

THE 2025 COROLLA CUP

Know Before You Go

Logistics, Schedule & Game Rules

WEVS Fundraiser! A total 3-year donation of \$50,000 will result in a WEVS conference room being named for the Corolla Cup. With the success of the past 2 years and this year's generous sponsors, we are close!!! We will provide total updates throughout the events – **please help us reach our goal!**

Friday, October 17th Schedule of Events

Event	Time	Location
T-Shirt & After Party Bracelet Pick Up	3:30–8:00 pm	Corolla Light Grass Course and Sports Complex Parking Lot 1024 Ocean Trail Overflow Parking at Brindley 1023 Ocean Trail after 5:00
Kickoff Party	5:00–8:00 pm	
Grass Course Golf	May start between 3:30 and 6:30 after picking up t-shirt \$15 per person paid at the door	

- Live music by Just Jersey
- Food and beverage:
 - Adult beverages and soft drinks available for purchase
 - Bacchus at the Beach will have sandwiches and cookies available for purchase
 - Cash and Credit cards accepted for golf, food, and beverages
- Parking will be available in the Sports Center parking lot –overflow parking available across the street at Brindley Beach after 5:00 pm – consider carpooling

Saturday, October 18th Schedule of Events

Event	Time	Location
Opening Ceremony	10:00–10:15 am	Corolla Light Oceanfront Complex 1197 Franklyn Street Street parking available –look for parking attendants
T-Shirt & After Party Bracelet Pick Up	10:00 am–12:00 pm	
Pickleball *	10:15 am–12:30 pm	Corolla Light Austin Street Courts
Cornhole *	10:15 am–12:30 pm	Corolla Light Oceanfront Complex
Bocce Ball	10:45 am–12:30 pm	
Knockout Basketball *	12:30–1:15 pm	
Field Games *	1:15–3:00 pm	Beach In Front of Corolla Light Oceanfront Complex
Tidal Ball *	1:15–3:00 pm	
Surfing – non scored, social *	1:15–3:00 pm	
Volleyball *	3:15–4:45 pm	Corolla Light Oceanfront Complex 1197 Franklyn Street
Closing Ceremony	4:45 pm	
After Party	5:00–9:00 pm	Wild Horse Inn – 1196 Ocean Trail Private Party – Must purchase meal ticket to eat

*Must be 18 years or older

- Food and beverages available for purchase from Oceanfront Grille
- WEVS selling merch - and donations are always welcomed
- Parking at Corolla Light:
 - Plan to arrive early, parking at the oceanfront complex will fill early
 - Street parking (one side only) will be available that day on parts of Franklyn Street and Morris Drive - see map on following page
 - Carpooling is recommended. Better yet - walk or bike
- Remember to bring:
 - Your team t-shirt; water bottle; lawn/beach chair; sunscreen
 - Money for purchase of food, beverages, WEVS merchandise
 - **Cash or checkbook to help us reach our WEVS Conference Room Goal!**

5:00pm - 9:00pm: Join us at the Wild Horse Inn, 1196 Ocean Trail, for the After Party!

- Private Party - Must purchase meal tickets to eat
- Cash Bar
- Please wear the blue wristband showing you pre-purchased a meal ticket
- Live music by Just Jersey

Questions? Contact your Team Lead:

Team Green - Corolla Light/4x4:

Denise Sulzbach - cavesulz@gmail.com

Wendy Kelly - wkellynj@gmail.com

Team Yellow - Corolla Village, Beach Club, Villages at Ocean Hill and Ocean Hill:

Kathy Hamilton - kathyhamilton913@gmail.com

Dolly Chesnut - dzcl24@gmail.com

Team Blue - Corolla Bay, Corolla Shores, Monterey Shores and Whalehead:

Tim McCurdy - tmccurdy79@msn.com

Hope Tuthill - hopetut1@gmail.com

Robin Labby - robinlabby@gmail.com

Team Orange - Buck Island, Ocean Sands and The Currituck Club:

Kevin Fennimore - kevin.fennimore8@gmail.com

Keagan Nott - keagan@bacchusatthebeach.com

Field Day Games Surfing
Tidal Ball

Field Day Games

Tidal Ball

Surfing

Oceanfront
Grille

Employee
Parking Lot

Oceanfront
Parking Lot

Bocce Ball Volleyball

Morris Drive

Franklyn Street

= Park on this side of the road

= Do not park on this side

Pickleball

Parking Lot

Austin Street

Corolla Light
Entrance

Highway 12

North

This weekend is all about community, connection, and giving back.
While we're having FUN and CHEERING EACH OTHER ON, let's remember the heart of it all:
We're building community, having FUN, and raising funds for WEVS.

