



CORPORATE CHALLENGE

PRESENTED BY: **Elevance**
Health

2026 INDIANA SPORTS CORP CORPORATE CHALLENGE EVENT RULES

Eligibility

Team Participation Eligibility:

1. Participation is limited to registered teams. A team is officially entered in the Indiana Sports Corp Corporate Challenge when Indiana Sports Corp receives an official entry form and entry fee. The number of participating teams will be limited to the first 80 companies to officially register for each main event day. Teams will be entered on a first-come, first-served basis.
2. Each team will compete within one of four divisions based on the company's total number of Indiana full-time and part-time employees.
 - a. Division I - up to 74 Indiana employees
 - b. Division II – 75-249 Indiana employees
 - c. Division III – 250-749 Indiana employees
 - d. Division IV – over 750 Indiana employees

Individual Participation Eligibility:

1. Individual team member eligibility for events is subject to the following requirements:
 - a. Each member of a team must be an employee of the organization fielding the team; must work at least 20 hours per week; and must earn the majority of their income from the organization in which they are representing. The employee responsible for verification of personnel eligibility must sign the team roster.
 - b. Retirees over the age of 55 are eligible to compete, provided a Human Resources Director certifies the retirement date for each retiree who will compete and will also certify that each retiree was employed a minimum of three years before the retirement date.
 - c. Eligible individual team members include: full-time employees; part-time employees; interns (as long as they work at least 20 hours per week); furloughed employees and retirees. Ineligible individual team members include: family members of employees; contractors (unless contracted solely with the competing organization); volunteers; and board members who are not employed by the company.
 - d. For the 10K Run and 5K Run: the number of participants that a team can have in these races is unlimited. However, only the designated number of participants will score competitive points for each event. Any participants who do not score competitive points for your team will receive participation points.
 - a. Family members and friends are permitted to participate in these events but will not score team points and **must not be registered under your official team**. Friends and family members who would like to receive an official time must register for the event using the designated [registration link](#) to receive an event bib and timing chip. All friends and family members must sign an [event waiver](#).
 - e. For the ½-Mile Run: Each team will be allowed to enter up to one male/non-binary runner and one female/non-binary runner for each age division, for a maximum of twelve (12) runners representing each team.
 - g. No individual competitor may compete on more than one (1) team.

Additional Event Requirements:

1. Each team will have an official roster of all team members including name, gender, and age on their Team Management Page. The age division of the competitors will be determined by what age the team member is on the first day of the 2025 event (June 25, 2025).

*Please note all transgender participants will be classified as the gender with which they identify.

2. Each athlete will be required to sign an electronic waiver to participate in any of the events. Any friends or family members attending the event will be required to sign a [waiver](#).

3. All team members must be dressed on main event day in a competition uniform on which the name of the team is clearly visible.

Event Dates:

Cycling Time Trial Event – Thursday, June 25 – Indianapolis Motor Speedway

Pickleball Tournament – Thursday, June 25 – Indianapolis Motor Speedway

MAIN EVENT DAY 1 – FRIDAY, JUNE 26 – INDIANAPOLIS MOTOR SPEEDWAY (9:30AM START)

MAIN EVENT DAY 2– SATURDAY, JUNE 27 – INDIANAPOLIS MOTOR SPEEDWAY (8AM START)

Individual Event Rules

Competitive Events Rules:

1. **Cycling Time Trial** *please see the individual rules sheet for additional participant information

- Each team will be permitted to enter an unlimited number of participants; however, only the top five (5) finishing cyclists, with at least two gender identifications i.e., Male, Female, Non-Binary, will receive competitive points. Any additional participants can score points through the participation points scale.
- Cyclists will ride the six-mile course as fast as they can during this individual time trial.
- Riders will begin the time trial at the start line 10-seconds apart from each other.
- Team scoring will be by cross country method based on individual overall finish place (lowest combined team finishing position wins the event).
- Should a team have less than five riders, then all remaining team scorers will be assigned a finishing position equal to last place plus 10 positions.
- Traditional upright bicycles will be permitted. This includes road bikes, time trial bikes, disc wheel bikes, and mountain bikes. Recumbent bikes **will not** be permitted but must include a safety flag that stands at least 4 feet off the ground.
- No drafting will be permitted.
- Each rider is required to wear a helmet to compete.
- **This event will use the competition chip technology for scoring purposes and specific event bibs will be distributed at check-in on the day of the event.**

