

## 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 call 02 8354 0216 or go to [corporategames.net.au/qld/Organising-your-Team](http://corporategames.net.au/qld/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)

Go to <https://goes.corporategames.net.au/index.a5w?games=qld>  
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 8354 0216.

### Entry Deadlines

#### Guaranteed Entry Deadline April 1

Only complete Entries with payment are guaranteed

#### Final Entry Deadline April 16

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 (this may take up to 7 days) entrant details are posted 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 8354 0216.

### Accreditation Process

Accreditation is the process by which you get your Games ID. No entrant may compete without a validated Games ID. Accreditation CANNOT be done at a Sport Venue Desk. Accreditation is via online when entering the Games at no extra cost. Entrants will be given **4 days** from their Entry Submission date to complete this process. Status of this process is posted under Entry menu under Team Lists.

If not completed you must come to an Accreditation Centre in person. Bring a photo (face shot similar to drivers license - to go on the Games ID) and photo ID. This may be done on your day of competition but allow extra time before your start time. If you haven't received or have lost your Games ID the Games has a duplicate at the Games ID Pick Up desk at an Accreditation Centre. You may use a photocopy for the Games ID photo as long as you are recognizable.

### Entry Amendments

Available at [www.corporategames.net.au/qld/Organising-Your-Team](http://www.corporategames.net.au/qld/Organising-Your-Team)

**Replacement or Changes** are free before April 29. After April 29 they may be processed only at a 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 April 29 are minus \$25 per person, after April 29 no refund.

### Refunds

Refunds are only made as specified in 'Entry Amendments' above and via an Amendment Form. If events are cancelled for reasons beyond the control of the Games (eg wet weather) there is no refund. See 'Terms & Conditions' in Online 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, St John, 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, information may be available on the website and [www.facebook.com/CorpGames](http://www.facebook.com/CorpGames)

### 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 may be disqualified.

### Awards Party & Results

The Games Awards Party is on Monday May 18. 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 May 19 after the Awards Party from the Games website at [www.corporategames.net.au/qld](http://www.corporategames.net.au/qld)

### Contact Details

**Corporate Games P/L**  
90 Brougham St  
Potts Point NSW 2011

E [info@corporategames.net.au](mailto:info@corporategames.net.au)  
T 02 8354 0216  
W [corporategames.net.au](http://corporategames.net.au)

# Basketball



## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Basketball

### Date

**SATURDAY May 16 • START 8:30am • day & evening**  
Schedule may change

### Sport Coordinator

**Trista Kerr**

### Sport Venue

**UQ Centre** Union St  
**University of Queensland ST LUCIA**  
Sport Venue Control Location – Inside Hall  
Parking, drinks, food and all facilities available  
See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)  
Venue may change

### Events

**MEN** Open  
**MIXED** Open

### Entry Fee

**\$65** per participant including GST.  
NO part payments accepted for this team entry.  
**Fee includes Online Accreditation** see Games Information  
Entry fee doesn't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**  
Only complete Entries with payment are guaranteed

**Final Entry Deadline April 16**  
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:  
12 minute halves. Half time is 1 min. One timeout per half per team.  
**Pool Play** – running clock with clock stopping for timeouts. Ties stand.  
**After Pool Play** – ties will be broken by playing a 3 min overtime. Each team gets a timeout.  
**Elimination Tournament** – as pool play + clock stops on major whistles & referees direction in last 2 mins of 2nd half.  
**Medal Matches** – as pool play + clock stops on major whistles & referees direction in last min of 1st half, last 3 mins of 2nd half & overtime.  
Squad size **Minimum 7 Maximum 10** required on Entry  
Team size 5 players on court  
Mixed team max 3 per gender on court  
A team forfeits if it cannot field 4 players, 2 per sex in mixed

### Regulations

In Mixed women are not allowed in either key in first half, men in either key in second half. Penalty is – on offence turnover; on defence, if ball is in the air on a shot points count, if not a one foul shot and possession.

A player is allowed five personal fouls. Free throw on 6th team foul.  
Minimum age to enter Basketball, 16 as at 31 December.

Sin Bin Policy – if a player receives a Technical or Unsportsmanlike foul they will be substituted out for 3 mins of playing time. A second offence by the same player will result in disqualification from the match. Further offences may result in disqualification from the tournament.

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

### Rules

FIBA as adapted by the Corporate Games see above

### Equipment

Competition balls supplied by Games. Mixed competition play with size 7 balls.

### Uniform

Numbered uniforms of like kind and colour.  
No Pants with pockets and no jewellery including piercings.

View the Games Apparel Partner Active Teamwear at  
<https://activeteamwear.com/corporate-games/> or contact them on  
[allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au) 

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start Times & Draws

Before Final Deadline a preferred start time (Special Request) may be lodged online at [corporategames.net.au/qld/forms/special-request-form](http://corporategames.net.au/qld/forms/special-request-form). Requests are not guaranteed.

