

GAMES INFORMATION

Please read if entering the Games

Eligibility

Entrants may represent only ONE organisation in the Games. Entry is NOT limited to employees. An Individual can not enter two events in Team Sports eg you can't enter both Mixed and Women's Netball

Age Classes

The Official Games Age of an entrant is their age on December 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. 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 go to: corporategames.net.au/nsw/Organising-your-Team

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.

Entering the Games

Games Online Entry System (GOES)

When entering Online payment is via Credit Card or Poli Pay (transaction fee applies to credit card payments we don't accept Diners). You can submit entries for any number of entrants in many sports but you must make one payment for the entire submission on completion. If you need help using the Games Online Entry System please contact us on 02 9979 1455.

Entry Deadlines

Guaranteed Entry Deadline August 30

Only complete Entries with payment are guaranteed

Final Entry Deadline September 20

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

Entry Confirmation

Once an Entry with payment has been received and processed by the Games entrant details are posted (this may take up to 7 days) to the **Team Lists** on our website under **Organising Your Team**. This confirms the entrant is in the Games. If your name is not listed contact the Games on 02 99791455.

Accreditation Process

Before competing ALL entrants must go through the Accreditation Process this includes signing a Waiver of Liability to receive their Games ID. Accreditation **cannot** be done at a Sports Venue desk. No entrant can compete without a validated Game ID.

Accreditation is via online when entering the Games at no extra cost. Entrants will be given up to **7 days from their Entry Submission Date** to complete this process.

If not completed an Accreditation Letter will be posted to these entrants. Bring this in person with a photo attached to an Accreditation Centre where your validated Games ID can be collected. This may be done on your day of competition but allow extra time before your start time. It CANNOT be done at a Sport Venue Desk and NOT by a 3rd party.

Entry Amendments

Replacement or Changes are free before September 27. After September 27 they may be processed only at the Games Accreditation Centre during the Games period before your event starts and will cost \$25 per change.

Withdrawals and Refunds, after the Entry Deadline and before September 27 are minus \$25 per person, after September 27 no refund. Go to <http://www.corporategames.net.au/nsw/Organising-Your-Team>

Refunds

Refunds are only made as specified in 'Entry Amendments' above. If events are cancelled for reasons beyond the control of the Games (eg wet weather) there is no refund. See 'Terms & Conditions on Entry'

Start Times & Draws

Draws with start times are available from the Games website ONE week before the Games. Changes to the Draws & Start Times will ONLY be made in the event of a Team withdrawal. The affected Team Captains will be contacted if a Draw is altered.

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.

Health Services

If you require medical attention, contact the nearest Games Official. Drink water to avoid dehydration. Seek shelter from the sun and use sunscreen to reduce exposure. Warm up prior to activity and cool down following activity to minimize the risk of injury. A medical team which may include Red Cross, physiotherapists or sports trainers will be available at most sport venues.

Weather

Adverse weather conditions may cause modifications or cancellation of events. No refunds are made. If weather affects playing, updates on schedule changes or postponements will be available at www.facebook.com/nswcorpgames.

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.

Awards Party & Results

The Games Awards Party is on Monday October 14. It will be a fun night celebrating the Games weekend featuring a special guest to present the Corporate Awards. Official Results will be available on October 9 after the Awards Party from the Games website at www.corporategames.net.au/nsw

Contact Details

NSW Corporate Games

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T 02 9979 1455
W corporategames.net.au

SPORT ENTRY INFORMATION

Please read if entering Cricket 8s

Date

SUNDAY October 13 • START 8:00am

Schedule may change

Sport Coordinator

Mildren Events

Sport Venue

Powells Creek Reserve Victoria Ave
CONCORD WEST

Sport Venue Control Location – Games Tent at Reserve
Street Parking at venue, toilets available.

Map available from corporategames.net.au/nsw/Sport/venue-map
Venue and field locations may change

Events

MEN Open

Entry Fee

\$66 per participant including GST. Entry must be with full payment and at the Games Office by deadline. NO part payments for this team entry. This fee includes Online Accreditation which must be done at time of entry.

Entry Deadlines

Guaranteed Entry Deadline August 30

Only complete Entries with payment are guaranteed

Final Entry Deadline September 20

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 at Entry

Matches are as follows:

1 hour limited overs. Ties stand in Pool Play.

Squad size **Minimum 10 Maximum 12** required on Entry

Team size 8 players on field.