Game Rules

Please see the following pages for rules for:

- Grass Course Golf
- Cornhole*
- Pickleball*
- Bocce Ball*
- Knockout Basketball
- Field Day Games
- Tidal Ball*
- Volleyball

***Round Robin Play**

Round Robin Game Play & Scoring

2-Player Teams from each Neighborhood Team get randomly assigned to play one another.

Each 2-Player Team plays the other 3 Neighborhood Teams.

The winning 2-Player Team of each game earns 1 point for their Neighborhood Team.

Points are added up for each Neighborhood Team and translated into Cup Points.

- First Place: 25 Points
- Second Place: 15 Points
- Third Place: 10 Points
- Fourth Place: 5 Points

Tie Breaker Scoring: Tie splits total points (e.g. tie for first place, points for first and second are added together ($25+15 = 40$) and divided by 2 = 20 points each.)

Grass Course Golf: Friday 3:30–8:00

Play by Grass Course Rules. Must be 18 years or older to participate.

Players must pay \$15 to the Grass Course.

Players must use Grass Course putters and balls.

Players must begin play between 3:30 and 6:30 PM. Players are welcome to team up with registered participants of their choice – from any neighborhood, or be matched with fellow players upon arrival.

Players track individual scores (may use paper or course app).

After play, report individual score at picnic table (blue umbrella) at the Grass Course entry/exit.

Each neighborhood's four lowest individual scores will be used to determine neighborhood standings and calculate Cup Points.

- First Place: 25 Points
- Second Place: 15 Points
- Third Place: 10 Points
- Fourth Place: 5 Points

In the event of a tie, see Round Robin Tie Breaker Scoring on page 4.

Cornhole: Saturday 10:15 – 12:30

8 Teams of 2 people from each neighborhood using 8 cornhole sets (total of 32 teams).

Format is Round Robin Play.

Teams get assigned to a cornhole set and play all the 3 other Neighborhood Teams on the same cornhole set.

Each round is 1st to win or 20 minutes, whichever comes first.

Official bags will be provided by the Corolla Cup. No personal bags allowed.

Cornhole Rules:

- Based on American Cornhole Association
 - <https://www.playcornhole.org/pages/rules?srsId=AfmBOorFcmsEAhuEnIkCGItJS7XXhCniCOHTWBNVwW5NurGJB0CYHE44>
- Teams of 2, no gender requirement, must be at least 18 years old.
- Boards are placed 27 feet from front edge to front edge.
- Subs are permitted for injuries if they are an alternate or from another event (i.e., pickleball).

Scoring:

- Players must throw underhand from behind the foot fault line.
- A cornhole bag that goes through the hole is worth 3 points.
- A cornhole bag that lands on the board and stays there is worth 1 point.
- A cornhole bag that lands on the ground or bounces onto the board is worth 0 points.
- **Cancellation Scoring:** Only one team can score points per inning. The team with the higher score cancels out the points of the opposing team in that inning.
- **Points Calculation:** The team with the higher score in an inning earns the difference in points. For instance, if Team A scores 5 points and Team B scores 2 points in an inning, Team A earns 3 points for that inning.

Team partners play opposite one another on the same side of the board.

Opposing team members alternate underhand pitching until all 8 bean bags are thrown. The player or team who scored in the preceding inning has the honor of pitching first in the next inning. If neither player or team scores, the player or team who pitched first in the preceding frame shall retain the first pitch in the next frame.

Scores are tallied using cancellation scoring. Opposing team members who received the bean bags take their turn.

First team to score 21 points wins.

In the event of a tie, see Round Robin Tie Breaker Scoring on page 4.

Pickleball: Saturday 10:15 – 12:30

4 teams of 2 people from each neighborhood (one men's, one women's, 2 mixed) using 4 courts (total of 16 teams)

Format is Round Robin Play.

Teams get assigned to a court and play all the 3 other Neighborhood Teams on the same court.

Balls will be provided by The Corolla Cup.

In the event of a tie, see Round Robin Tie Breaker Scoring on page 4.

