



2026 Leland Games Event Rules and Information

Registration Deadline: February 27, 2026

Please check with your CAM to register for the 2026 Leland Games. Registration starts February 16, 2026, and goes through February 27, 2026, at 5 PM.

For team events, one person must register the entire team. You will need your teammates' names, emails, phone numbers, addresses, and shirt sizes.

Once registered, you will receive an email confirmation with a PDF receipt. Please forward the email to all your teammates. Consent waivers will be required and available to all participants at registration. You can also find the consent waiver form at www.lelandlifestyles.com under the Leland Games tab at the top of the page to have prepared ahead of time if you would like.

Sincerely,

Your Leland Lifestyles Team
Lelandgames@LelandManagement.com

Table of Contents

- Billiards- Kings Ridge
- Bingo- Heritage Hills of Clermont
- Bocce Ball- Legacy of Leesburg
- Bowling- Marion Landing
- Cornhole – Royal Harbor
- Men’s Golf- Arlington Ridge
- Women’s Golf- Arlington Ridge
- Photography- Online
- Pickleball- Spruce Creek
- Shuffleboard- Pennbrooke Fairways
- Softball- Highland Lakes and Legacy of Leesburg
- Tennis- Summit Greens
- Trivia-Lakes of Mt. Dora

We are excited to be back and look forward to another great year of making memories and having FUN!

**Awards will be presented at the Closing Ceremonies
Wednesday, April 1, 2026, at 12:00 pm
in the Ballroom
1190 Summit Greens Blvd., Clermont, FL 34711
Lunch will be provided.**



Billiards - 9 Ball

Date: Thursday, March 26, 2026

Location: Kings Ridge
1900 Kings Ridge Blvd., Clermont FL 34711
(GPS: 1800 Kings Ridge BLVD)

Registration: 9:30am
Games Start: 10:00am

Number of Players: (2) teams from each community of (2) players per team.

Game Play: We will be playing by the BCA rules with only a few changes. (Attached below.)

There will be a double elimination.

- You will play 2 games unless tied. Then, a third game will need to be played.
- Winner of the lag has a choice to break or let opponent break first, then Alternate Breaks for games 2 and 3 (if necessary).
- Teams will take turns when playing in each game.
- There will be a Winner and Loser Bracket.

The BCA Rules are attached below.

Each table will be provided with a table monitor. Questions from players will be given to the table monitor who will then report to Coordinator.

Scores will be reported by table monitors to scoreboard keepers, and new games will be called out by table monitors.



BCA

9 Ball Rules

5.1 OBJECT OF THE GAME

Nine-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until missing, committing a foul, or winning the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot, except for the 9-ball, which must be called. A match ends when one of the players has won the required number of games.

5.2 RACKING THE BALLS

The object balls are racked in a diamond shape, with the 1-ball at the top of the diamond and on the foot spot, the 9-ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

5.3 ORDER OF BREAK

Winner of the lag has the option to break. In 9-Ball, the winner of each game breaks in the next, unless otherwise specified by the tournament organizer. The following are common options that may be designated by tournament officials in advance:

- (a) Players alternate break (Tournament Organizers recommend alternate break option).
- (b) Loser breaks.
- (c) Player trailing in game count breaks the next game.

5.4 LEGAL BREAK SHOT

The rules governing the break shot are the same as for other shots except:

1. The breaker must strike the ball first and either pocket a ball or drive at least four numbered balls to the rail.
2. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
3. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted).

5.5 CONTINUING PLAY

On the shot immediately following a legal break, the shooter may play a "push out." (See Rule 5.6). If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 9-ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.

5.6 PUSH OUT

The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce the intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except the 9-ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule (except rules 5.8 and 5.9) is violated. An illegal push out is penalized according to the type of foul committed. After a player scratches on the break shot, the incoming player cannot play a push out.

5.7 FOULS

When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are re-spotted (exception: if a pocketed ball is the 9-ball, it is re-spotted). The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

5.8 BAD HIT

If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is foul.

5.9 NO RAIL

If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball on is a foul.

5.10 IN HAND

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object bat. The player may continue to adjust the position of the cue WA until shooting.

5.11 OBJECT BALLS JUMPED OFF TIE TABLE

An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted) and play continues.

