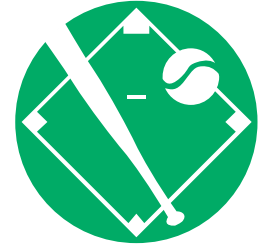




Melbourne November 19–21 2010

# Softball

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



## Dates

**SATURDAY November 20 • START 1:30pm •** afternoon if needed  
**SUNDAY November 21 • START 8:00am •** day  
 Elimination tournament scheduled for Sunday  
 Schedule may change

## Event

**MIXED Open**  
 More information can be found on the Entry Form available from [corporategames.net.au/aus/sportevents.shtml](http://corporategames.net.au/aus/sportevents.shtml) or by calling 1300 301 418

## Format

Competition is pool play followed by elimination tournament  
 In pool play teams are scheduled for a minimum 3 games where possible, to be completed in one day.  
 Competition is *not* graded  
 Each pool may contain teams from all “Levels of Play”

Competition is Slowpitch  
 A game is 1 hour.  
 Squad size **Minimum 12 Maximum 15** required on Entry Form  
 Team size 10 players on field  
 Mixed team 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.  
 Games start and end with the umpire's whistle.  
 Games may be shortened 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 Slowpitch Rules as adapted for the Corporate Games. See Competition Rules on page 2.

## Equipment

Competition balls are supplied by the Games  
 Team must supply their own kits including gloves, 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 must be of like kind and colour

## Results

Each team must supply a scorer. No dispute of score will be allowed if a scorer is not supplied. Captains must check and sign the completed Score Sheet immediately after each Game.  
 Official Games results are available from [corporategames.net.au/aus](http://corporategames.net.au/aus) after the Awards Dinner on November 22.

## Sport Coordinator

Melbourne Softball Association

## Sport Venue

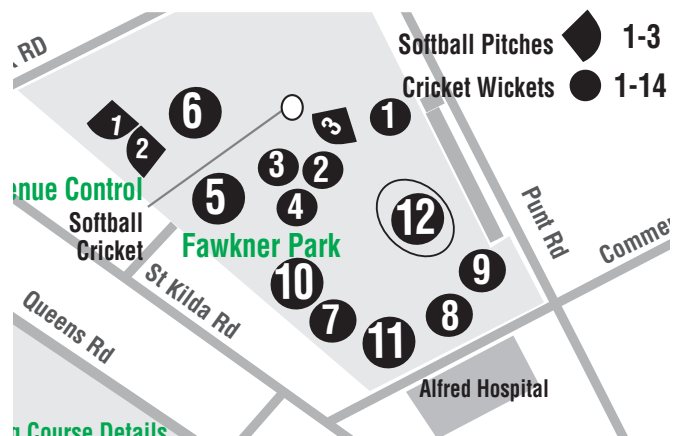
**Fawkner Park** Punt Rd **SOUTH YARRA**

Sport Venue Control Location – northern pavilion centre of Park  
 See map. Venue and field locations may change.

Captains must report to Sport Venue Control at least 30mins before their **first** scheduled match. Failure to do so may result in a forfeit.

Before competition entrants must present their validated Games ID Card and be able to show personal photo ID.

## FAWKNER PARK



## Entry Fee

**\$55** per participant including GST

## Entry Deadlines

**Guaranteed Entry Deadline** October 7

Only complete Entries with payment are guaranteed

**Final Entry Deadline** October 21

Entries received after the Guaranteed Entry Deadline are taken on a “first come” basis

**Replacement or Changes Deadline** After November 4 replacements and changes will be at the discretion of the Games and subject to a \$25 fee per change.

**Withdrawals and Refunds Deadline** Before November 4 refunds are minus \$25 per person. After November 4 no refund. Withdrawals must be in writing.

## Start Times & Draws

Unofficial Draws with start times are available from the Games website ONE week before the Games. Official Draws are available from a Games SuperCentre from Thursday November 18 to Sunday November 21.

Before Final Deadline a preferred start time may be requested but is not guaranteed. A **Request Form** is available from [corporategames.net.au/aus/organisingateam/shtml](http://corporategames.net.au/aus/organisingateam/shtml)

