



Melbourne November 25–27 2011



### Date

**SATURDAY Nov 26 - START 9:00am** - day  
Schedule may change

### Sport Coordinator

AFL

### Sport Venue

**Albert Park** Aughtie Dr **ALBERT PARK**  
Sport Venue Control Location - tent at AFL fields at ALBERT PARK  
Limited parking at a fee - public transport suggested  
Drinks, food and all facilities available  
Map available from [coporategames.net.au/aus/sportsevents.shtml](http://coporategames.net.au/aus/sportsevents.shtml)  
Venue and field locations may change

### Events

**MEN Open**  
**MIXED Open**

### Entry Fee

**\$60 per participant** including GST. Entry must be with full payment and at the Games Office by deadline. NO part payments accepted with this team entry.

### Entry Deadlines

**Guaranteed Entry Deadline** October 6  
Only complete Entries with payment are guaranteed  
**Final Entry Deadline** October 26  
Entries received after the Guaranteed Entry Deadline are taken on a 'first come' basis

### Format

Competition is pool play followed by elimination tournament  
Winner of each pool advances  
In pool play teams are scheduled for a minimum 3 matches where possible. Last entries may play 2, or 4 pool matches  
Competition is **not** graded  
Each pool may contain teams from all 4 'Levels of Play' as selected when entering  
Matches are as follows:  
12 minute halves. No time-on. Halftime is 1min.  
Ties stand in Pool Play.  
Squad size **Minimum 10 Maximum 12** required on Entry Form  
Team size 8 players on field  
Mixed Team maximum 5 per sex on field, one woman in each zone.  
A team forfeits if it cannot field 6 players, 2 women required in mixed

### Regulations

Competition is 8 a side  
Modified field & goal post size.  
Minimum age to enter AFL, 16 as of 31 December 2011  
An Individual may enter on only ONE AFL Team and represent only ONE Organisation in the Games. Entry is NOT limited to employees.

### Rules

AFL Rules as adapted for the Corporate Games. See attached AFL Competition Rules

### Equipment

Competition balls supplied by Games. AFL soft touch size 4 footballs  
Shoes with moulded cleats or screw-in sprigs are not permitted

### Uniform

Uniforms must be of like kind and colour  
Bibs designating position supplied by the Games

### Fee Payments

Fees are payable to **Corporate Games Pty Ltd**, ABN 64 056 480 543 by Money Order, Cheque, Direct Debit or Credit Card  
Direct Debit bank details are BSB 012141 Account 8527 93733  
We accept Visa, Mastercard and American Express. Transaction fee applies to Credit Card  
Evidence of Direct Debit or Credit Card payments MUST accompany the Entry Form

### Start Times & Draws

Before Final Deadline a preferred start time may be requested but is not guaranteed. A **Request Form** is available by contacting 1300 301 418 or at [corporategames.net.au/aus/organisingateam.shtml](http://corporategames.net.au/aus/organisingateam.shtml)  
Unofficial Draws with start times are available from the Games website ONE week before the Games. Official Draws are only available from a Games SuperCentre.

### Results

Captains must check and sign the completed Match Card immediately after each match.

## AFL Competition Rules

This information must be read in conjunction with "Sport Entry Forms", "Sport Information" and "Games Information" available from the website. Details are subject to change please contact the Games Office for the most recent information.

