

## Official Event Rules

### **General**

1. By entering the Corporate Cup, all teams and team members shall be deemed to have read, understood, accepted and agreed to be bound by these Rules and all decisions of DMS Broadcasting. DMS Broadcasting's decisions shall be final and binding. There will be no appeals for challenges for any point deductions, disqualifications or judgments or decisions made by DMS Broadcasting and no correspondence will be entered in relation to the result of the Corporate Cup.
2. The Rules are subject to change at the discretion of DMS Broadcasting. DMS Broadcasting shall notify teams of material changes to the Rules. The Rules shall be supplemented by specific rules for each Event within the Corporate Cup, which shall be notified (verbally or in writing) to teams no later than on the day of the Event and shall also be subject to change at the sole discretion of DMS Broadcasting.
3. DMS Broadcasting reserves the right to disqualify any entry or entrant at its discretion, including but not limited to any entrant or entry: (i) which is in violation of the Rules; (ii) which adversely affects the fairness or operation of the Corporate Cup; or (iii) who, in DMS Broadcasting's judgment, engages in any abusive conduct.
4. These Rules shall be governed by and interpreted in accordance with the laws of the Cayman Islands. In the event that any provision is deemed invalid, the enforceability of the remaining provisions of these Rules shall not be affected. The Contest is void where prohibited by law.

### **Teams**

1. Teams are limited to companies doing business in Grand Cayman, Cayman Islands.
2. Teams shall have a minimum of 8 persons including 3 women. There is no restriction on the maximum team size. Some events require a certain number of female competitors and teams that cannot fulfill this requirement will be disqualified from that event or receive the maximum time allowed as a penalty.
3. Your Team registration form must be completed and dropped off at the DMS Broadcasting front desk, along with the total entry fee of \$550 KYD to secure your spot to play (\$250 Team fee, and \$300 minimum donation to the charity). Your team is not confirmed without the registration form and fee and will allow others to take that open spot if they pay ahead of you.

4. All information on submitted registration form must be legible and, where an entry is illegible, may delay or invalidate the registration.
5. Registration forms can be emailed or submitted in person to DMS Broadcasting – 38 Godfrey Nixon Way, George Town, Cayman Islands.
6. Team fees can be paid over the phone via credit card.
7. Teams are asked to wear the same color shirt, or Team shirts, to make identification of teams easier.

### **Team Members**

1. One team member must be identified on the Waiver as the team captain (“Team Captain”). Any notifications will be made to the Team Captain using the contact details provided on the form and it is the responsibility of the team to ensure that the correct details are provided.
2. Generally, any team member can participate in any event. It is up to the team to decide which individuals will compete in each Event. However, certain Events will require at least one female team member to participate.
3. The Corporate Cup is only open to persons who are at least 18 years old and legally reside in the Cayman Islands.
4. Employees of DMS Broadcasting are not eligible to compete. Employees of affiliate companies of DMS Broadcasting are allowed to compete.
5. Team members do not need to work for the company of the team that they are a part of. This means that spouses, family members, and friends of other team members are allowed to be a part of the team and compete.
6. All teams must submit the Corporate Cup Release Waiver with all participating member’s signatures on the day of the event during the morning Registration period. Once the waiver is turned in, all team members will receive a wrist band to compete. Team members that arrive late that do not sign the waiver or have a wrist band will not be eligible to compete.
7. All teams and its members agree to participate in the Corporate Cup and its Events at their own risk.
8. DMS Broadcasting, its Affiliates, and Sponsors undertake no liability or responsibility, and make no warranties, expressed or implied, with respect to any risk, incident or

damage, direct or indirect, relating to or arising out of the Corporate Cup, including (but not limited to) cancellations, postponements, delays or other scheduling changes; missed events or connections or inability of winner to attend; and accident, injury, damage or expense arising from or occurring during the use of the prize, or travel to/from or attendance at any Event of or relating to the Corporate Cup, by the participant and/or, where applicable, any guest(s) of a participant.

9. DMS Broadcasting may supply protective gear for certain events; however, it is the responsibility of the individual team and its members to ensure that protective gear such as gloves, knee pads, or swimming goggles are secured and properly used.
10. There will be no substitutions on the day of the Corporate Cup of team members who are not listed on the event registration form or have not signed the Release Waiver. If teams become aware of any necessary substitutions because of an injury or other reason, DMS Broadcasting may, at its discretion, allow the new team member to sign the waiver and compete.