2. **10K Team Run**

- An unlimited number of runners from each team can participate in this event.
- Only the first four (4) finishers (with at least two gender identifications i.e., Male, Female, Non-Binary) will count toward the competitive points team score.
- If your team has more than four finishers, those who are not in the top 4 for their team will receive participation points towards their overall team score.
- Team scoring will be by cross country method based on individual overall finish place.
- Should a team have less than four runners, then all remaining team scorers will be assessed last place plus ten (10) positions.
- Lowest combined team finishing position wins the event.
- **This event will use the competition chip technology for scoring purposes.**
- Family members and friends are permitted to participate in this event but will not score team points and **must not be registered under your official team..** Friends and family members who would like to receive an official time must register for the event using the designated [registration link](#) to receive an event bib and timing chip. All friends and family members must sign an [event waiver](#).

3. **5K Run**

- An unlimited number of runners can participate in this event.
- Only the team's top male/non-binary and the team's top female/non-binary participant in each age group will count towards the competitive points team score.
- Those runners who do not win their age group for their team will receive participation points towards their overall team score.
- Age divisions
 - 29 and under
 - 30-39

- 40-49
- 50-59
- 60-69
- 70 and older
- **This event will use the competition chip technology for scoring purposes.**
- Family members and friends are permitted to participate in this event but will not score team points and **must not be registered under your official team**. Friends and family members who would like to receive an official time must register for the event using the designated [registration link](#) to receive an event bib and timing chip. All friends and family members must sign an [event waiver](#).

NOTE: If an age division has three or less participants, the maximum points the winner receives is 50.

4. ½ Mile Run

- Each team will be allowed to enter up to one male/non-binary runner and one female/non-binary runner for each age division, for a maximum of twelve (12) runners representing each team.
- Age divisions
 - 29 and under
 - 30-39
 - 40-49
 - 50-59
 - 60-69
 - 70 and older
- No more than (twelve) 12 runners will be permitted per team for this event.
- Depending on how many participate, age division and/or genders may be placed in combined heats.
- **This event will use the competition chip technology for scoring purposes.**

NOTE: If an age division has three or less participants, the maximum points the winner receives is 50.

Good Sport Events Rules:

1. Basketball Shootout

- Each company will be permitted to enter one (1) team of (3) employees (a full team must consist of at least two gender identifications i.e., Male, Female, Non-Binary).
- If you only have two (2) participants, you may still compete; however, no shooter will be permitted to shoot two (2) consecutive shots. Team members must compete at the same time.
- Each team will receive 60-seconds to shoot as many baskets with one (1) ball as possible from seven (7) pre-marked spots of different point values.
 - One (1) point will be given for 3' shot.
 - Three (3) points will be awarded for 10' shot.
 - Five (5) points will be given for 20' shot.
- The points scored from the made baskets will be added to produce the team's final score.
- Basketballs will be provided. Participants CANNOT use their own basketball.

2. Football Accuracy Toss

- Each company will be permitted to enter one (1) team of (3) employees (a full team must consist of at least two gender identifications i.e., Male, Female, Non-Binary).
- If you have less than three (3) participants, you may still compete; however, you will not receive a score for each missing participant. Team members must compete at the same time.
- Each team member will throw six (6) footballs through different targets.
- Targets will vary in distance and size and will be allotted different point totals.
 - One (1) point for the 5-yard target away
 - Three (3) points for the 10-yard target
 - Five (5) points for the 15-yard target
 - Seven (7) points for the 20-yard target.
- Full-sized, NCAA footballs will be provided onsite. Participants CANNOT use their own footballs.

