



Melbourne November 25–27 2011

Sport Information

G A M E S S C O R I N G S Y S T E M

Pool Play & Elimination Tournament

Does not apply to Golf, Karting, Poker, Running, Swimming and Tenpin Bowling

In most Sports competition is pool play followed by an elimination tournament.

Competition is not graded except for Squash. Each pool may contain teams from all "Levels of Play" as indicated on the Entry Form.

Pools consist of four teams/individuals where possible.

Pools are formulated based on the following:

- 1 Teams/individuals from the same organisation are in different pools
- 2 To include teams/individuals from all 'Levels of Play'

To provide the maximum amount of competition, pools may be reformulated by the Sport Coordinator at the venue due to 'No Shows'.

Determining Pool Results

Different point range applies to Dragon Boat Racing

Pool Points are awarded as follows:

Win	4 points
Tie	2 points
Loss	1 point
Forfeit	0 points

Winner of a pool is determined by:

- 1 Greatest total # of Pool Points. If tied then
- 2* Points for, minus points against. If still tied then
- 3* Points for

If there is still a tie, **using the matches only between the teams/individuals concerned**, reapply the above criteria. If there is still a tie, the Sport Coordinator may have an abbreviated or sudden death play-off or draw lots – drawing lots is used mostly for ties for second place, a play-off is preferred for 1st place.

First place only in each pool advances to the elimination tournament.

If there is a forfeit in any of the following Sports, the winner receives a pre-determined score for the purpose of countbacks:

AFL Recreational Football	30-0	
Badminton	21-7	(game score)
Basketball	20-0	
Beach Volleyball	20-0	
Cricket 8's	60-0	
Netball	15-0	
Soccer	2-0	
Soccer 6's	3-0	
Softball	5-0	
Squash	15-5	(game score)
Table Tennis	11-5	(game score)
Tennis	8-0	(set score)
Touch	5-0	
Volleyball	20-0	

In Badminton, Squash, Table Tennis & Tennis if all games of a set are not completed, the remaining games are counted as a 'walk-over' for the winner with the forfeit score awarded for seeding and countbacks.

Seeding for Elimination Tournament

All Pool winners are seeded into the 1st elimination round based on:

- 1 Greatest total of Pool Points divided by # of matches. If tied then,
- 2* Points for, minus points against, divided by # of matches. If tied then
- 3* Points for, divided by # of matches
- 4 If there is still a tie – for "**Seeding**", the Sport Coordinator will draw lots for "**Determining Event Results**" the tie will stand

Team/individual with the most Pool Points is the top seed.

*NOTE: in Tennis read "games" instead of points.

Uneven Draws

The higher seeded team/individual may be given a bye in the 1st elimination round in order to make an "even" draw for the 2nd elimination round.

Stoppage of Play

If for any reason a Sport Coordinator declares that a match or the **Event** cannot be completed, then the following applies:

During Pool Play

The match will be declared a tie (both teams awarded the forfeit points), regardless of the score. If the **Event** is cancelled before pool play is completed then no result will be recorded.

After Pool Play and before Medal Rounds

No result is recorded for incomplete matches.

If the **Event** is cancelled after pool play and before the completion of the first elimination round the event results will be determined by the seeding order. Otherwise results for the event are determined from the last completed round applying 2, 3 & 4 from the seeding criteria.

In Medal Rounds

The match will be declared a tie with both teams or individuals being awarded the higher placing.

Forfeits & Disqualifications

A match may be declared a forfeit if:

- 1 The team captain or individual fails to report to Venue Control at the scheduled time
- 2 A team plays a player not on the Games Team List
- 3 Player number requirements are not met
- 4 There is a 'No Show' ('0' players are present at the scheduled start time)

A team or individual will be disqualified if:

- 1 They are a 'No Show' in a Medal round
- 2 A team/individual has been found, by a Games Official, to breach the Sport or Games rules or Code of Conduct
- 3 A team plays a player not on the Games Team List without notifying the Sport Coordinator
- 4 Anyone competes without their validated Games ID Card

A disqualified team or individual may not be allowed to participate in further competition. The match is forfeited. Results from play prior to disqualification stand. However all Games and Medal Points and any overall placing will be lost.