- 1. Playing field and playing positions:**  
The playing ground measures a maximum 100 x 50 metres and is divided into three zones on a 20/60/20 basis.
- 2. Zones**  
Players must be in their zones at the start of the match and after a goal has been scored. In mixed competition teams must have at least one (1) women in each zone. Once the game is in progress, they may leave their zones, though they are not permitted to enter either team's scoring zone.
- 3. The Team**
  - a. Maximum of eight (8) players are permitted on the field at one time. In mixed competition a team must have a minimum of three (3) women on the field one (1) in each zone.
  - b. Interchange of players may take place at any time and as often as required.
  - c. Teams comprise three forwards, two centres and three backs and these players are distinguished by bibs.
- 4. Duration of the game**  
The game will comprise 2 x 12-minute halves with no time-on. The half-time is 1 minute.
- 5. The ball**  
An AFL Recreational Football is to be used.
- 6. Disposal of the ball**  
The ball must be disposed of by a handball or a kick (as per the Laws of Australian Football).
- 7. Start of play**
  - a. The captain of the team that wins the toss shall choose the end to which his/her team kicks.
  - b. The game shall be started by a ball-up between two centreline players in the centre of the ground. Players must stand shoulder to shoulder in the ball-up.
  - c. The two competing players in the ball-up cannot grab the ball or take possession of it until it has been touched by a centre player not involved in the ball-up.
- 8. Gaining possession of the ball**  
A turnover occurs when:
  - a. the loose ball makes contact with the ground, the game stops and the opposing team gains possession of the ball from where the ball first made contact with the ground, except for a ball-up.
  - b. Players may intercept the ball in flight, but must not make contact with an opposing player.
  - c. When the player is touched, see law 10.
- 9. Dispossessing the player in possession**  
When a player in possession of the ball is touched by an opposing player, he/she must dispose of the ball by hand or foot within three steps or three seconds or a free kick will be awarded to the opposing team. An opposing player is not permitted to touch a player unless the player is in possession of the ball.
- 10. Retaining possession**  
A player may stay in possession of the ball for any length of time, except when a mark has been taken unless:
  - a. The player is touched
  - b. The player is directed to dispose of the football by the umpire.
  - c. The player doesn't comply with law 14b.
- 11. Bumping/tackling/barging/shepherding**  
There is to be no contact as well as no:
  - a. Knocking the ball out of an opponent's hands.
  - b. Stealing the ball from another player.
  - c. Smothering an opponent's kick.
- 12. Scoring**  
A player can shoot for goal only after marking the ball in his/her scoring zone. After marking the ball, the player may go back and take a set shot for goal. The player is not permitted to play on and shoot for goal. The player standing the mark must be inside the scoring zone. The field umpire will be the sole judge of whether the kick for goal is successful.  
A man's goal is worth six (6) points a woman's goal is worth nine (9) points and a behind is worth one (1) point for both sexes.
- 13. Restart of play**
  - a. After a goal is scored, play is restarted from the centre as in Law 7.
  - b. If a behind (one point) is scored, the ball must be kicked back into play from between the goalposts by a defender.
- 14. Mark**
  - a. A mark is taken if, in the opinion of the umpire, a player catches or takes control of the football after it has been kicked by another player irrespective of the distance travelled.
  - b. The player taking the mark will have a reasonable opportunity to dispose of the ball or play on. If he/she delays, the umpire will start a five-second count for play to resume.
- 15. Playing on**  
The umpire shall call play-on as per the laws of Australian Football and when a player has not had prior opportunity to dispose of the ball before a touch is made.
- 16. Bouncing the ball**  
A player in possession may bounce the ball only once. He/she must then dispose of it by hand or foot and may not touch it again until after it has been touched by another player.
- 17. Ball transition**  
When the ball is in transition from the back zone to the team's scoring zone, it must be possessed by a player in the mid zone. If this fails to occur, a free kick will be awarded to the opposition team at the point where the ball entered the scoring zone.
- 18. Out of bounds**
  - a. When the ball goes out of bounds (completely over the line) by hand or foot, the nearest opponent shall kick the ball back into play.
  - b. If there is any doubt as to which team last touched the ball before it went out of bounds, the umpire shall call a ball-up five metres in from the boundary line. No more than two players from each team shall be closer than 20 metres from the ball up.
- 19. Kicking off the ground**  
A player is not permitted to deliberately kick the ball off the ground.
- 20. Players' boots, jewelry & protective equipment**  
During a match, a player shall not wear:
  - a. Any form of jewelry.
  - b. Boots with molded or screw in studs or cleats.
  - c. Protective equipment unless the field umpire is satisfied that any such item does not constitute danger or increase the risk of injury to other players.
- 21. Fifteen-metre penalty**  
A 15-metre penalty may be awarded by the officiating umpire.
- 22. Send-off rule**  
A send-off rule will operate as follows:
  - a. A player may be sent off at the discretion of the umpire for any reportable offence. The player sent off may be replaced. He/she shall take no further part in the remainder of the game. (Umpire issues a red card.) The period of suspension will depend on the offence & at the discretion of the officiating umpire.
  - b. A player may also be sent off by the umpire for a minor breach for a "cooling-off" period of 10 minutes and may be replaced. (Umpire issues a yellow card.) Two yellow cards are the equivalent of a red card.
  - c. If a player accumulates two yellow cards over the course of the competition, the player will receive an automatic one-match suspension.