3. Frisbee Toss

- Each company will be permitted to enter one (1) team of (3) employees (a full team must consist of at least two gender identifications i.e., Male, Female, Non-Binary).
- One team member will be assigned to catch frisbees being thrown by a second team member. The third team member will continue to feed frisbees provided by event staff to the thrower. The catcher will be required to put the frisbees into the provided basket.
- If a Frisbee touches the ground, it cannot be scored.
- If you only have two participants, you may still compete.
- Team members must compete at the same time.
- Teams will have 60-seconds to throw and catch as many frisbees as they can from ten (10) yards away.
- Participants may only throw one frisbee at a time.

4. Home Run Derby

- Each company will be permitted to enter one (1) team of (3) employees (a full team must consist of at least two gender identifications i.e., Male, Female, Non-Binary).
- There will be (2) 45-second rounds.
- For the first 45-second round, one team member will be the pitcher, and another team member will be the batter.
- After the first 45-second round, you must change your hitter for the second round.
- Participants may only hit for one round.
- The approximate distance for a homerun will be 55 feet.
- After the end of (2) rounds, your total score will be the number of homeruns hit.
- Bats and whiffle balls will be provided by the event.

5. Team Obstacle Relay

- Each company may enter one (1) team of four (4) employees. Each team must include two (2) male/non-binary participants and two (2) female/non-binary participants.
- Cleats are not permitted for this event.
- All four (4) team members must complete the course requirements as a team before the final time is recorded.

1. **Inflatable Boot Camp Obstacle Course:** Two (2) team members will begin the inflatable Boot Camp Obstacle Course at the same time. Once the first pair has completed the obstacle course, the second pair may start.

Boot Camp Obstacle Course Flow:

- **Tunnel Crawl:** Participants begin by crawling through an enclosed tunnel that opens into a larger challenge area.
- **Laser Field:** Participants continue on their hands and knees through a maze of stretched red cables, staying low while moving efficiently through the obstacle.
- **A-Frame Rope Crossing:** Participants climb onto a large inflatable A-frame tower and use the suspended ropes to swing across the pit. If a participant slips, the inflatable landing area provides a safe reset point.
- **Climbing Wall and Slide Finish:** The final obstacle is a climbing wall that rises to nearly 20 feet at its peak. Participants climb to the top, slide down, and exit the Boot Camp Challenge.

2. **ISC Puzzle Table:** After all, four (4) team members complete the Boot Camp Obstacle Course, the team will move to the ISC Puzzle Table and work together to complete the puzzle.

3. **Team Tire Flip:** After completing the puzzle, the team will work together to flip the giant tire. The timer stops once the tire flip is completed.

(All obstacles are subject to change.)

6. Soccer Shootout

- Each company will be permitted to enter one (1) team of (3) employees (a full team must consist of at least two gender identifications i.e., Male, Female, Non-Binary).
- If you have less than three (3) participants, you may still compete; however, you will not receive a score for each missing participant. Team members must compete at the same time.
- Participants will each kick six (6) balls from 12 yards out on a regulation sized soccer goal.
- The goal will be divided into multiple sections, with each having a different point value depending on the difficulty of the shot.
- The total sum of the three (3) participants' shots will serve as the team score.
- Participants may wear plastic or rubber cleats.
- Soccer balls will be provided. Participants CANNOT use their own soccer balls.

7. Bucket Golf

- Each company will be permitted to enter one (1) team of (3) employees (a full team must consist of at least two gender identifications i.e., Male, Female, Non-Binary).
- If you have less than three (3) participants, you may still compete; however, you will not receive a score for missing each participant. Team members must compete one at a time.
- Each team member will chip six (6) balls into the targets.
- Targets will vary in distance and will be allotted different point totals.
 - Four (4) points if the ball stays in the bucket (cannot bounce in).
 - Two (2) points if the ball hits the outside of the bucket (cannot bounce).
 - One (1) point if the ball does not hit/enter the bucket (stays within bounds).
- If a ball goes out of bounds, no points will be scored for that attempt.
- Each line will be used to multiply points scored.
 - Closest line will multiply points scored by one (1).
 - Middle line will multiply points scored by two (2).
 - Further line will multiply points scored by three (3).
- Clubs and ball will be provided onsite.
Participants CANNOT use their own clubs or balls.