5.12 JUMP AND MASSE SHOT FOUL

If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve, or masse the cue ball over or around an impeding numbered ball, the impeding bad moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

5.13 THREE CONSECUTIVE FOULS

We'll take a consensus vote before the games, to see if the majority of the participants want to do away with the three consecutive foul rule.

If a player fouls three consecutive times on three successive shots without making an intervening legal shot, the game is lost. The three fouls must occur in one game. The warning must be given between the second and third fouls. A player's inning begins when it is legal to take a shot and ends at the end of a shot on which he misses, fouls or wins. or when he fouls between shots.

5.14 END OF GAME

On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball, or when a player forfeits the game as the result of a foul.



Bingo

Date: Wednesday, March 25, 2026

Location: Heritage Hills
3195 Heritage Hills Blvd., Clermont, FL 34711

Registration: 10:30am

Games Start: 11:00am

Number of Players: (10) players per community. Players will register individually; all players will earn points towards their community's team total as described below.

The Game:

Each bingo card contains 24 numbers and a blank square, situated on a 5x5 grid. When the game starts, random numbers are drawn and whoever participating in the game completes a bingo pattern first, wins. The numbers on the cards are randomly assigned to the squares on the card. When the bingo game starts, the players are not allowed to use any more cards, other than the ones in their possession, until the end of the game. During the bingo game, random numbers are drawn and announced by the caller. After a number is announced, every player needs to check his/her bingo cards for the announced number and if he/she has it on one or more of his/her cards, they need to mark it accurately on the cards where the number is present. This is done until one or more players call **BINGO**. The game stops, the numbers are verified, and a new game is started if the player indeed has Bingo.

There will be a total of six games played. The winner of each game will earn one point for their Association. If there are two winners, each will earn $\frac{1}{2}$ of a point. At the end, the points will be tallied, and the top three Associations will be awarded the Gold Medalist, the Silver Medalist, and the Bronze Medalist.

Bingo Cards:

Bingo cards will be provided for each player along with a program outline. Players will need to bring stampers, highlighters, or markers to mark their bingo cards.

Patterns:

The patterns that will be played will be chosen by the Bingo caller and announced during the day of play.



Bocce

Date: Friday, March 20, 2026

Location: Legacy of Leesburg
5500 Clubhouse Drive, Leesburg, FL 34748

Registration: 8:30 am

Games Start: 9:00 am

Number of Players: (1) team of (4) players per community. (one alternate may be used, if needed). **8 teams total**

Legacy has 4 courts.

Game Play:

U.S. Bocce Federation rules will be followed using a bracket-style format. Please see below for complete rules.

The **8 teams** will be randomly divided into **two groups of four teams each** (Group 1 and Group 2).

Group 1 will compete on **Courts 1 & 2**, and Group 2 will compete on **Courts 3 & 4**, playing within their group until the final rounds.

Once a team has been eliminated, players are welcome to use any open courts for casual play and practice.

U.S. Bocce Federation Rules

Tossing the Pallino

The toss is valid if the Pallino passes the center line and does not touch the back wall on the opposite end. If the player fails to place the Pallino in the valid area, the opposing team will put the Pallino in play. If both players fail, the Pallino returns to the original team for an

additional attempt. The alternating process continues until the Pallino is in a valid position. The team that originally tossed the Pallino will play the first ball.

Starting the Game

The first ball is rolled by the member of the team that originally tossed the Pallino. When shooting, the player is allowed to step up to the foul line prior to releasing the ball. This is considered valid. Should the rolled ball hit the backboard without first touching the Pallino, or another ball, it is a dead ball and must be removed from the court. The same team must roll again and continue rolling until a valid point is established or out of balls. The opposing team **must** then roll until they make a new (closer) point or out of balls. Players may use the side walls at any time. If a player rolls the wrong color ball, simply replace it with the correct color once it comes to rest. If after all the balls are played there is still a tie, no points are awarded and play resumes with the team last scoring tossing the Pallino from the opposite end of the court. Balls may be measured at any time. If a player moves a ball when measuring, the point is awarded to the opposing team. One team member can cross the centerline to measure balls.