### 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.

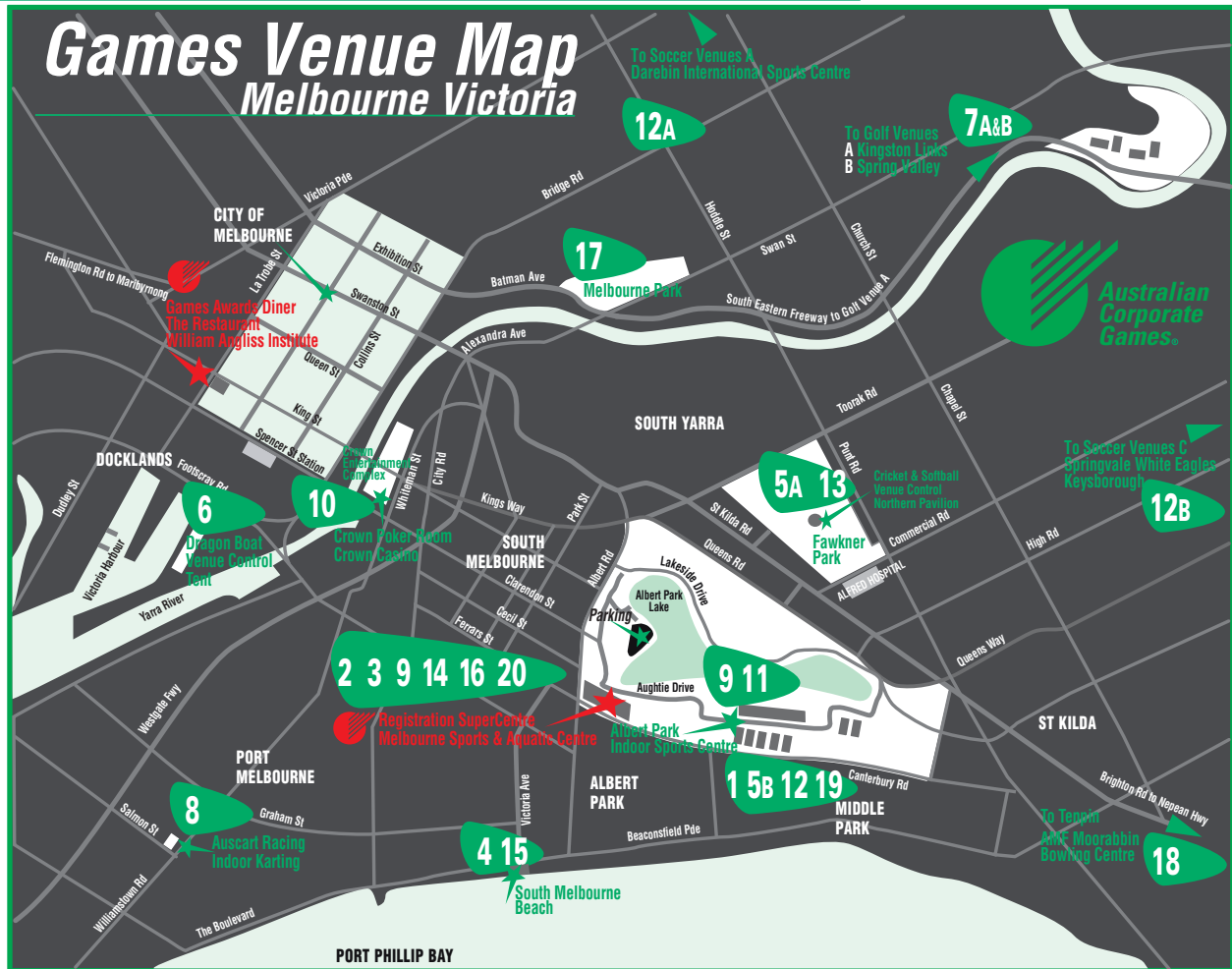
One team member should be designated to learn the complete set of rules, available from the Games Office. For all other players, the following summary is intended to give a brief overview of the game.