8. Hockey Shootout

- Each company will be permitted to enter one (1) team of (3) employees (a full team must consist of at least two gender identifications i.e., Male, Female, Non-Binary).
- If you have less than three (3) participants, you may still compete; however, you will not receive a score for each missing participant. Team members must compete at the same time.
- Participants will each shoot six (6) balls from 12 yards out on a regulation sized hockey goal.
- The goal will be divided into multiple sections, with each having a different point value depending on the difficulty of the shot.
- The total sum of the three (3) participants' shots will serve as the team score.
- Hockey sticks and balls will be provided. Participants CANNOT use their own hockey equipment.

Bracketed Events Rules:

1. Pickleball Tournament *please see the individual rules sheet for additional participant information

- The pickleball tournament will feature teams of two (2) players a full team must consist of at least two gender identifications (i.e., Male, Female, Non-Binary) and up to two (2) substitutes. Subs are only permitted to substitute between games or if there is an injury.
- Each Corporate Challenge Team will be allowed to enter one (1) team in the pickleball tournament. Teams will compete in tournaments by division.
- Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault. **except for the first service sequence of each new game.*
- The first serve of each side-out is made from the right/even court. Points are scored only by the serving team. If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court. As subsequent points are scored, the server continues switching back and forth until a fault is committed, and the first server loses the serve.
- When the first server loses the serve, the partner then serves from their correct side of the court **except for the first service sequence of the game.*
- The tournament will consist of a maximum 5 team pool round-robin with bracket play to follow. Each game will have a time limit of 15 minutes. Each game will be played to 11 points, with the first team to reach 11 points declared the winner.
 - This structure ensures that each team will have the opportunity to play at least three games.
- The team with the best record will advance to the next round.
- In the event of a tie within a pool, specific tiebreaker rules will be applied:
 - **First tiebreaker:** head-to-head results among tied teams
 - **Second tiebreaker:** Point differential of all games
 - **Third tiebreaker:** Head-to-head point differential
- Indiana Sports Corp will provide ball and any paddles for those who need them, you are encouraged to bring your own paddles.

2. Cornhole Tournament *please see the individual rules sheet for additional participant information

- The cornhole tournament will feature teams of two (2) players a full team must consist of at least two gender identifications (i.e., Male, Female, Non-Binary) and up to two (2) substitutes. Subs are only permitted to substitute between games.
- Each Corporate Challenge Team will be allowed to enter one (1) team in the cornhole tournament. Teams will compete in tournaments by division.
- Players will alternate pitching bags until each player has pitched all 4 of their bags. Players not pitching will take score that round. One round of warm-up throws permitted. Players must not cross the foul line with their feet before the bag has landed. The team who scored in the preceding frame shall pitch first in the next frame.
- The tournament will be a “single elimination” format, and a third-place game will be played. All games will have a 12-minute time limit (**subject to change based off team numbers**). The team with the most points at the end of the time limit wins the game. If the score is tied at the end of the time limit, teams will continue to play until one team scores.
- Teams will use cancellation scoring method to 21. Players will score three (3) points for each bag that goes into the hole on the board and one (1) point for each bag that lands and stays

on the board. Any bag that hits the ground before hitting the board is “dead” and won’t be eligible to score points even if it bounces onto the board.

- Teams will use cancellation scoring method to 21. You may score over 21 points and do not have to win by 2pts. Players will score three (3) points for each bag that lands and stays on the board. Any bag that hits the ground before hitting the board is “dead” and will not be eligible to score points even if it bounces onto the board.
- Participants must use the boards and bags provided.

