

RULES AND REGULATIONS FOR THE CORPORATE GAMES 2020

SOCCER

1. It should be seven aside
2. 3 points for a win, 1 for a draw and 0 for a loss
3. It will be a league format
4. Played on small pitches
5. Seven players per team and two of whom must be ladies. If no ladies you play five
6. No offside
7. Kick in instead of throw in
8. No limited number of substitutions
9. Red card (you miss 5 games) and a Yellow Card (you lose 2 points)
10. 15 minutes each half.
11. Other FIFA, CAF and FUFA rules apply

VOLLEY BALL

1. Best of 3
2. A set is 25 score
3. 6 players 2 must be ladies
4. League format
5. No ladies 4 men participate
6. Other international volleyball rules apply

BASKET BALL

1. 5 players one of whom must be a lady
2. No lady 4 men participate
3. Stop watch
4. 2 quarters of 10 minutes each in the preliminary round.
5. 2 quarters of 15 minutes each in semi and finals
6. League format



7. 3rd position we consider best loser
8. Other international rules will apply

NETBALL

1. Seven players at least 2 men
2. 5 Ladies if no men
3. 5 Men if no Ladies
4. League format
5. We shall play 2 quarters,15 minutes each
6. International rules will apply

ATHLETICS

1. 100 meters for both men and women
2. 200 meters for both men and women
3. Relay one of whom must be a lady (4x100)

TUG OF WAR

1. 8 players at least 2 ladies
2. League format

POOL

1. 2 participants per company
2. League format
3. Pot the black ball
4. Best of 3

SWIMMING

1. Free style
2. Individual races
 - a. 50 meters
 - b. 100meters
3. Relay at least 1 lady

PAINTBALL (SHARP SHOOTING)

1. 2 Participants per company (a male and female)

CYCLING



1. 2 Participants per company (a male and female)

Note; We provide the bicycles tuned to a ground gear.

WOOD BALL

1. 4 Participants per company (2 males and 2 females)

Federation rules apply

FUN GAMES

- ❖ 3 legged race one female and one male
- ❖ C.E.Os, HRs, PROs 100 meters race.
- ❖ Bottle filling
- ❖ Sack racing

COMPETITION RULES: ELIGIBILITY

1. Employees of the company with valid identity cards bearing a photo of the holder
2. A company should have adequate number of employees who can ably participate
3. Names of the participants should be sent in advance to the secretariat for verification
4. Time management should be observed to avoid walkover
5. A team is supposed to report to the field if called in not later than 5 minutes, however, beyond that time a walkover shall be given to the opponent.
6. Teams should register in advance for the events they are to compete in for proper planning.
7. There will always be a one hour lunch break
8. Games should kick off latest 9:00 am
9. A C.E.O of any company who will participate in any of the games will earn his/her team 10 championship points
10. People with disabilities will also earn the company 10 points upon participation
11. Use of machineries is prohibited, if found guilty the team shall lose the game by forfeiture and the technical team may decide to get rid of the company once found guilty.
12. Any verbal attack/insult to any of the following shall be penalized, and the penalty shall be decided by the organizers
 - a. Referees
 - b. Umpires
 - c. Opponents
 - d. Team mates
 - e. Spectators



f. Journalists

g. Organizers

13. The referees and umpires' words are final. However, you can appeal on a decision of the referee to the organizing committee in writing at most 30 minutes after the Game

14. Soccer being a dominant game will score 30% and other games 10% each for the final table standing.

15. Mercenary is a non-working student, a casual/ contract worker earning wages, a registered player in any of the National registered competitive leagues i.e. FUFA premier league, Big league, Regional league or first division, the same applies to other Games.

16. The rules will be added on time to time when need arise

NOTE; "CORPORATE GAMES WOULD RATHER LOSE A COMPANY THAN COMPROMISING WITH MERCINARIES TO KILL A BRAND, PROTECT US AS WE PROTECT YOU"

PREPARED BY:

CORPORATE GAMES UGANDA