Backboard

If a ball hits the backboard without first touching another ball or Pallino, it is a dead ball and removed from the court. If a ball is shot, hits the backboard illegally and then strikes a stationary ball, the shot, ball is removed from the court and the stationary balls are placed in their approximate original positions. The Pallino is always a valid target and remains in play even if it strikes the back wall after being struck by any valid ball during a frame. If, however, the Pallino is knocked out of the court or bounces back in front of the center line, the frame is considered void and the team that started the frame will begin again at the opposite end of the court. In the event balls resting against a backboard is moved as a result of a valid shot, they remain in their new position. If, however, they move as a result of an invalid shot, they are returned to their approximate original positions.

Scoring

Only one team scores in a frame (unless there is a tie). Games are played to 10 points.

***Legacy of Leesburg specific**

People watching the games should place their lawn chairs in the grass area alongside the courts. Benches are for players only.

1. Cards will be drawn to determine which teams play against each other and which court they start. They will draw from a combination of two (2) aces, deuces, threes & fours. Teams who drew aces will play on court 1, deuces on court 2, Threes on court 3 & fours on court 4.
2. Each team will pick a Captain. Only Captains are allowed on the court to determine which ball is closer to the pallina or points scored for the frame.
3. Captains will toss a coin to determine which team goes first. The team that wins the coin toss selects which ball color they wish to play with.
4. A Team with four (4) players, two (2) members of each team will be stationed at opposite ends of the court and alternate rolling two (2) balls each.

If a team has only three (3) players present, the team captain will select which player will be frozen and permanent side assignment. One player will roll 4 balls solo at the opposite side of the permanent assignment for the 1st half of the match. One player will roll 2 balls with the frozen player for the 1st half of the match. After the frame when 7 points are scored, the player who rolled 2 balls and wasn't frozen, will switch sides with the solo player and roll 4 balls for the 2nd half of the game. The player who rolled 4 balls during the 1st half will roll 2 balls with the frozen player for the remainder of the game.

A team with only two (2) players available can play in all double elimination and championship matches. However, each player may only roll three (3) balls each game.

5. When rolling the pallina or one of the bocce balls, a player must keep both feet inside the court and behind the foul line.
6. Legal pallina toss - beyond the center line and before back line at opposite end. If pallina toss is less than 12 inches from side boards, a Captain will move the pallina a foot from the sideboard. If a player fails to toss the pallina into a valid area, an opposing team player on that side of the court will toss the pallina into play. Player who first attempted the pallina toss will roll the first ball of the frame.
7. Side boards are always in play, but a ball that hits the backboard before hitting another ball is taken off the court. The same team must roll again till they get a ball in play or roll all their bocce balls.
8. In the event of a tie, the last team to roll a ball must roll again until the tie is broken. If after all the balls are played there is still a tie, no points are awarded and play resumes with the team last scoring tossing the Pallina from the opposite end of the court.
9. If a ball is moved before both captains have agreed on points scored in that frame, and that ball was in contention for a point, if the ball was moved by the opposing team, the additional point would be awarded; if moved by the team that rolled the ball, no additional point will be awarded.
10. In the middle of each game, after the frame 5 points are obtained by either team, players will switch sides of the court. This includes the Championship round.
11. Players should not walk in the center aisle during matches; this would be a distraction.
12. All games will be played up to 10 points.

13. All games will be double elimination till the Final round. The two teams making it to the Final round will compete in a 2 out of 3 game match.

A team with four (4) players, one (1) player from each team will be permanently stationed at one end of the court. The remaining players will rotate back and forth each game, so that each player will play one game with the permanently stationed player.

If a team has only three (3) players present, the team captain will select which player will be frozen and permanent side assignment. The captain of a 3-person team will choose which player will roll the 4 balls each game recognizing that a different player must roll 4 balls in each game. The 2 players at the other end of the court will roll 2 balls each.

A team with only two (2) players, must roll only three (3) balls in each game. The two (2) players switch sides of the court each game.

First team to win 2 out of 3 games are the 1st place champions. Team that lost in the Final round will take 2nd place.

14. We will have 2 groups with 4 teams each. Winners of each group will play against each other for the Championship and Final Standings: 1st, 2nd, 3rd & 4th place.

Group 1 (Courts 1 & 2)

Group 2 (Courts 3 & 4)

15. After each match, the winning team captain will report the result to the event facilitator, Dave Englander.



Bowling

Date: Friday, March 27, 2026

Location: Marion Landing

8601 SW 65th Avenue Road, Ocala, FL 34476

Registration: 9:30am

Practice: 9:45am

Games Start: 10:00am

The Teams: (1) team per community. Each team will consist of (4) bowlers, plus one alternate, in any combination of men and women. Players may bring their own equipment; however, bowling balls and shoes can be provided by Marion Landing, if needed.