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!**



Map & Venue



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

- 1 AFL Recreational Football**  
Albert Park  
Aughie Drive Albert Park  
Saturday 20 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  
Aughie Drive Albert Park  
Saturday 20 November day & evening if needed  
Sunday 21 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  
Aughie Drive Albert Park  
Saturday 20 & Sunday 21 November  
Friday 19 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 20 November  
Venue Control – Games Tent at Courts  
Parking limited at a fee – public transport suggested
- 5 Cricket B's**  
**A** Fawkner Park  
Corner St Kilda & Commercial Rd South Yarra  
Friday 19 November from 4:00pm  
Sunday 21 November  
\* Venue Control – Northern Pavilion  
Street Parking Toilets, food from kiosk  
**B** Albert Park  
Aughie Drive Albert Park  
Friday 19 November from 4:00pm  
\* Venue Control – Pits Building 3  
Parking limited at a fee – public transport suggested  
Drinks, food and all facilities available
- 6 Dragon Boat Racing** ★  
Victoria Harbour  
Victoria Promenade, Docklands  
Saturday 20 November  
\* Venue Control – Games Tent on Promenade  
Parking, drinks, food and all facilities available
- 7 Golf A** SPECIAL EVENT – Kingston Links  
Corporate Ave Rowville  
Friday 19 November: Shotgun 7:30am to 1:30pm  
Venue Control – Club House  
South Eastern Fwy to Dandenong Rd to Wellington Rd exit  
**Golf B** REGISTERED EVENT – Spring Valley Golf Club ★  
Heatherton Rd Clayton South  
Friday 19 November: Shotgun 7:30am  
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 19, Saturday 20 & Sunday 21 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  
Aughie Drive Albert Park  
Friday 19 evening, Saturday 20 & Sunday 21 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 19 & Saturday 20 November  
Venue Control – Crown Poker Room  
Parking at a fee – public transport suggested  
Drinks, food and all facilities available
- 11 Running** ★  
Albert Park Lake Path  
Aughie Drive Albert Park  
Saturday 20 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 20 & Sunday 21 November  
Venue Control – Club House  
**B** Springvale White Eagles  
310-380 Perry Rd Keysborough  
Saturday 20 November  
TBC  
Venue Control – Soccer Club House  
**C**
- 12 Oki Soccer B's**  
Albert Park Outside Fields  
Aughie Drive Albert Park  
Saturday 20 November  
Sunday 21 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 21 November  
Saturday 20 November afternoon if needed  
\* Venue Control – Northern Pavilion  
Street Parking, toilets and food from kiosk
- 14 Squash**  
Melbourne Sports & Aquatic Centre  
Aughie Drive Albert Park  
Saturday 20 & Sunday 21 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 Wilmers St & Beaconsfield Pde Albert Park  
Saturday 20 November – Start time 8:30am  
Venue Control – Games Tent on Beach  
Parking limited – public transport suggested
- 16 Table Tennis**  
Melbourne Sports & Aquatic Centre  
Aughie Drive Albert Park  
Saturday 20 November  
Friday 19 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**  
Melbourne Park  
Batman Ave & Swan St Melbourne  
Saturday 20 November  
Sunday 21 November Doubles  
\* Venue Control – At Court 5 Western Side  
Parking limited for participants  
Public transport suggested – Tram 70 & 75  
Drinks, food and all facilities available
- 18 Tennen Bowling**  
AMF Moorabbin Bowl  
938 Nepean Hwy Moorabbin  
Saturday 20 & Sunday 21 November  
Venue Control – Inside Centre  
Parking around Centre  
Drinks, food and all facilities available
- 19 Touch**  
Albert Park  
Aughie Drive Albert Park  
Saturday 20 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  
Aughie Drive Albert Park  
Sunday 21 November  
\* Venue Control – Outside Volleyball Hall  
Parking limited at a fee – public transport suggested  
Drinks, food and all facilities available



Melbourne November 19–21 2010

# Games Information

GENERAL

WELCOME TO THE GAMES

## Games Dates

|                                  |                |
|----------------------------------|----------------|
| <b>Guaranteed Entry Deadline</b> | October 7      |
| <b>Final Entry Deadline</b>      | October 21     |
| <b>Replacement Date</b>          | November 4     |
| <b>Games</b>                     | November 19-21 |
| <b>Games Awards Dinner</b>       | November 22    |

## Games ID Card

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

**NO CARD NO COMPETITION!** You are required to show your validated Games ID Card prior to competition at the Sports Venue.

**In addition you may be required to show personal photo ID.**

Don't forget either pieces 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.

## 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.

## Weather

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

## Start Times & Draws & Venue Check in

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 located in Melbourne from Thursday November 18 to Sunday November 21.

**Entrants must checked-in at their sport at least 30mins before their Official Start Time.**

Before Final Deadline a preferred start time may be requested but is not guaranteed. A **Request Form** is available from the Games by contacting 1300 301 418 or at [corporategames.net.au/aus/organisingateam.shtml](http://corporategames.net.au/aus/organisingateam.shtml)

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

## Games Results

Official Results will be available after the Games Awards Dinner from November 22 on the Games website at [www.corporategames.net.au/aus](http://www.corporategames.net.au/aus)

## Insurance

It is up to each participant to have their own insurance that covers them in the event of an injury.

If an entrant is responsible for the breakage of equipment at any of the Games Venues they will be required to pay for the repair or replacement of the equipment.

The Games holds third party public liability insurance only.

Entry fee does not include **Personal Accident Insurance**. To purchase Personal Accident Insurance contact the Games at 1300 301 418 or visit [corporategames.net.au/aus/organisingateam.shtml](http://corporategames.net.au/aus/organisingateam.shtml).

## Registration

**Before going to your sport each entrant must have their Games ID validated by the Games and sign a Waiver of Liability. This is compulsory.** Games SuperCentres for registration will be located in Melbourne from Thursday November 19 to Sunday 22 November. Exact times will be sent with Entry Confirmation and are available from [corporategames.net.au/aus/qaafterentry.shtml](http://corporategames.net.au/aus/qaafterentry.shtml).

## Celebrations

**Games Awards Dinner** at the Angliss Restaurant William Angliss Institute Melbourne, on Monday November 22 from 7:00pm. Dinner features special guests presenting the Corporate Awards and costs \$115.

## 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

For 83c including GST per minute (higher from mobile & pay phones) 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.



Melbourne November 19–21 2010

# 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 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 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:

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

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.



Melbourne November 19-21 2010

# Games Awards

G E N E R A L

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.