

2019 CCCI Fall Game

Date/Time: 9/28 (rain date 10/5), 10:00-13:00

Location: Zionsville Middle School

Competition Groups(5): CCCI Church Groups A, B, C, Northwest, English-Cantonese

Note: Competitive category participants limited to individuals who regularly participate in CCCI activities. Non-Competitive category participants limited to individuals who regularly participate in CCCI activities and their immediate families.

Competitive Category Games

1. Men's 4X100 Relay
2. Women's 4X100 Relay
3. 6X400 Relay (Male 4 Female 2)
4. 1600 meter (mile) -- cross country style

Notes:

1. 400 m Relay score is by total male and female time (6 people). Starting order of each team member is up to the team captain.
 2. 1600 meter scoring uses cross country scoring. The top 4 male and top 2 female in each team earn score for the team based on their finishing rank (male and female rank separately).. Remaining participants (up to 2 each team) will earn participant points for the team.
 3. Men and women run separately for 1600 game. Men starts after women finishes.
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Non-competitive Category Games

1. Tug-of-war: 6 people from each team. Each team compete with each other team once. Each win score 1 point. Total points then ranked to determine the final team score for this game.
 2. Team jump rope: 10 people go through the rope one by one and see who scores the most successful jumps in 3 minutes. Notes: 1) cannot skip person or change running order. 2) cannot jump more than once each time (if do, only count 1).
 3. Couple 3-leg relay race: 5 couples from each team. One person's left leg tied to another person's right leg. Race distance 50 meter. Relay format: face to face
 4. Family game (keep up the balloon): Keep the balloon up. Each team can send no more than 3 families. Each family needs to make a circle with hands connected. The goal is to keep the balloon up for as long as possible. Participants can use any body parts except hand (shoulder/elbow OK). Cannot keep balloon on the body (has to bounce it up). Game ends when 1) balloon touches the ground, or 2) touched ball with hands, or 3) hands disconnected, or 4) any other violation, or 5) when the max time (5 minutes) is reached. The average time of each team is ranked.
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Game Sequence

1. Tug of War 1 (A-B, C-NW)
2. 6 X 400
3. 3-leg Relay
4. Women's 4X100
5. Men's 4X100
6. Tug of War 2 (B-C, NW--EC)
7. Keep the balloon up
8. Tug of War 3 (A-- NW, C--EC)
9. Jump Rope

Scoring

All games are ranked by team. 5th place team scores 1 point for that game and 1st place scores 5 points for the game. Total points determine the final winner. Competitive and non-competitive categories are scored separately. Tie is possible. When tied, the tied teams awarded the same score. Example, in any game, if there are 2 teams tied at 2nd place, they each get 4 points, with the next team getting 2 points instead of 3 points (because he is No. 4, not No. 3)

1600 m scoring details:

Besides the required 4 male and 2 female, each team can have 2 additional participants. Each person score x points (use men for example):

- If he is the top 4 of his team, $x = \text{total male} - \text{his finish place} + 1$ (for example, if there are 25 male runners, the first place gets 25 points)
- If he is not the top 4 of his team, $x = 1$ (participation point)

Women's score is similar. But each one's score is doubled due to low participants and low score.

Total team score (male + female) will be used to rank the teams in the 1600 m game.