3. Tug-of-War

- Each team may enter one team of six (6) employees (a full team must consist of three (3) male/non-binary participants and three (3) female/non-binary participants).
- Competition will be single elimination.
- The winning team must pull the losing team 10 feet so that the rope marker crosses the line.
- A three (3)- minute time limit will be placed on all pulls. The team ahead at the time limit is declared the winner.
- Rubber or plastic cleats and gloves are allowed. No Metal Spikes allowed.
- Participants must make every effort to stay on their feet and not sit, kneel, or lie down in a stalemate position. Team members are not allowed to wrap the rope around their arms and/or bodies.
- Winning teams will continue to advance in their division until the overall winner has been declared.

4. Dodgeball *please see the individual rules sheet for additional participant information

- You must field a team of six (6) players, a full team must consist of at least two gender identifications (i.e., Male, Female, Non-Binary).
- Each game begins with no more than (6) players on a side.
- You may have additional players available as substitutes. Teams may only substitute players in between games or in the case of injury.
- In the event you do not have at least two gender identifications, you will play down one (1) player.
- Teams must have a minimum of three (3) participants to begin a game.
- The dodgeball tournament will be single elimination with each game lasting no more than five (5) minutes.

5. Volleyball (**New Event**) *please see the individual rules sheet for additional participant information

- Teams will field four (4) players on the court and may play with a minimum of three (3) players. Teams must maintain an equal number of male and female players when playing with four (4) participants.
- If a team is short a female player, that position may not be filled by a male player, and the team will forfeit the serve in the designated rotation position.
- Teams may roster up to two (2) substitutes. Substitutes are permitted and must rotate into play following the proper service rotation. Substitutes may only occur between games or in the case of injury, with approval from event staff.
- The tournament will be conducted as a single-elimination bracket. Matches will consist of one (1) game to fifteen (15) rally points, win by two (2), with eighteen (18) as the cap.
- Matches will have a 10-minute time limit. Semifinal matches will have a 15-minute time limit.
- Teams will switch sides when the combined score reaches fifteen (15) total points.
- Teams must begin play within five (5) minutes of their scheduled match time or will forfeit the game.

- Scores must be reported to the court official after each game.

Participation Events and Rules:

Participation Scoring:

Teams can receive points for participating in the below events. The maximum amount of points any company can receive for this category is 400 points. Individuals can participate in as many of the participatory events as they wish. Points will be awarded for the below events on the following points scale:

Division 1 – 10pts per participant

Division 2 – 8pts per participant

Division 3 – 6pts per participant

Division 4 – 6pts per participant

1. 3K Fitness Walk

An unlimited number of individuals can participate in the walk per company. Walkers will score points for their team based off the participation points scale. This will be a non-timed event. Family members and friends can participate in the Fitness Walk but will not score points for a team. **Every participant must have an event bib to score points and all friends and family members must sign an [event waiver](#)!**

2. Yoga Class

An unlimited number of individuals can participate in the class per company. Participants will score points for their team based off the participation points scale. On Friday, June 26 there will be an all-levels class offered at 9:30AM, 10:30AM, 11:30AM, and 12:30PM lasting approximately 45 minutes. On Saturday, June 27 there will be an all-levels class offered at 8AM, 9AM, 10AM, and 11AM lasting approximately 45 minutes. Family members and friends can participate in the class but will not score team points. A limited number of yoga mats will be available on a first-come, first-served basis, but participants are encouraged to bring their own. **Every participant must have an event bib to score points and all friends and family members must sign an [event waiver](#)!**

3. Zumba Class

An unlimited number of individuals can participate in the class per company. Participants will score points for their team based off the participation points scale. On Friday, June 26 there will be an all-levels class offered at 9:30AM, 10:30AM, 11:30AM, and 12:30PM lasting approximately 45 minutes. On Saturday, June 27 there will be an all-levels class offered at 8AM, 9AM, 10AM, and 11AM lasting approximately 45 minutes. Family members and friends can participate in the class but will not score team points. **Every participant must have an event bib to score points and all friends and family members must sign an [event waiver](#)!**