Pickleball Rules:

- Based on USA Pickleball Rules:
 - <https://usapickleball.org/docs/USA-Pickleball-Official-Rulebook-2024-v1.pdf>
- Must be at least 18 years old.
- **NO NASTY NELSON'S. NO STACKING.**
- Matches are one game to 21, win by 2, using rally scoring (a point is scored on every point rather than only when serving), or time limit of 20 minutes.
- Switch sides at 10 or 11 (players choose) to avoid potential side advantages.
- Players keep score.
- In the case of any hindrance (stray ball entering court, another player entering court, etc.) the point will be replayed. *Note that four of the courts are close together so this occurs from time to time. Please be aware of the close proximity and try to keep balls from entering other courts as best as possible.*
- Temporary nets will be utilized so rule 11.L.5a-d will be followed. In essence, it says that a replay will occur if the ball goes over the net and is impacted in any way by a part of the temporary net. If the ball does not go over the net, it is a fault regardless. Except on the serve, if the ball goes over the net, bounces on the court, and then is impacted in any way by a part of the temporary net, a replay shall occur.
- Volunteers will be line judges, their rulings are final. No arguing. In the event that line judges are not available, players will make their own calls based on the USA Pickleball Rules. In short, players are responsible for calling the lines on their end of the court. The opponent gets the benefit of the doubt on line calls made. Any ball that cannot be called "out" will be considered "in." Players shall not call a ball "out" unless they can clearly see a space between the line and the ball as it hits the ground.

Subs are permitted for injuries if they are an alternate or from another event (i.e., cornhole).

Bocce Ball: Saturday 10:45 – 12:30

2 Teams of 2 people from each neighborhood using 2 courts (total of 8 teams)

Format is Round Robin Play.

Teams are assigned to a court and play all the 3 other Neighborhood Teams on the same court.

Bocce Ball Rules:

- Teams of 2, no gender requirement, must be at least 18 years old.
- Matches are one game to 15 points or 15 minutes whichever comes first.
- Games will be played two at a time on each half of the sand volleyball court.
- Bocce ball sets will be provided by The Corolla Cup.

Game play:

- The starting team throws the pallino. The pallino should travel past the approximate middle of the court.
- The person throwing the pallino throws the first bocce.
- A person from the other team throws the next bocce and teams alternate throws until all bocces are thrown.
- If the pallino goes out of bounds the frame ends and players start over.

Scoring

Only the team with the bocces closest to the pallino will score. One point is awarded for each bocce that is closer to the pallino than the other team. A ball that is touching the pallino (aka kissing) scores 2 points plus the points for being closest. For example, if Team A has 2 bocces close to the pallino and then Team B has the next closest bocce, Team A is awarded 2 points for the round.

Points are added up for each Neighborhood Team and translated into Cup Points.

- First Place: 25 Points
- Second Place: 15 Points
- Third Place: 10 Points
- Fourth Place: 5 Points

In the event of a tie, see Round Robin Tie Breaker Scoring on page 4.

Knockout Basketball: Saturday 12:30-1:15

4 Players per Neighborhood Team. Must be 18 years or older.

Format is 4 rounds with 8 people playing in 2 games per round. Each round is estimated to be 10 minutes. Teams may substitute players in subsequent rounds if listed on roster.

Knockout Basketball Rules:

Players will be divided into 2 groups of 8. Games will be played simultaneously at each end of the basketball court. Only two balls are used in each game. Corolla Cup will supply basketballs.

Game Play:

- **Line up:** Players stand in a single file line at the foul line.
- **Taking turns:** The first two players in line each receive a ball and take turns shooting. The first player shoots. The second player can shoot once the first player's ball touches the backboard, rim, net or ground. Players may not intentionally hit backboard to set up for a layup.
- **Knocking out players:** If the second player makes their shot before the first, the first player is out.
- **Passing the ball:** After a player makes a basket or is knocked out, they pass the ball to the next player in line and go to the end of the line. No delaying the pass back to the next player.
- **Continuing the game:** The game continues until only one player is left.
- **Rebounding:** If a player misses their first shot (must hit the rim), they can rebound and shoot from anywhere on the court
- **Players are NOT allowed to interfere with the other player's ball, i.e., no defensive playing.**

The winner is the last person who isn't knocked out. Second place is the last person knocked out, and third place is the second to the last person knocked out.

Point Awards:

- First Place: 3 Points
- Second Place: 2 Points
- Third Place: 1 Point

Game points will be totaled for each Neighborhood Team and translated into Cup Points.

- First Place: 25 Points
- Second Place: 15 Points
- Third Place: 10 Points
- Fourth Place: 5 Points

In the event of a tie, see Round Robin Tie Breaker Scoring on page 4.

Field Day Games: Saturday 1:15–3:00

Must be 18 years or older to participate

1. Spoon Race

- 4 players per team, 1 leg each
- Equipment: 4 spoons, 4 golf balls
- Using a spoon, players must race to transport one golf ball by spoon, keeping their hand on black spoon handle, to the end of the course.
- Players must keep the ball on their spoon during their leg or they must start over.
- 4 players complete 4 legs. (Line up 2 players on each end.)