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

# Beach Volleyball 4s



## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Beach Volleyball 4s

### Date

**SATURDAY May 16 • START 9:00am • day & evening**  
Schedule may change

### Sport Coordinator

**Nicole Gamble**

### Sport Venue

**Sand Courts, Blair Drive**  
**University of Queensland ST LUCIA**  
Sport Venue Control Location – Games Tent Courtside  
Parking, drinks, food and all facilities available  
See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)  
Venue may change

### Events

**MIXED Open**

### Entry Fee

**\$65** per participant including GST.  
NO part payments accepted for this team entry.  
**Fee includes Online Accreditation** see Games Information  
Entry fee doesn't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**  
Only complete Entries with payment are guaranteed  
**Final Entry Deadline April 16**  
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  
Competition is 4 a side  
Matches are as follows:  
20 minutes with change over at 10 minutes.  
**Pool Play** – ties stand  
**Elimination Tournament** – ties will be broken by a single rally with winner advancing. Serve for the tie break is determined by coin toss.  
**Medal Matches** – first team to 25 points, must win by 2. If tied at 25 the first to reach 27 points wins.  
Squad size **Minimum 6 Maximum 8** required on Entry  
Team size 4 players on court  
Mixed team max 2 per gender on court  
A team forfeits if it cannot field 3 players

### Regulations

Scoring is point per rally  
Players rotate clockwise on win of serve at this time substitutions must be into the server's position  
An Individual may enter on only ONE Beach Volleyball Team and represent only ONE Organisation in the Games.  
Entry is NOT limited to employees.


### Rules

FIVB as adapted by the Corporate Games

### Equipment

Competition balls supplied by Games

### Uniform

View the Games Apparel Partner Active Teamwear at  
<https://activeteamwear.com/corporate-games/> or contact them on  
[allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au)  **active™**

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start Times & Draws

Before Final Deadline a preferred start time (Special Request) may be lodged online at [corporategames.net.au/qld/forms/special-request-form](http://corporategames.net.au/qld/forms/special-request-form). Requests are not guaranteed.

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 Captain 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.

## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Cricket 8's

### Date

**SUNDAY May 17 • START 7:45am • day**  
Schedule may change

### Sport Coordinator

**Warehouse Cricket**

### Sport Venue

**Kianawah Park** Wynham Rd **TINGALPA** Sunday only  
Sport Venue Control Location – Jack Richards Club House  
Parking, drinks, food and all facilities available

See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)  
Venue may change

### Events

**WOMEN Open**  
**MEN Open**

### Entry Fee

**\$65** per participant including GST.  
NO part payments accepted for this team entry.  
**Fee includes Online Accreditation** see Games Information  
Entry fee doesn't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**  
Only complete Entries with payment are guaranteed

**Final Entry Deadline April 16**  
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  
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 attached Competition Rules.

### Equipment

Competition balls 140gm Nyda Safety Ball available from [www.rhsports.com.au/nyda](http://www.rhsports.com.au/nyda) Plastic stumps are 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.  
View the Games Apparel Partner Active Teamwear at <https://activeteamwear.com/corporate-games/> or contact them on [allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au) 

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start Times & Draws

Before Final Deadline a preferred start time (Special Request) may be lodged online at [corporategames.net.au/qld/forms/special-request-form](http://corporategames.net.au/qld/forms/special-request-form). Requests are not guaranteed.

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 Captain 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 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.

- 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

140gm NYDA Safety Match Ball and plastic stumps 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!**



# Dragon Boat Racing



## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Dragon Boat Racing

### Date

**SUNDAY May 17 • START 9:00am • day**

Schedule may change

### Sport Coordinator

**Te Waka Dragons Dragon Boat Club**

### Sport Venue

**Northshore Riverside Park** MacArthur Ave **HAMILTON**

Sport Venue Control Location – Games Tent on river edge  
Parking, drinks, food and toilet facilities available

See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)

Venue may change

### Event

**MIXED Open**

### Entry Fee

**\$60** per participant including GST.

NO part payments accepted for this team entry.

**Fee includes Online Accreditation** see Games Information

Entry fee doesn't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**

Only complete Entries with payment are guaranteed

**Final Entry Deadline April 16**

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

### Format

**Note the Games can ONLY take 12 teams for this event.**

Competition is heats followed by semis and final

Teams are scheduled for a min 3 races where possible

Competition is **not** graded

Each race may contain teams from all 4 'Levels of Skill' as selected at Entry

Heat consists of 3 x 200m sprint format races

Three or four boats progress to the semi's

The number of boats in a race may vary

After heats teams are seeded based on aggregate times.

Seeding determines lane allocation for Semi's and Finals.