### **Fees**

1. The registration fee for each team is KYD \$250 (the "Fees") plus a mandatory donation of KYD \$300. This amount will benefit the chosen charity.
2. Entry Fee and donation (\$550 KYD) must be paid at the time the registration form is handed into DMS Broadcasting, otherwise your spot to play is not secured and may be taken by another paying team. DMS Broadcasting determines, at its discretion, when the event is sold out for teams and registration closes.
3. Acceptable forms of payment for Fees are: cash, credit card (MasterCard & Visa), debit card (MasterCard & Visa) and check. A fee will be applied to the team for any returned check and the team members shall be jointly and severally liable for any such fee. Should a check be submitted with insufficient funds, the team will be deemed as ineligible to enter the Corporate Cup or to receive any prize.

### **Events**

1. The Corporate Cup will consist of both cerebral and physical events, of the following type: Track & Field, Swimming, Basketball Shoot, Tug of War, Sack Race, Target Shooting, etc. For the avoidance of doubt, this list is not guaranteed and is intended to serve only as an illustration of the types of events which may be included in the Corporate Cup. Events may change at any time at the discretion of DMS Broadcasting.
2. The rules for each event will be supplied to teams before the day of the event.

3. Certain events will only permit one team to compete at a time.
4. A coin toss may be used to determine which team goes first in each head to head Corporate Cup event and in these circumstances, the team must designate a member to make the coin toss.
5. Where a coin toss is not needed to determine the starting order, teams may be required to compete at the same time.

### **Event locations**

1. Most of the challenges will take place at Field of Dreams. Other challenge locations will be supplied to all Team Captains the week leading up to the event, if not earlier.
2. Event locations may change and are at the sole discretion of DMS Broadcasting.
3. Teams and its members are responsible for their own transportation to and from all Corporate Cup events.
4. DMS Broadcasting assumes no liability for any damages or losses whatsoever, including injury or legal breaches, during transport to, between and from the Corporate Cup events. Participants are encouraged to drive safely and obey the traffic laws of the Cayman Islands. Don't drink and drive.
5. Participants will have the ability to purchase food and beverages at the Corporate Cup. Coolers are allowed as well.

### **Event times**

1. Team Captains will be supplied with event start times and their locations prior to the day of the event.
2. The event times may change and are at the sole discretion of DMS Broadcasting.
3. All teams must present team members at each event on time or risk disqualification.

### **Scoring of events**

1. Teams will be scored to determine the winner of each event.
2. Certain events will be timed. The team with the lowest time will receive the highest point value for that event.

3. Certain events will be scored by various point methods which are specific to the event such as Tug of War. All point scoring schemes will be made available, verbally or in writing, no later than the time of the Event to which the point scoring scheme relates.
4. Points may be deducted for breaching of event specific rules.
5. There will be no foul play, cheating, or un-sportsman like conduct permitted. Any team or team member who is, in DMS Broadcasting's sole opinion, guilty of such conduct maybe subject to having points deducted or face disqualification at the discretion of DMS Broadcasting.

### **The Overall Winner**

1. The overall Corporate Cup winner will be determined by the highest overall score.
2. If there is a tie between two teams, a Tug-of-War best of 3 will be held to determine the winner. The winner of the Tug-of-War will be identified as the Corporate Cup winner.
3. In the event of a tie between three teams. The winner will be determined through two Tug -of- War events between the three teams with identical scores. A random draw shall determine which teams go first. The number of draws will be one less than then number of tied teams. The team that is not picked during the draw will receive a "bye" and then face the winner of the Tug-O-War match prior to produce two teams for the finale Tug-of-War match. The winner of the second match will be the winner.
4. Should there be a four-way tie, there will be a random draw of the tied teams. The order in which the teams are picked will determine the order of tug of war matches. The random draw will be executed by DMS Broadcasting and will occur in the presence of the tied teams.
5. There will only be one Tug-of- War tie breaking match at a time.

### **The Prize**

1. The prize is the perpetual Corporate Cup trophy.
2. The winner of the Corporate Cup shall be engraved on the trophy and be allowed to keep the trophy in their place of business for a period of one year.
3. The winning team and the company that it represents are responsible for the safekeeping of the Corporate Cup for the duration in which it remains in their possession. Any damage or loss during this period will be the responsibility of the Corporate Cup holder and the company may be charged for repair and/or replacement.