

GAMES INFORMATION

Please read if entering the Games

Celebrations

Games Awards Dinner will be held Monday March 19 from 6.30pm at the Establishment. Dinner features special guests presenting the Corporate Awards and cost TBC.

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.

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 NSW Corporate Games holds third party public liability insurance only.

Entry Changes

Replacement or Changes after March 2 are at the discretion of the Games and subject to a \$25 fee per change.

Withdrawals and Refunds before March 2 refunds are minus \$25 per person, after March 2 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 and 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 Sydney from Friday March 9 to Sunday March 18. 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 **131 500 or sydneybuses.info** for 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.

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 March 20 after the Games Awards Dinner from the Games website at www.corporategames.net.au/nsw

Post Entry Form to

NSW Corporate Games
PO Box 887
St Ives NSW 2075
Australia

Enter & Pay Online at

www.corporategames.net.au/nsw

Games Contact Details

Tel **02 9440 4847**
Tel 1300 727 194
Fax 02 9440 4768
nswcorporategames@australiandiabetescouncil.com



AFL 9's

CHAMPIONSHIP



SPORT ENTRY INFORMATION

Please read if entering AFL

Date

SUNDAY March 18 • START 9:00am • day
Schedule may change

Sport Coordinator

AFL NSW/ACT

Sport Venue

Wilson Park Silverwater Rd **SILVERWATER**
Sport Venue Control Location – tent at AFL Fields at WILSON PARK
Venue and field locations may change

Events

MEN Open
MIXED Open

Entry Fee

\$55 per participant including GST. Entry must be with full payment and at the Games Office by deadline. NO part payments accepted for this team entry.

Entry Deadlines

Guaranteed Entry Deadline February 3
Only complete Entries with payment are guaranteed
Final Entry Deadline February 17
Entries received after the Guaranteed Entry Deadline are taken on a first come basis

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 4 'Levels of Play' as indicated when entering
A match consists of 12 minute halves. No time-on. Half time is 1min.
Ties stand in Pool Play. After pool play ties will be broken by Golden Point Extra time
Squad size **Minimum 11 Maximum 13** required on Entry Form
Team size 9 players on field
Mixed team maximum 6 per sex on field, one woman in each zone
A team forfeits if it cannot field 7 players, Minimum of 2 per sex in mixed

Regulations

Competition is 9 a side
Modified field & goal post size.
Minimum age to enter AFL, 16 as at 31 December 2012
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 9's Rules as adapted for the Corporate Games. See attached AFL Competition Rules

Equipment

Competition balls supplied by Games. AFL soft touch size 4 footballs

Uniform

Uniforms must be of like kind and colour
Bibs (designating position) supplied by the Games
Shoes with moulded cleats or screw-in sprigs are not permitted

Fee Payments

Fees are payable to **Australian Diabetes Council**, by Money Order, Cheque or Credit Card
We accept Visa, MasterCard and American Express.

Start Times

Before Final Deadline a preferred start time may be requested but is not guaranteed. A **Request Form** is available from the Games by contacting 9440 4847 or at corporategames.net.au/nsw/organisingateam.shtml.

Results

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



AFL 9's 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 nine (9) players are permitted on the field at one time. In mixed competition a team must have a maximum of six (6) per sex on the field, three (3) women, 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, three 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 9's 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.



AFL 9's

CHAMPIONSHIP



ENTRY FORM for 1 Team

Read pages 1-3, complete pages 4-7 and post to the Games with payment or evidence of payment

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

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

Events

Please the appropriate box below, write your Team Name, complete the following pages and post to the Games Office at PO BOX 887 St Ives NSW 2075. Entries cannot be faxed or emailed.

0801 AFL 9's Football MIXED OPEN	<input type="checkbox"/>
0803 AFL 9's Football MEN OPEN	<input type="checkbox"/>

AFL TEAM NAME

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

TEAM LEVEL OF PLAY

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Below Average	Average	Above Average	High

Fees & Payment

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

Min Number 11

 x \$55 =

Fees payable to **Australian Diabetes Council** by

Cheque **Money Order**

Credit Cards
Visa - MasterCard - Amex

Name on Card

Card Number

Expiry Date

Email Address for Receipt

Post Entry Form to

Entries cannot be faxed or emailed

NSW Corporate Games

PO Box 887
St Ives NSW 2075
Australia

nswcorporategames@australiandiabetescouncil.com

www.corporategames.net.au/nsw

Games Contact Details

Tel 02 9440 4847
Tel 1300 727 194
Fax 02 9440 4768

Certification

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

All entrants must abide by all NSW Corporate Games rules and regulations. • All entrants must sign the Games Waiver; <http://www.corporategames.net.au/nsw/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. • NSW Corporate Games, Corporate Game P/L and Australian Diabetes Council 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 nswcorporategames@australiandiabetescouncil.com. • The Games is not responsible for misdirected, lost, or delayed mail. The Games reserves the right to make any changes in conditions of entry and to decline any application at its discretion.

Signature _____

Date _____

TEAM CAPTAIN is NAME 1 - NOTE Incomplete details for any entrant will prevent entry of the whole team

NAME 13	First Name	<input type="text"/>								Last Name	<input type="text"/>							
	Day	<input type="text"/>	Month	<input type="text"/>	Year	<input type="text"/>	<input type="text"/>	SEX	<input type="text"/>	EMAIL ADDRESS <input type="text"/>								
BIRTHDAY (Required)									DAY PHONE Code and Number									
MAILING ADDRESS Post Box or Street									<input type="text"/>									
<input type="text"/>									<input type="text"/>									
Suburb or City									State/Territory				Postcode					
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