The Rules: USBC rules will apply

The Game: American Tenpins

- Ten (10) frames; each player delivers two balls in each of the first nine frames unless a strike is scored.
- In the 10th frame, a player delivers three balls if a strike or spare is scored.
- Every frame must be completed by each player bowling in regular order.
- Each team will play three (3) games.

The Play: Standard Scratch Bowling – no handicapping. Electronic scoring provided by Marion Landing.

Practice will begin at 9:45am. Tournament will begin promptly at 10am.



Cornhole (Indoor)

Date: Monday, March 23, 2026

Location: Royal Harbor
5950 Royal Harbor Blvd, Tavares, FL 32778

Registration: 9:30am

Games Begin: 10:00pm

Number of Players: (4) teams per community of (2) players per team.

Rules: American Cornhole Organization rules will apply. (Summary below)

Boards are placed 27 feet from front edge to front edge.

Games are played to 21 or more points. (no bust)

Woody: Refers to any cornhole bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame. **Each woody is 1pt.**

Cornhole: Refers to any cornhole bag that has been pitched and passes through the cornhole board hole at any time within the frame. **Each cornhole is 3pts.**

A bag that comes to rest touching the ground AND the board does not count as a point.

Cancellation Scoring: The approved method of scoring for the sport of cornhole is “cancellation” scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each frame.

Both players **play one board at a time** and **stay in their designated lane** for the whole game (right or left).

Players start the game at one board and **alternate pitching bags** until each player has pitched all (4) of their bags.

Players then **walk to the end of their lane** to the other board, take score, and resume pitching back to the other cornhole board.

Players must deliver the bag with an **underhanded release**.

Feet must stay behind the **line of the front of the board** at the time of releasing the bag.

The player/team who scored in the preceding frame **pitches first** in the next frame. 19

If neither player/team scores, the player/team who pitched first in the preceding frame shall retain first pitch in the next frame.

If bags become piled inside the hole and may interfere or obstruct with the next pitch or if there is question whether a cornhole bag would have naturally fallen through the hole, a player may request to **rake** the cornhole bags that have fallen inside the hole.

See complete rules here: [**ACO OFFICIAL RULES FOR THE SPORT OF CORNHOLE**](#)



Men's & Women's Golf

Date: Tuesday, March 17, 2026

Location: Arlington Ridge
4469 Arlington Ridge Boulevard, Leesburg, FL 34748

Registration: 10:00am
Shot Gun Start: 10:30am

The Teams: Four teams of four players per community (Two Men's and Two Women's Teams)

The tournament will consist of 18 holes.

Cost: \$15.00 per person. Payment is due at check-in.

A golf scramble is a TEAM format for golf tournaments with rules emphasizing fun without the pressure of players keeping individual scores. Each player hits a tee shot on each hole, but everyone plays from the spot of the best shot, subject to certain criteria, until the ball is holed. The total game time is about 4 hours.

Game Play:

1. Each member of the team starts play from their assigned starting hole.
2. The best tee shot is chosen through consensus of the scramble team. The group can decide on the best tee shot based on any criteria they choose. Usually, the best shot is the longest drive that lands on the fairway, though the team may choose a long tee shot that landed off the fairway in the rough if there is a decent lie.
3. The spot of the best tee shot is marked with a golf tee or ball marker. Players must pick up their golf balls and hit from within one club length of the newly marked spot, keeping the ball in the same condition of the selected ball; ex: if the selected ball is in the rough all team members must play from the rough. Players are also permitted to move the ball no more than 6 inches and not closer to the hole on the putting green.
4. Team members continue selecting the best shot until one player hits the ball in the hole. The team score is the total of the best shots.

Dress Code: No denim or jean material pants or skirts will be permitted, please wear appropriate golf attire.

Tips: If you are selecting a scramble team, try to include at least one player who can hit good tee shots with the driver. Good tee shots will put your team in a good position for its second shot. Having a player who has good short-game skills also helps, especially putting.