A team forfeits if it cannot field 7 players.

Regulations

Matches are 7 six-ball overs from one end of the wicket per team

Overs shall have a maximum of 8 balls (including wides and no balls) except for the last over of an innings which must have 6 legal deliveries.

Umpires or officials will be provided and positioned at the bowler's end.

A member of the batting side will be square leg umpire.

Two umpires will be provided to officiate medal matches.

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

Rules

Australian Cricket Board laws of cricket as adapted by NSWCA and the Corporate Games. See following Competition Rules.

Equipment

Competition balls 140gm World of Sports Senior Match Balls and plastic stumps used and supplied by Games.

Teams are to supply bats, pads, gloves, helmets and protectors.

Uniform

Like kind and colour preferred.

Whites or long pants not required.

Fee Payments

Games **Online Entry System (GOES)**, payment is only via Poli Pay (this incurs NO transaction fee) or Credit Card.

Start Times & Draws

Before Final Deadline a preferred start time may be requested but is not guaranteed. A **Request Form** is available from the Games by contacting 02 99791455 or at corporategames.net.au/nsw/Organising-Your-Team

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.

Draws with start times are available from the Games website ONE week before the Games. Changes to the Draws & Start Times will **ONLY** be made in the event of a Team withdrawal. The affected Team Captains will be contacted if a Draw is altered.

Results & Scoring

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 match.

Cricket 8s Competition Rules

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

- A. A game is played between teams of 8 players and consists of 7 six-ball overs bowled by each side from one end of the wicket.
- B. With the exception of the wicket keeper each member of the fielding side bowls one over. The wicket keeper cannot be changed during a game unless he/she is injured. The substitute wicket keeper, who cannot bowl, must complete the innings.
- C. If the fielding side has fewer than eight players, the batting team will nominate the bowler in order to complete the innings. In the case of injury on the fielding side:
 - i A reserve may replace the injured player into the position and batting order of the injured player.
 - ii Injured players may not return to the side for the Game.
 - iii If there are no reserves the batting team will nominate the bowler to replace the injured player.

In the case of injury on the batting side no substitution is allowed

- D. All runs and extras are scored according to the accepted laws of cricket with the following exceptions.
 - i Any wide delivery shall count as two extras to the batting side and an extra ball will be bowled.
 - ii Any over shall have a maximum of 8 balls (including wides and no balls) except for the last over of an innings which must have 6 legal deliveries.
 - iii A ball called wide by the umpire is considered a dead ball. Two runs only are scored and the batter can't be dismissed.
 - iv Any ball delivered by the bowler reaching the batter above shoulder height in their normal batting stance is called "no ball".
 - v Underarm bowling is permitted. However if the ball bounces more than once before reaching the striker it will be called a "no ball".
- E. When the ball is bowled no fielder may stand closer than 10 metres from the striker's wicket on the legside or in front of point on the off-side.
- F. A batter must retire not out on reaching a personal score of 20 (or total they achieve if their last scoring shot takes them beyond this score eg 18 + 4 = 22). Retired batters may return in the order in which they were retired if one of the last pair of batters is out before the completion of 7 overs. If 7 wickets fall before the 7 overs are completed, the last remaining batter is the only one who can score runs and must return to the striker's end each time he/she scores a 1, 3 or 5. If either of these last two batters are run out the innings is ended.

Match Results

- i The team with the highest score at the end of the match is the winner.
- ii If the totals of both teams are equal, the side losing the least number of wickets is declared the winner.
- iii If the result can't be decided by (i) or (ii) the side which bowled the least number of wides and no balls is declared winner.
- iv If the result still can't be determined the winner is the team with the highest score after the 8th legitimate ball.

In pool play, unless bowled out, both teams must complete 7 overs. In Elimination Tournament the innings of the team batting second will end once a result has been achieved.

The Ball

A Platypus Plyball is to be used in all matches. Softer than normal ball it has a similar bounce to a standard leather ball, and can travel a similar distance when hit, yet is easier to catch. Batters have the option of wearing protective leg guards (pads) and a helmet.

Time Wasting

All teams must complete their allotted overs in less than twenty five (25) minutes unless either the officiating umpire or Sport Coordinator rules that extra time will be added due to an injury or legitimate disruption to play.

The offending team when batting will only be entitled to receive the number of overs when 25 minutes was reached while their opponents must receive their full quota of 7 overs.

GOOD LUCK!