

Board Games Rules

Team Participants

- Teams will consist of 3 Board Game players (any gender)
- Unlimited alternates between games
- 1 E-Sub allowed (Emergency non-employee Substitute)
- Participants must be employees of your company at the time of play (with exception of the E-Sub).

Event Format

- Three different board games will be played simultaneously.
- Each of your 3 participants will play 2 matches of their chosen game for 6 matches total.
- The top 4 teams will move on to the Finals where a final game will be played to determine the overall winners.
- Our games for 2026 will be announced soon!

Rules (General)

- Your team's matches will be scheduled simultaneously so you will require 3 players at once (1 for each game). You are welcome to substitute players for the different matches throughout the day, but changes can be made between matches only and everyone that plays must be on the roster.
- Each match has a 45 minute time limit. If you are not finished when the time is up, the player that is in the lead will be declared the winner and scores recorded where they stand. There will be an announcement at 40 minutes to let you know that there are 5 minutes remaining in your time slot and you are to just finish the round you are on and tally final scores. When the 45 minute announcement is made, if you have not completed your round you are just to finish so each player has the same number of turns and tally scores.
- The final table for each division will have no time limit, however the 1 minute turn timer will be in play if the game lags.
- All games will have dice at the table and first turns will be determined by rolling 1 die. Highest roll goes first.
- In general, if a mistake is made on a player's turn it must be pointed out before the next player goes ahead. Once the next turn has started, the game will be played on as is even if a rule was violated.
- If there is a rule discrepancy, the players at the table must self-officiate (any player not involved in the controversy should try to make the ruling)
- The sport coordinator will make the final ruling as needed
- If no resolution can be achieved, the general rule is that the turn will just be replayed

- If you need a clarification while discussing any rule violations, please ask the sport coordinator
- Spectators/teammates are not allowed to assist the player in the game from the sidelines. Cheering is allowed, but strategy talk is not! Only the players scheduled for the match are allowed to be right at the table. There will be some side seating for each championship match, but not right up at the table.

Rules (Game Specific)

Scoring

- Standings will be determined based on the results of each team's 6 total matches.

Tournament Tie Breaker

TIE BREAKING HIERARCHY TO DETERMINE FINAL TABLE QUALIFICATION:

1. Number of wins (out of 6 matches)
2. Point totals (across 2 matches) in
3. Point totals (across 2 matches) in
4. If teams are still tied after the above 3 items, we will proceed to a final tiebreaking Yahtzee Roll-Off (each team takes turns roll by roll and the first unanswered Yahtzee wins)

FINAL TABLE TIE BREAKING RULES (FOR MEDALS)

1. Teams will be ranked first on the number of points in the final match in for medals.
2. If teams are still tied after the above item, we will proceed to a final tiebreaking Yahtzee Roll-off

Corporate Challenge Points

- Each team that participates will receive 10 PARTICIPATION points.
- The top 6 teams in each division will be awarded CHALLENGE points as follows:
 - 1st place - 10 points (GOLD)
 - 2nd place - 8 points (SILVER)
 - 3rd place - 6 points (BRONZE)
 - 4th place - 4 points
 - 5th place - 3 points
 - 6th place – 1 point
- A maximum of 6 Gold, Silver and Bronze medals will be awarded to the winning teams in each division.

Team Cancellation/No Show Penalty

Cancellations must be emailed to the Corporate Challenge office. If a team must cancel their participation in a sport, the Penalties are as follows:

LAST MINUTE CANCELLATION: (Within 48 hours of your event start time)

Teams that provide written notification (by email) that they are canceling out of an event within 48 hours of the start of the event will be penalized 5 points. A company with participants who register at the event but are unable to register an eligible team will be considered a cancellation and the penalty will apply.

NO SHOWS: (No notification of cancellation)

A No Show will result in a 10-point deduction and disqualification from that sport for the following year. A NO SHOW is a team that has not provided any notification that their team is not participating in an event prior to start time of the event.