Photography

Deadline for all Submissions: Friday, March 6, 2026

Voting: Monday, March 13th to Friday, March 20th

To vote, please visit www.LelandLifestyles.com

Location: All Communities/Online

Eligibility: The 2026 Leland Games is open only to residents of Leland Management managed communities participating in the Leland Games.

Entry Period: March 6, 2026.

Anonymous Voting: Friday, March 13, 2026, through Friday, March 20, 2026.

What photos to Submit: Leland Management is committed to improving the quality of life for residents in our communities and we want to see it *through your eyes*. For our 2026 Photo Contest, we'd like you to show off your community.

There will be three categories: **(all photos must come from within your community)**

1. Sunrises and Sunsets
2. Wildlife
3. Night Photography

If you choose to include people in your submission, you are responsible for obtaining the necessary releases from the individuals depicted and must be able to provide copies of those releases to Leland Management along with your photo submission.

Submitted qualifying photos will be placed on the LelandLifestyles.com website for all to view. The top photo(s) in each category will be chosen by popular vote. (Anyone can vote.)

Please do not include the following:

- Photos that violate or infringe upon another person's rights, including but not limited to copyright.

- Photos that contain sexually explicit, nude, obscene, violent or other objectionable or inappropriate content.
- Images that involve the willful harassment of wildlife, or damage to the environment by the photographer.
- Images that involve putting any individual or animal in danger.
- Leland Management shall determine entry eligibility in its sole and absolute discretion.

How to Enter:

Email photos to Lifestyle@LelandManagement.com. Please include your name, community name, and the category you would like the photo to be entered in the email. (Limit 2 photos per category, per participant). Winners will be announced at the Closing Ceremony.

**Awards will be presented at the Closing Ceremonies
Wednesday, April 1, 2026, at 12:00pm
in the Summit Greens
1190 Summit Greens Blvd., Clermont, FL 34711
Lunch will be provided.**

Leland Games

Spruce Creek Pickleball Rules

Tuesday, March 24th, 10:00 AM Start
(registration 9:30 am)

Spruce Creek Golf & Country Club
12650 Del Webb Blvd., Summerfield, FL 34491

Number of Players:

Each participating community may have a maximum of six teams in total, including no more than one team in each of the listed skill levels shown below.

Game Play:

We will play in a round-robin format, which may mean 11 matches (of one game to 11).

Team 1 - Advanced Men's Team of 3 players (3.5 plus)

Team 2 - Advanced Women's Team of 3 players (3.5 plus)

Team 3 - Men's team of 3 players (rated 3.5)

Team 4 - Women's team of 3 players (rated 3.5)

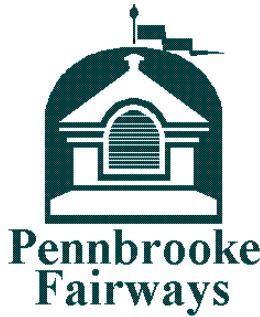
Team 5 - Men's team of 3 players (rated 3.0)

Team 6 - Women's team of 3 players (rated 3.0)

Each team will play a (1) game match against the same rated team from each of the other

communities. Each player on the team must play at least (3) matches. This will give every player a break and give more people a chance to participate.

The USAPA Rules of Pickleball will apply to this competition



Shuffleboard

Date: Wednesday, March 18, 2026

Location: Pennbrooke Fairways
501 State Road 44, Leesburg, FL 34748

Registration: 11:30AM
Games Start: 12:00PM

Players: (2) teams of (2) players per community.

Overview: The object of the game is to score more points than your opponent by either knocking their pucks off or by sliding your pucks past theirs into a higher score zone.

A game is a half a board (4 rounds)

Game Play: A coin toss determines who shoots which color disc to play. Yellow always goes first.

Terms Defined:

Foot - the end of the court furthest away from the scoreboard. **Head** - the end of the court nearest the scoreboard.

Kitchen - the (-10) scoring area

Hammer - the last disc (8th disc) that is pushed during a half-round.

Baseline - the white line that borders the bottom of the kitchen area (-10 area).

Deadline - the second of the 2 horizontal lines near the center of the court as viewed from either end.

Frame - a rectangle on the scoreboard reserved for marking the score.

Half-Round - is when 4 yellow discs and 4 black discs are pushed into play at one end of the court.

Round - is when 1 half-round has been completed at both the head and foot of the court.