In a Medal Round

If a Team or Individual is a 'No Show' then the match is forfeited and the Team or Individual is disqualified



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GAMES AWARDS

The act of participating as part of a team makes everyone a winner. The camaraderie and fitness that comes from playing sport, regardless of expertise or competitiveness, contributes to a better work environment and a healthier lifestyle.

But after the dust settles, there are Medals and Awards to be won for sport and team performances.

The Sport Championship Awards are unique to the 'national' Games. These awards are prestigious and highly prized. If you have competed in state Corporate Games but haven't played in the *Australian Corporate Games* this will be a new opportunity to be recognized for doing well in your chosen sport.

Individual Awards

Medals

Medals are won by 1st, 2nd and 3rd place in each event. These are presented at the sports venue immediately following the event.

If a winner is not present to receive their medal it is their responsibility to contact the Games Office to arrange receipt of the medal. The Games does not send unclaimed medals unless special arrangements have been made.

Corporate Awards

The following Corporate Awards are awarded at the Games Awards Dinner on Monday night.

Sport Championship Awards

The winner of each of the 20 Sport Championships is the organisation accumulating the most Games Points in that Sport.

Championship Division Awards

An Award is presented to the winner of each of the Championship Divisions. The Championship Divisions are based on an organisation's overall team size entered in the Games. Games Points are tallied to determine the winner in each of the Championship Divisions.

Medallist Award

The Medallist Award is presented to the organisation with the highest Medal Score.

Grand Award

The Sport for Life Grand Award is presented to the organisation entering the most participants in the Games.

It is an honorary award that recognises the effort and commitment it takes to organise a large team and the organisation's contribution to fitness, health, company spirit and morale.

Championship Divisions	
Entrants	Division
1-5	1
6-10	2
11-20	3
21-50	4
51-100	5
101-150	6
151-200	7
201-400	8
400+	9

Sport Classifications

Individual Sports

- Badminton
- Golf
- Indoor Karting
- Poker
- Running
- Squash
- Swimming-Open Water
- Table Tennis
- Tennis
- Tenpin Bowling

Team Sports

- AFL Recreational Football
- Basketball
- Beach Volleyball
- Cricket 8's
- Dragon Boat Racing
- Netball
- Soccer
- Soccer 6's
- Softball
- Touch
- Volleyball

Games Points & Medal Scores

Games Points are tallied to determine the winners of the Championship Division Awards.

Games Points are awarded to the top 8 in all events. In "Individual" sports, 8 points go to 1st place, 7 to 2nd and so on to 8th place which earns 1 point.

In "Team" sports Games Points are multiplied by the number of players allowed on the field/court during play.
eg A Basketball team scores 40 points for 1st place (8 points x 5 players).