GOOD LUCK!

## GAMES INFORMATION

Please read if entering the Games

### Celebrations

**Games Awards Celebration** at the Angliss Restaurant William Angliss Institute Melbourne, on Monday November 28. Features special guests presenting the Corporate Awards.

### Eligibility

Entrants may represent only ONE organisation in the Games. Entrants do not have to be employed by the organisation represented.

### Age Classes

The Official Games Age of an entrant is their age on Dec 31 of the Games year. You can not enter more than one Age Class in an event.

### Limited Entries

The Games reserves the right to place entrants into another Age Class to ensure play. However only medals and points from the original class entered will be awarded.

### Insurance

Entry fee does not include **Personal Accident Insurance**. It is up to each participant to have their own insurance that covers them in the event of an injury. To purchase Personal Accident Insurance call 1300 301 418 or go to [corporategames.net.au/aus/organisingateam.shtml](http://corporategames.net.au/aus/organisingateam.shtml)

If an entrant is responsible for the breakage of equipment at a Games Venue they will be required to pay for the repair or replacement of the equipment. The Games holds third party public liability insurance only.

### Entry Changes

**Replacement or Changes** after November 10 are at the discretion of the Games and subject to a \$25 fee per change.

**Withdrawals and Refunds** before November 10 refunds are minus \$25 per person, after November 10 no refund. Withdrawals must be on a Games Form.

### Weather

Adverse weather conditions may cause modifications to or cancellation of events. No refunds are made.

### Entry Confirmation

Confirmation will be posted to each entrant, only after a complete Entry has been received by the Games with full payment.

### Start Times & Draws

Unofficial Draws with start times are available from the Games website ONE week before the Games. Official Draws are only available from a Games SuperCentre.

### Games Registration

**Registering in person before competing is compulsory.** To register, each entrant is required to bring their Entry Confirmation, with photo attached, to a Games SuperCentre **sign a Waiver of Liability**, collect their Official Start Times and Games Programme, and be issued their validated Games ID.

Games SuperCentres for registration will be located in Melbourne from Thursday November 24 to Sunday November 27. Exact times and locations will be sent with Entry Confirmation.

### Games ID Card

Before competing each person must have their Games ID Card validated by Registering, see Games Registration. This can't be done at the Sport Venue Control Desk.

**NO CARD NO COMPETITION!** Before competing entrants must present their validated Games ID Card and be able to show personal photo ID if asked by a Games Official. Don't forget either piece of identification.

You may only compete in events and on teams specified on your Games ID Card. NO new entries or swapping of events or team members at the Sport Venue is allowed.

### Sport Venue Check-in

Entrants must be at the Sport Venue **45mins** before their **first** scheduled Official Start Time and must report to Sport Venue Control at least **30mins** prior. Failure to do so may result in a forfeit.

Call **131 638** or [victrip.com](http://victrip.com) for Met Information on accessing Games Venues by public transport

### Health Services

In the case of an emergency requiring medical attention, contact the nearest Games Official. A medical team which may include Red Cross, physiotherapists or sports trainers will be available at most sport venues.

### Games Info Line 1900 954 010

The following information will be available only during the 3 days of competition by calling this Games Information Line.

**Wet Weather Line** – If weather affects playing times, updates on schedule changes or postponements will be available by calling the Games Info line.