4. Total Body Fitness Class

An unlimited number of individuals can participate in the class per company. Participants will score points for their team based off the participation points scale. On Friday, June 26 there will be an all-levels class offered at 9:30AM, 10:30AM, 11:30AM, and 12:30PM lasting approximately 30 minutes. On Saturday, June 27 there will be an all-levels class offered at 8AM, 9AM, 10AM, and 11AM lasting approximately 30 minutes. Family members and friends can participate in the class but will not score team points. **Every participant must have an event bib to score points and all friends and family members must sign an [event waiver](#)!**

5. Non-Competitive Scoring Cyclists, 5K & 10K Runners

Any participant who competes in the Cycling Time Trial, 5K and 10K races, but does not score competitive points for your team, will receive participation points based on the participation points scale. Every participant will need a bib with a timing chip to score in these events.

Family members and friends are permitted to participate in this event but will not score team points and **must not be registered under your official team**. Friends and family members who would like to receive an official time must register for the event using the designated [registration link](#) to receive an event bib and timing chip. All friends and family members must sign an [event waiver](#).

6. Virtual Corporate Challenge Webinar Attendance

Any participant who registers and attends one of the pre-event virtual corporate challenge webinars will receive points counting towards the overall participation points category.

7. Cycling Time Trials

- Each team will be permitted to enter an unlimited number of participants; however, only the top five (5) finishing cyclists, with at least two gender identifications i.e., Male, Female, Non-Binary, will receive competitive points. Any additional participants can score points through the participation points scale.
- Cyclists will ride the six-mile course as fast as they can during this individual time trial.
- Riders will begin the time trial at the start line 10-seconds apart from each other.
- Team scoring will be by cross country method based on individual overall finish place (lowest combined team finishing position wins the event).
- Should a team have less than five riders, then all remaining team scorers will be assigned a finishing position equal to last place plus 10 positions.
- Traditional upright bicycles will be permitted. This includes road bikes, time trial bikes, disc wheel bikes, and mountain bikes. Recumbent and e-bikes **will not** be permitted.
- No drafting will be permitted.
- Each rider is required to wear a helmet to compete.
- **This event will use the competition chip technology for scoring purposes and specific event bibs will be distributed at check-in on the day of the event.**

Movement Challenge Rules:

From June 15 – June 25 at 5PM EST, companies can compete in a virtual Movement Challenge. Employees will manually log miles ran, walked, hiked, or jogged with a tracking platform that will be provided to all registered participants. A conversion chart will be provided to convert non-step-based activities such as cycling or yoga to Movement Challenge miles. 300 points will be awarded for teams that hit various milestones based on division. Awards will be distributed to the top team in each division and top overall participants. Milestones that must be reached to earn points are as follows:

- Division 1 – 500 miles
- Division 2 – 1,000 miles
- Division 3 – 1,500 miles
- Division 4 – 2,000 miles

Community and Compassion Events Rules:

INDIANA SPORTS CORP SWIM IN SAFETY FUNDRAISING RULES

Swim IN Safety is Indiana Sports Corp’s community-driven initiative focused on expanding access to water safety education for Hoosiers across the state. Launched in 2023 as part of our legacy impact for the U.S. Olympic Swimming Team Trials, Swim IN Safety has already trained over 50,000 individuals in water safety.

This year, we are continuing this crucial work to ensure every community has the resources needed to prevent drownings and increase access to safe swimming.

How Your Team Can Contribute:

Corporate Challenge teams can participate in this peer-to-peer fundraising campaign through [Classy](#). Each company will have a dedicated fundraising page, and employees can join their team to help fund raise funds for Swim IN Safety.

Fundraising begins on May 1st, 2026. Donations can be made [online here](#) through the designated Classy campaign page until June 25th at 5:00 PM.