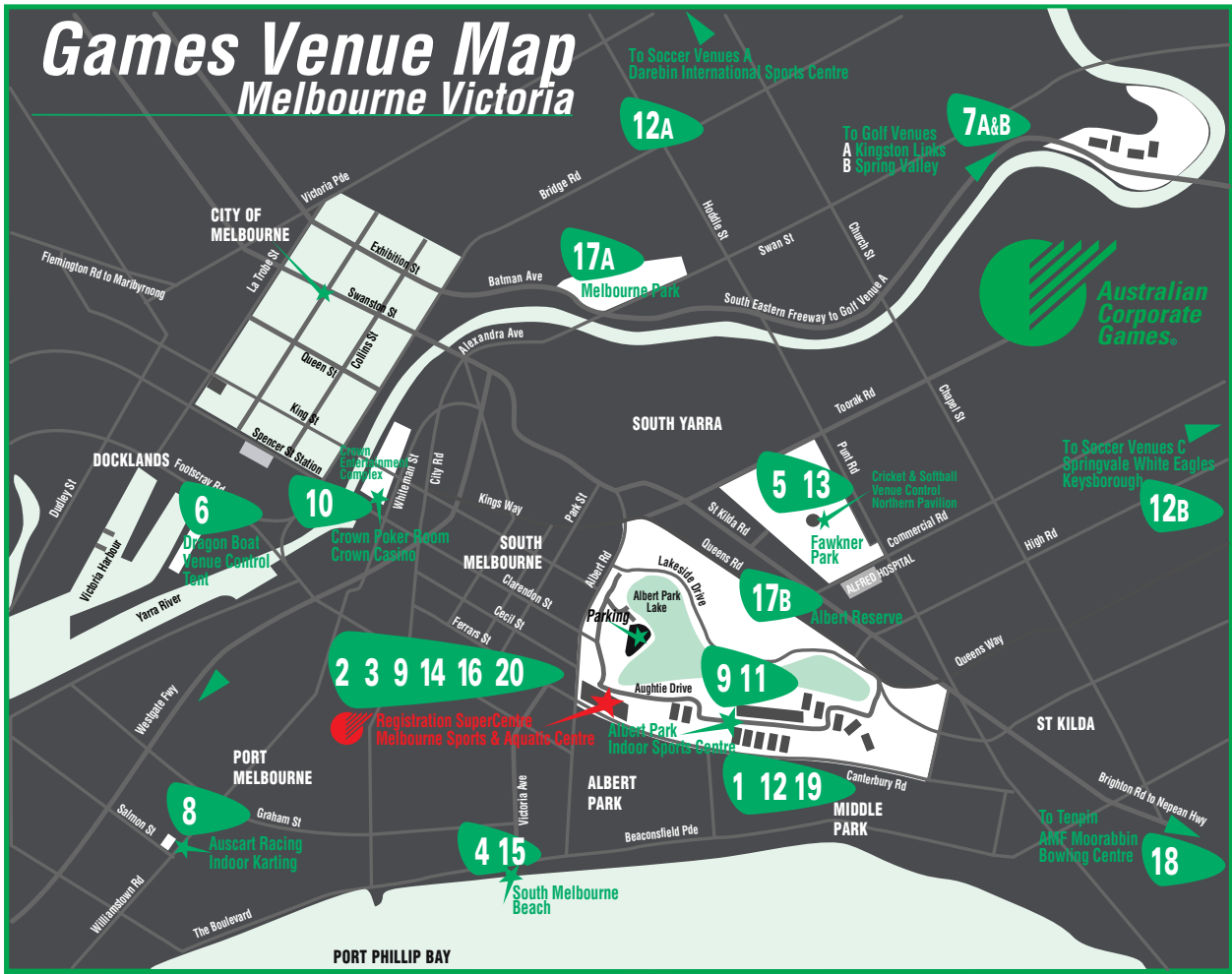
A **Medal score** is used to determine the winner of the Medallist Award.

Medals are scored in a similar fashion to Games Points but equal points are awarded for 1st, 2nd and 3rd. In "Individual" sports one point is scored for the top three places. In "Team" sports this is multiplied by the number of players on the field/court during play.

- eg Basketball teams score 5 points for 1st place, 5 points for 2nd, and 5 points for 3rd.
- Tennis players score 1 point for 1st place, 1 point for 2nd, and 1 point for 3rd.

Note: Doubles, Relays and Corporate Teams in Individual Sports are regarded as an individual unit for point scoring.
eg A mixed doubles pair score a total 8 points for 1st place.
In the case of a tie the Games "Countback System" is used.

Map & Venue Information



Contact 131 638 or victrip.com for Met Information on accessing Games Venues by public transport