**Sport Information Line** – Elimination Tournament seedings for selected sports will also be available on this line.

NOTE: Some phones may be barred from accessing '1900' numbers.

Cost is 83c including GST per minute, higher from mobile & pay phones

### Appeals

There is no appeal against the decision of a match official.

Appeals relating to other aspects of play or Games rules are adjudicated by the Sport Coordinator. Appeals must be submitted in writing by the Team Captain, to the Sport Coordinator within 15 minutes of the end of the match in question.

### Code of Conduct

Any team/entrant who displays unreasonable behaviour in the opinion of officials or the Sport Coordinator before, during, or after a competition may be disqualified.

### Results

Official Results will be available on November 28 after the Games Awards Dinner from the Games website at [www.corporategames.net.au/aus](http://www.corporategames.net.au/aus)

### Post Entry Form to

**Corporate Games P/L**  
GPO Box 5152  
Sydney NSW 2001  
Australia

### Games Contact Details

[info@corporategames.net.au](mailto:info@corporategames.net.au)  
Tel 1300 301 418  
Fax 1300 301 419  
[www.corporategames.net.au](http://www.corporategames.net.au)



**ENTRY FORM** for 1 Team

Read accompanying pages, complete pages numbered 1-3 and post to the Games with payment or evidence of payment

**ORGANISATION REPRESENTED** Exactly as it is to appear on all Games material

Grid of 20 empty boxes for organisation name

**CONTACT NAME & PHONE** Name of person completing this Entry. Please use BLOCK LETTERS.

Two horizontal lines for contact name and phone number

**Events**

Please  the appropriate box below, write your Team Name, complete the following pages and post to the Games Office at GPO BOX 5152 Sydney NSW 2001. Entries cannot be faxed or emailed.

0801 AFL Recreational Football MIXED OPEN 
0803 AFL Recreational Football MEN OPEN

**AFL TEAM NAME**

Grid of 10 empty boxes for team name

Competition is *not* graded – Level of Play is to seed teams within a pool see 'Format'

TEAM LEVEL OF PLAY  Below Average  Average  Above Average  High

**Fees & Payment**

Payment must be in full. NO part payments accepted for this team entry.

Min number 10

x \$60 =

Fees payable to **Corporate Games Pty Ltd** ABN 64 056 480 543 by

Cheque  Money Order

Direct Debit to ANZ Bank BSB 012141 8527 93733

Credit Cards - Pay online at corporategames.net.au/aus
 Visa - MasterCard - Amex Transaction fee applies to Credit Card

Evidence of Direct Debit or Credit Card payments MUST accompany form

**Post Entry Form to**

Entries cannot be faxed or emailed

Corporate Games P/L
GPO Box 5152
Sydney NSW 2001
Australia

**Games Contact Details**

info@corporategames.net.au
Tel 1300 301 418
Fax 1300 301 419
www.corporategames.net.au

**Certification**

I agree to advise those named on this form the following, as a condition of entry:

All entrants must abide by all Australian Corporate Games rules and regulations. • All entrants must sign the Games Waiver; http://www.corporategames.net.au/aus/pdf/Forms/Waiver.pdf. • Before playing, entrants must inspect the sport facilities, and equipment provided by the Games. It is understood the entrant believes conditions are satisfactory if they then participate. • Should the Games or any Sport or associated Event be cancelled as a result of circumstances beyond the control of the Organisers no refunds will be made. • Entrants under 18 years must provide a letter of parental or guardian's consent. • The Games has no affiliation to or specific sanction from its sports' governing bodies. • Corporate Games P/L will store this entry's personal information in a database and use that information to conduct Corporate Games, and for marketing and research purposes. • If anyone wishes to access their personal information, or read our privacy policy, contact info@corporategames.net.au. • The Games is not responsible for misdirected, lost, or delayed mail. The Games reserves the right to make any change in conditions of entry and to decline any application at its discretion.

Signature \_\_\_\_\_ Date \_\_\_\_\_