2. Horse/Polo Race

- 4 players per team, 1 leg each
- Equipment: horses , golf balls/clubs
- Each player “rides” their horse to the end of the course while using their golf club to hit a golf ball.
- 4 players complete 4 legs (Line up 2 players on each end.)

3. Pass the Orange

- 4 players per team, 2 legs
- Equipment: 4 oranges
- 4 team players line up spaced evenly across the course. The first player holds the orange under their chin and passes it to the next player. If the orange drops, that player must start over beginning where they received the orange.
- Must complete 2 legs—once up and then back. (Line up 4 players evenly spaced across the course.)

4. Beach Gear Relay

- 4 players per team, 1 leg each
- Equipment: 4 hats, 4 life vests, 4 pairs of flip flops, 4 goggles
- First player runs to the end of the course, dons beach gear, and returns to where they started. They remove the beach gear for the next player to put it on.
- Repeat until all 4 players have finished. (Line up 2 players on each end.)

FIELD GAMES CONTINUED ON NEXT PAGE

5. T-shirt Swap

- 4 players per team, 2 legs each
- Equipment: 4 oversized T-shirts
- Game begins with “helper” player at the front of the line holding an oversized t-shirt. The next player bends over and extends their arms so that the helper can slide the t-shirt over them. Once the T-shirt is on, the player turns around to face the next player in line. Both players bend over with their arms extended, head-to-head, so that the helper can slide the t-shirt off the 1st player and onto the 2nd player and so on.
- Each team does this twice with all 4 players for a total of 8 t-shirt swaps. (Players will need to switch roles so that the “helper” can wear and swap a t-shirt.)

6. Fill the Bucket

- 4 players per team, as many legs as it takes.
- Equipment: 8 Solo Cups, 4 Buckets
- All 4 team members line up in a row. Each team member takes turn running to the ocean to fill 2 solo cups with water and returns to pour the water into a bucket.
- The first team to have their bucket overflow with water wins.

7. Kite Relay

- 4 players per team, up and back (2 legs)
- Equipment: 4 kites (provided by Smiling Kites)
- All 4 team members line up in a row. The first player runs and launches a kite in the air within a stretch of beach with a designated end spot. Once they reach this terminus, they run back, keeping the kite in the air, and hand it off to the next player. If the kite touches the ground, the player must begin again.
- All 4 players must complete 2 legs with the kite in the air. The first team to do so wins.

Point Awards:

1 Point per race for 1st place

Points are added up for each Neighborhood Team and translated into Cup Points.

- First Place: 25 Points
- Second Place: 15 Points
- Third Place: 10 Points
- Fourth Place: 5 Points

In the event of a tie, see Round Robin Tie Breaker Scoring on page 4.

Tidal Ball: Saturday 1:15-3:00

2 Teams of 2 people from each neighborhood using 2 courts (total of 8 teams)

Must be 18 years or older.

Format is Round Robin Play.

Teams are assigned to a court and play all the 3 other Neighborhood Teams on the same court.

- Players take turns throwing a ball into a target point set up on the beach.
- Players alternate tosses. The objective is to eliminate as many of your opponent's "tide" as possible by hitting them with a larger ball.
- Like cornhole, last team to score tosses 1st ball, then alternate until each team has tossed three balls each towards a sand target with a 3-point hole and a 1-point trench, using classic "cancel out-cornhole" scoring where only the points scored by one team are counted, playing to 21 points or 15 minutes whichever comes 1st.

Scoring: Points are scored as follows:

- In the hole: 3 points
- In the trench: 1 point

The game uses a classic cancel-out/net scoring system.

Points are totaled for each Neighborhood Team and translated into Cup Points.

- First Place: 25 Points
- Second Place: 15 Points
- Third Place: 10 Points
- Fourth Place: 5 Points

In the event of a tie, see Round Robin Tie Breaker Scoring on page 4.

Volleyball: Saturday 3:15 to 4:45

1 Team of 6 players from each neighborhood using 1 court (4 teams total)

There are 3 matches.

Rules:

- 6 players per team on the court at one time, at least 2 must be women at all times, must be at least 18 years old.
- Each team has a maximum of 3 contacts to return the ball.
- Rally point system—points are scored by either the serving team or the receiving team. Teams keep score.
- Single game elimination.
- Subs are permitted.
- Volunteers will be referees and line judges, their rulings are final. No arguing.

Play is best of 3, 2 games to 21 with the tie breaker to 15, must win by 2 points.

Point Awards:

- First Place: 25 Points
- Second Place: 15 Points
- Third Place: 5 Point
- Fourth Place: 5 Points (third and fourth place are not determinable with single elimination)