- 1 AFL Recreational Football**
Albert Park
Aughtie Drive Albert Park
Saturday 26 November
* Venue Control – Pits Building 3
Parking limited at a fee – public transport suggested
Drinks, food and all facilities available
- 2 Badminton**
Melbourne Sports & Aquatic Centre
Aughtie Drive Albert Park
Saturday 26 November day & evening
Sunday 27 November Doubles
* Venue Control – Inside Badminton Hall
Parking limited at a fee – public transport suggested
Drinks, food and all facilities available
- 3 Basketball**
Melbourne Sports & Aquatic Centre
Aughtie Drive Albert Park
Saturday 26 & Sunday 27 November
Friday 25 evening if needed
* Venue Control – Outside Basketball Hall
Parking limited at a fee – public transport suggested
Drinks, food and all facilities available
- 4 Beach Volleyball**
South Melbourne Beach
Beaconsfield Pde Albert Park
Saturday 26 November
* Venue Control – Games Tent at Courts
Parking limited at a fee – public transport suggested
- 5 Cricket 8's**
A Fawkner Park
Corner St Kilda & Commercial Rd South Yarra
Friday 25 November from 4:00pm
Sunday 26 November
* Venue Control – Northern Pavilion
Street Parking Toilets, food from kiosk
- 6 Dragon Boat Racing**
Victoria Harbour
Victoria Promenade, Docklands
Saturday 26 November
* Venue Control – Games Tent on Promenade
Parking, drinks, food and all facilities available
- 7 Golf A HANDICAP EVENT – Kingston Links**
Corporate Ave Rowville
Friday 25 November Shotguns 7:30am or 1:30pm
* Venue Control – Club House
South Eastern Fwy or Dandenong Rd to Wellington Rd exit
- Golf B REGISTERED EVENT – Spring Valley Golf Club**
Heatherton Rd Clayton South
Friday 25 November Shotguns 1:30pm
* Venue Control – Club House
South Eastern Fwy to Fern Tree Gully Rd exit, right on Springvale Rd, right on Heatherton Rd
Lunch or Supper provided with beverages on cash basis at both venues
- 8 Karting**
Auscarts Indoor Racing
50 Salmon St Port Melbourne
Friday 25, Saturday 26 & Sunday 27 November
* Venue Control – Inside Centre
Street parking, food, drinks, toilets & showers
Special catering available – call Auscarts 9646 6015
- 9 Netball**
Albert Park Indoor Sports Centre
Aughtie Drive Albert Park
Friday 25 evening, Saturday 26 & Sunday 27 Nov
* Venue Control – Pits Building 3
Parking limited at a fee – public transport suggested
Drinks, food and all facilities available
- 10 Poker**
Crown Poker Room
Clarendon St end Crown Casino Melbourne
Friday 25 & Saturday 26 November
* Venue Control – Crown Poker Room
Parking at a fee – public transport suggested
Drinks, food and all facilities available
- 11 CANON Running**
Albert Park Lake Path
Aughtie Drive Albert Park
Saturday 26 November – Start time 8:00am
* Venue Control – Pits Building 3
Parking limited at a fee – public transport suggested
Drinks, food and all facilities available
- 12 OKI Soccer A**
Darebin International Sports Centre
281 Darebin Rd Thornbury
Saturday 26 & Sunday 27 November
* Venue Control – Club House
South Eastern Fwy or Dandenong Rd to Wellington Rd exit
- 12 OKI Soccer B's**
Albert Park Outside Fields
Aughtie Drive Albert Park
Saturday 26 November
* Venue Control – Pits Building 3
Parking limited at a fee – public transport suggested
Drinks, food and all facilities available
- 13 Softball**
Fawkner Park
Corner St Kilda & Commercial Rd South Yarra
Sunday 27 November
Saturday 26 November afternoon if needed
* Venue Control – Northern Pavilion
Street Parking, toilets and food from kiosk
- 14 Squash**
Melbourne Sports & Aquatic Centre
Aughtie Drive Albert Park
Saturday 26 & Sunday 27 November
* Venue Control – Inside Squash Arena
Parking limited at a fee – public transport suggested
Drinks, food and all facilities available
- 15 Swimming Open Water**
South Melbourne LSC
South Melbourne Beach
Cnr Withers St & Beaconsfield Pde Albert Park
Saturday 26 November – Start time 8:30am
* Venue Control – Games Tent on Beach
Parking limited – public transport suggested
- 16 Table Tennis**
Melbourne Sports & Aquatic Centre
Aughtie Drive Albert Park
Saturday 26 November
Friday 25 November evening if needed
* Venue Control – Inside Table Tennis Hall
Parking limited at a fee – public transport suggested
Drinks, food and all facilities available
- 17 Tennis**
A Melbourne Park
Barmen Ave & Swan St Melbourne
* Venue Control – Court 5 Western Side
Public transport suggested – Tram 70 & 75
B Albert Reserve
Hanna St Albert Park
* Venue Control – Club House
Friday 25 November evening
Saturday 26 November day & evening
Sunday 27 November day
Parking limited for participants
Drinks, food and all facilities available
- 18 Tennen Bowling**
AMF Moorabbin Bowl
938 Nepean Hwy Moorabbin
Saturday 26 & Sunday 27 November
* Venue Control – Inside Centre
Parking around Centre
Drinks, food and all facilities available
- 19 Touch**
Albert Park
Aughtie Drive Albert Park
Saturday 26 November
* Venue Control – Pits Building 3
Parking limited at a fee – public transport suggested
Drinks, food and all facilities available
- 20 Volleyball**
Melbourne Sports & Aquatic Centre
Aughtie Drive Albert Park
Sunday 27 November
* Venue Control – Outside Volleyball Hall
Parking limited at a fee – public transport suggested
Drinks, food and all facilities available