



Melbourne November 25–27 2011

# Softball

C H A M P I O N S H I P



## Dates

**SATURDAY Nov 26 - START 1:30pm** - afternoon if needed

**SUNDAY Nov 27 - START 9:00am** - day

Elimination tournament scheduled for Sunday morning

Schedule may change

## Sport Coordinator

Melbourne Softball Association

## Sport Venue

**Fawkner Park**, Punt Rd **SOUTH YARRA**

Sport Venue Control Location - northern pavilion centre of Park

Street Parking only. Toilets and food at kiosk

Map available from [corporategames.net.au/aus/sportsevents.shtml](http://corporategames.net.au/aus/sportsevents.shtml)

Venue and court locations may change

## Event

**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

Competition is 'Corporate' Slowpitch. See Rules

Matches are as follows:

1 hour

Ties stand in Pool Play

Squad size **Minimum 12 Maximum 15** required on Entry Form

Team size 10 players on field, maximum 5 per sex

A team forfeits if it cannot field 8 players, minimum 4 per sex

## Regulations

The first team to bat will be decided by the toss of a coin.

Matches start and end with the umpire's whistle.

Matches may be shorten if needed

An Individual may enter on only ONE Softball Team and represent only ONE Organisation in the Games. Entry is NOT limited to employees

## Rules

Softball Association Corporate Slow Pitch Rules as adapted for the Corporate Games.

See attached Rules.

## Equipment

Competition balls are supplied by the Games

Team must supply their own kits including gloves, helmets, bats and practice balls. Shoes with metal or moulded cleats or screw-in sprigs/studs are not permitted. Gloves may be used but are not required nor provided.

## Uniform

Uniforms of like kind and colour

## 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)

Where possible your pool matches will be scheduled to be completed in one day. The elimination tournament may be later that day or on another day

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 & Scoring

Each team must supply a scorer. No dispute of score will be allowed if scorer is not supplied. Captains must check and sign the completed score sheet immediately after each match.

## Softball Competition Rules in Brief (Revised 2010)

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.

Slow Pitch is designed to be a mixed recreational sport, therefore, some of the rules of Fast Pitch have been adapted. The intention of this is to minimise player contact and make the game enjoyable for all.

The interpretation of the rules or amendments is at the sole discretion of the Games.

One team member should be designated to learn the complete set of rules, available from the Games Office. For all other players, the following summary is intended to give a brief overview of the game.

1. Each team has 10 players - 5 males and 5 females and there must be 2 females both in the infield and the outfield.
2. Any substitute coming into the game must play at least 1 complete innings, ie bat and field.
3. There is no sliding or tagging - runners can only be played out by the fielder having the ball at the base before the runner gets there.
4. There are safety zones marked around 2nd and 3rd bases and a semi-circle at 1st base. A runner only needs to be in the safety zone before the ball gets to the base.
5. There are commitment lines marked around 2nd - 3rd bases and 3rd - home. Once a runner crosses the commitment line they cannot return to the base they came from.
6. A team can only score a maximum of 6 runs in each innings - except the last innings, where there is no restriction on the number of runs that can be scored.
7. A batter is out on the 3rd strike whether it is caught by the catcher or not.
8. A batter is out if the 3rd strike is hit foul - whether it is caught or not.
9. A team must bat male/female, alternatively in the order on the softball Score Sheet
10. The ball must be pitched in an arc - a minimum of 6 feet in height and a maximum of 12 feet.
11. If the batter does not swing at a pitch it must land on the strike zone mat to be called a strike.
12. There is a scoring line marked near home plate. The runner must cross this line, not touch home plate. The fielder must play the home plate.
13. A runner is not permitted to leave a base until the ball is hit or reaches home plate. If the ball is not hit the runner must return to the base. There is no stealing bases.
14. If the pitcher pitches 4 'balls', the batter then goes to 1st base.
15. If the batter is hit by a pitched ball, a 'ball' is called on the batter.
16. The batter must stand within the marked batter's box and must be within that batter's box when they hit the ball.
17. A regulation game is seven (7) innings or sixty (60) minutes, whichever occurs first. No innings shall start within ten (10) minutes of the scheduled finishing time.
18. If a game is abandoned, or deemed over, due to wet weather, darkness, not finished within the allotted time, or for any reason, it will be considered complete if three innings have been completed, or if the game has lasted at least a half hour. The score will be as of the last complete innings except in medal matches where the top of the final inning has been completed – in which case the bottom of the inning will be completed and if this inning cannot be completed the match will be called a tie regardless of the score and point 19 applies - see below. (new for 2010)
19. If a game is tied at the end of regulation:
  - In **Pool Play** the tie stands – no extra innings are played
  - In **Elimination Tournament** ties are broken as follows (new from 2010)...
  - a) compare runs scored in the final completed inning. The team with more runs is declared the winner. If tied, then work backward inning by inning comparing runs scored in each inning until a winner can be declared. If still tied...
  - b) count the number of 'at bats' from the beginning of the game before the 1st run was scored. The fewest is the winner. If tied, look at the 2nd run and so on. If still tied...
  - c) play an 'extra' inning with just four batters (teams pick their own batters). Flip a coin to see which team bats first. Each team will bat until 1 run is scored. Batters declared 'out' return to the end of the order. Count the number of 'at bats' for each team – the team with the fewest 'at bats' is the winner. If tied, count the number of 'outs'. If still tied in quarters or semis, play another 'extra' inning – in the medal games the tie stands and medals split. If conditions do not allow for an 'extra' innings then ties stand.

**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)







