit 17) Turn right onto North Fairfield Road, North Fairfield Road becomes Raider Road after the stoplight; Continue going straight on Raider Road and go around the Nutter Center, which will be on your right Continue on Raider Road until it dead ends into University Boulevard. You will see Alumni Field straight ahead, Turn left onto University Boulevard and then turn right into the Alumni Field parking lot.

From the West: Take I-70 East to I-675 South, Take I-675 to North Fairfield Road Exit (Exit 17) Turn right onto North Fairfield Road, North Fairfield Road becomes Raider Road after the stoplight; Continue going straight on Raider Road and go around the Nutter Center, which will be on your right Continue on Raider Road until it dead ends into University Boulevard. You will see Alumni Field straight ahead, Turn left onto University Boulevard and then turn right into the Alumni Field parking lot.

DAYTON LIEDERKRANZ GERMAN CLUB



Note: Map Not to Scale