Coaching - In friendly games, coaching can become a serious problem, especially on courts where everyone is trying to excel. Coaching should be offered only when it is solicited or tacitly accepted. Unrequested coaching usually contributes to tension. A new player seldom shoots his/her best during, or immediately after, a session of gratuitous coaching.

General Information:

Each community gets 1 point for a win, $\frac{1}{2}$ point for a tie, or 0 points for a loss. The community with the most points at the end of the tournament wins.

Game Rules:

- A yellow disc is always pushed first from the head of the court at the start of each game. - A disc that stops short of the deadline must be removed. A disc that stops on the deadline does not get removed.
- A disc that stops beyond the baseline but is still within 8" of the baseline must be removed. A disc that stops on the baseline should not be removed.
- Once a disc is declared "on the line" (shout "line") or "not on the line" (shout "good 7", for example) the declaration judgment should not be changed unless the disc is moved by another gliding disc- Coaching is allowed only when requested by your teammate; no unrequested coaching allowed.
- No walking on the playing area of the court unless you need to closely judge whether or not a disc is "on the line" or "not on the line".



Softball

Thursday, March 19, 2026

Location: Legacy of Leesburg & Highland Lakes
5280 Legacy Blvd., Leesburg, FL 34748

Practice: 10:30am
Game Begins: 11:00am

Number of Players: (1) team of (11) players, plus maximum of (2) alternates, per community. Coed teams are allowed.

Game Play: Teams will play at Legacy of Leesburg and Highland Lakes. Single Elimination Tournament. A draw will determine which teams play against each other in the first round. The championship will be one game. Slow pitch with a legal pitch height of 6' minimum to 12' maximum.

Equipment: ASA bats only. "Trump X Rock" softballs only. New balls for each game.

Count: All batters will start with a 1 ball – 1 strike count

Seven innings will be played. Five runs are allowed per inning for each team, except that a team that is behind by more than five runs is allowed enough runs to tie the score. There are two bases on first. Infield hit - must run to outside base. Outfield hit - must run to inside base. Only one reverse is allowed if running to second or third base and caught in a pickle. Otherwise, the runner is out. When running to home plate, you must run to the right and cross the line only. Do not run to home plate as that will be an out. If the catcher catches the ball at home plate before the runner crosses the line, it is an out. You can have a runner at home plate or any other base. All runners must be in the line-up. Any interference or close call at any base is discussed between the coach and the umpire. No player can be involved. Two umpires will be used. Concession stands will be open.



Tennis

Date: Monday, March 23, 2026

Location: **Summit Greens**
1190 Summit Greens Blvd., Clermont, FL 34711

Registration: 9:00am

Practice: 9:15am – 9:45am

Game Begins: 10:00am

Number of Players: (4) teams per community (2 men's teams & 2 women's teams). (2) players per team.

Duration - 9:00am until noon (depending on the size of the draw)

Format - Round Robin Men's Doubles and Women's Doubles

Check-in for the tennis teams registered for the Leland Tennis Games at 9:00am on Monday, March 23, 2026, at the Summit Greens Tennis Courts.

Warm-ups will be allowed between 9:15am and 9:45am

Match play will begin at 10:00am and will finish by noon. Match balls will be provided, though players should bring their own warm-up tennis balls.

Each team will play a set number of games with other teams in their category with the number of games won recorded after each round. The number of games each round will depend upon the size of the draw. The two teams winning the most games will be the first and second place winners.



Trivia

Date: Monday, March 16, 2026

Location: Lakes of Mt. Dora

8506 Lakes of Mount Dora Blvd, Mt. Dora, FL 32757

Gate Entrance Code: 86007

Registration: 10:30am

Game Begins: 11:00am

Number of Players: (2) Teams per community. Up to (8) players per team.

How to compete:

1. Get a team of 8 people. We may combine teams to make 8 players.
2. Come up with a fun team name that includes your community name.
3. Show up and be prepared for a fun competition.

Typical categories for Table-Top Team Trivia include TV, Music, History, Geography, Movies, Sports, Leland Facts, Current Events, and Science. No category is guaranteed to be included and there may be other categories not listed.

Format:

- The hosts will ask the question.
- After each question, music will be played while the teams discuss the answer.
- The teams will answer questions for points and pass them in after each round.
- The hosts will give the answers and keep your team's on-going score.
- At the end of several categories the team(s) with the most points win.