What Your Fundraising Supports:

- Awareness programming and education for an individual (\$25)
- Donated swim needs and resources, including suits, caps, goggles, safety equipment, flotation devices, and kickboards, to a swimming in need (\$50)
- Water safety training and swim lessons for an individual (\$75)
- Community pool access for 20 individuals (\$100)
- Lifeguard certification to increase the number of trained safety personnel (\$200)

Team will earn points based on the monetary donations raised:

Division	10 Points	25 Points	50 Points	75 Points	100 Points
DI	\$100	\$250	\$500	\$750	\$1,000
DII	\$250	\$500	\$750	\$1,000	\$1,500
DIII	\$500	\$750	\$1,000	\$1,500	\$2,000
DIV	\$750	\$1,000	\$1,500	\$2,000	\$2,500

How to Participate:

- Corporate Challenge Team Captains can set up their team donation page on [Classy](#). Select the “Become a Fundraiser” button followed by “Create a Team”. For more questions on creating a team page, please visit this [FAQ](#).
- Once the company fundraising page is created, employees can join their company’s team on Classy to raise funds individually. Visit [Classy](#), then select “Become a Fundraiser” followed by “Join a Team”. For more questions on creating an individual donation page, please visit this

[FAQ.](#)

- Donations can be made online through the designated [Classy campaign page](#) until June 25th at 5:00 pm.
- Donations can also be mailed to Indiana Sports Corp at 115 W. Washington St, Suite 1400, Indianapolis, IN 46204. Check should be made out to Indiana Sports Corp with “Swim IN Safety – Corporate Challenge” in the memo.

Tax Deductibility: All donations are tax-deductible, and receipts are available upon request. For more information or assistance setting up your team page please contact community@indianasportscorp.org.

Versiti Blood Center of Indiana Blood Donations

- Teams will receive points based on the number of employees who attempt to donate blood.
- Blood donations must be completed through the Versiti Blood Center of Indiana.
- Please reach out to your Versiti representative. If you do not have one, contact Joe McGrath at jmcgrath@versiti.org or (317) 371-6307
- Companies can host blood drives anytime between March 1st and June 19th. ***Dates subject to change***
- Employees who aren't on the team roster *are* allowed to make donations that score points for your team.
- Teams can recruit friends and family members to donate on their behalf.
- Employees may donate on two separate occasions to collect points for your team. **Donor must wait at least 56 days between donations.*
- Division 1 teams will be awarded 4 points per donation attempt. Teams can earn a maximum of 100 points.
- Division 2 teams will be awarded 3 points per donation attempt. Teams can earn a maximum of 100 points.
- Division 3 teams will be awarded 2 points per donation attempt. Teams can earn a maximum of 100 points.
- Division 4 teams will be awarded 2 points per donation attempt. Teams can earn a maximum of 100 points.

CEO Selfie

- Teams will receive 50 points for posting a photo of a top executive at any of the three days of Corporate Challenge competition and using the hashtag #CEO selfie.
- It's also encouraged to tag Indiana Sports Corp when posting (X (twitter) - @IndSportsCorp; Facebook - @IndianaSportsCorp; Instagram - @IndSportsCorp; LinkedIn - @Indiana Sports Corp).
- Posts are recommended from company accounts but can be posted from individual accounts.
- Accepted platforms are X (Twitter), Facebook, Instagram, and LinkedIn.

Volunteer

- Teams will receive team points based on the number of employees who volunteer for the Indiana Sports Corp Corporate Challenge.
- Volunteers must be associated with a registered company and volunteer for a shift on our official [Volunteer Website](#). Family and friends can score points by volunteering and listing the company that they are representing.
- Volunteers must sign up in [VolunteerLocal](#), check-in for their shift, and stay the duration of their shift to receive team points.

- Teams can now gain more points if they volunteer at another Indiana Sports Corp sponsored event. All Indiana Sports Corp events must be between March 1st and June 27th to qualify for additional points. Visit (<https://www.indianasportscorp.org/events>) for more information and details.
 - Division 1 = 10 points per volunteer shift. Maximum 50 points.
 - Division 2 = 10 points per volunteer shift. Maximum 50 points.
 - Division 3 = 5 points per volunteer shift. Maximum 50 points.
 - Division 4 = 5 points per volunteer shift. Maximum 50 points.

Protests

- All scoring protests must be sent to the Corporate Challenge Email Account (corporatechallenge@indianasportscorp.org) by Tuesday, June 24th at 5:00PM EST.