

Corporate Community Games

beyond competition | beyond creativity | beyond celebration

30MAN31LEG CHALLENGE RULES & REGULATIONS

The purpose of all types of competition should be to improve the individual, so that by extension, the community and eventually the whole society can be improved. But for all to partake in this spirit of competition, we need to think **beyond competition.**

The CCG Sports programmes seek to provide all participants an avenue to meet like-minded sports lovers where everyone can develop **good sporting behaviours** and plays a part in creating an enjoyable experience of the sport for all by **upholding the spirit of the Games.**

The actions of a player are a **reflection** of themselves, their team and their company. All participants, representing their companies, have a **duty and responsibility** to display their **best behaviour and utmost sportsmanship** at all times throughout participation in the Games.

ENJOY THE GAMES.MAKE FRIENDS.

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Challenge Objective

To complete the race with all 30 persons in one complete formation in the fastest timing.

Challenge Distance

50 metres

Competition Category

Mixed Team

Team Combination

- No restriction on gender combination.
- Each team should register a minimum of 30 and a maximum of 35 participants.

Format

- Each team will get to race at least twice.

Rules

- Team must have 30 participants to start and complete the race.
- All 30 participants must be tied together at the ankles in a single row to move as one team.
- Team must restart at the point where they break off to retie themselves and continue to the finishing line.
- There will be no stoppage of time in any time of the race. Except for instance where a participant is injured halfway through the race, there will be a stoppage of time to attend to the injuries. The timing will continue from where it was stopped.
- Team with fewer than 30 participants at the finishing line will be unranked.
- The finishing time of each team is based on the last leg to cross the finishing line.

Substitution

- Substitution of participants is only allowed before the start of every race.

Safety

- Observation of safety is a must at all times.
- It is the responsibility of the Team Captain and the participants to ensure that ankle straps are safely secured before and during the race.

Attire

- It is forbidden for players to wear anything that may endanger themselves or their opponents during any race.
- Appropriate sports shoes. No spike shoes allowed.

Equipment

- Knee guards would be provided for each race.

Forfeit

A race will result in forfeit if any of the following occurs:

- Team fails to report 5 minutes before designated race time.
- Team having less than 30 participants at the start of the race.
- An unregistered participant is fielded.