Finals format may vary

Squad size **Minimum 17 Maximum 23** required on Entry

Team consists of 14 (min) to 20 (max) paddlers

Team minimum 7 paddlers of each gender in the boat

A team forfeits if it does not meet the above criteria

### Regulations

Minimum age to enter Dragon Boat, 12 as at 31 December

Each person should be able to swim 50m lightly clothed

PFD's are compulsory

Sweeps and drummers are allocated by the Games for each race

All entrants **MUST** be present for the Team meeting per event.

A team must race in its designated lane.

If only one boat starts a scheduled race, the team must paddle the course in order to register a time. A boat finishes the race when the dragon head passes the finish line.

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

### Rules

QDBF Rules as adapted for the Corporate Games. See following Competition Rules.

### Equipment

Boats, paddles and PFD (personal floatation device) are supplied and allocated by the Games for each race. Teams not allowed to use their own paddles.

Team must be satisfied the boat and equipment are waterworthy and functional before embarking. The Games is not responsible for boat or equipment failure after the boat has left the loading area.

### Training

The Games recommends all entrants particularly those without Dragon Boat experience attend practice sessions. These will be organised by the Dragon Boat Sport Coordinator please see Dragon Boat Competition Information on next page.

### Uniform

Uniforms should be of like kind and colour. Entrants will get wet. We recommend shoes, hat, sunprotection clothing and sunscreen be worn.

View the Games Apparel Partner Active Teamwear at  
<https://activeteamwear.com/corporate-games/> or contact them on  
[allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au) 

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full **NO** part payments.

### Start Times & Draws

Before Final Deadline a preferred start time (Special Request) may be lodged online at [corporategames.net.au/qld/forms/special-request-form](http://corporategames.net.au/qld/forms/special-request-form). Requests are not guaranteed.

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 Captain will be contacted if a Draw is altered.

## Dragon Boat Competition Information

This information must be read in conjunction with 'Sport 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

## Competition Commands

### Race commands from Sweeps

Head Count	all teams must do this before leaving the bank, pontoon, beach etc (number off from drummer to sweep, left to right down the boat)
Paddles flat	rest the blade of the paddle flat on the water to stabilise the boat
Ready to paddle backwards	paddles behind you to reverse paddle
Let it run	paddles come out of the water and the dragon boat glides
Stop the Boat	stop the boat quickly, by holding paddle vertically in the water (the entire blade)
Hold water	paddles vertical in the water to keep the boat from moving
Draw stroke (sideways stroke)	nominated seats (usually front 2 or 3 rows) do this to straighten up the nose of the boat.

### Start Commands

When all boats are correctly aligned the starter will call:

### Paddlers, are you ready

paddlers prepare for a start by rotating forward and placing their blades in the water or out of water (depending on team start sequence)

### Attention please

paddlers brace themselves for an explosive start. If the team is NOT ready, the drummer must immediately raise their hand high to notify the starter upon the sweeps instruction

### Go or the sound of a horn

will signal the start

## Competition Rules

**Jumping the start** – if a team starts paddling before the “official go” is called, the team will be penalised a “time penalty” of between two to five seconds.

**False Start** – may be called by the starter if the start signal does not go off properly.

**Late arrivals** – the starter may warn a team arriving late in the start area or award (if appropriate) a Time Penalty of up to five seconds for failing to come to the start line when called.

**Correct Course and Clear Water** – the ‘Correct Course’ for each boat is a “straight line” down the course. Teams are responsible for their steering and deviate from their ‘line’ (racing lane) at their own risk. Teams may deviate from their ‘lines’ (or racing lane) without penalty providing they do not impede other teams and ‘Clear Water’ is observed around each boat.

**Collisions /materially affected races** – In the event of a collision between two or more boats or where a race result has been materially affected by a Dragon Boat not giving ‘Clear Water’, the Sports Organiser may disqualify the offending boat(s) or award a time penalty up to 5 seconds from that race. If one or more of the teams involved could have avoided the collision by taking corrective action (e.g. stop paddling) but did not do so, then the team(s) concerned may also be penalised or disqualified from that race.

**Crossing the finish line** – DO NOT stop paddling until after the finish line when the sweep gives the instruction. The time will be taken on the foremost part of the boat.

## General Information

**All team entrants MUST be present for the team briefing per event**

### Balancing a boat

Each pair of paddlers must be of similar weight and height

Strokes (front row) should be slighter smaller and reasonably fit as they will set the pace for the team to follow (they must have good timing)

Rows 4, 5, 6, 7 are the “engine room” and the bigger people should sit here

Rows 8, 9, 10 should be smaller people as the width of the boat is narrower

Note: this will help balance up the boat left and right, front and back to evenly distribute the weight and make life easier for the sweeps.

## Format

Competition is heats followed by semis and final

In the heats each team races three times

The number of boats in a race may vary

## Training Sessions

Training Sessions are provided by and are the sole responsibility of the **Te Waka Dragons Dragon Boat Club** (not the Corporate Games)

Booking requests for training sessions to be sent to [tewaka.president@gmail.com](mailto:tewaka.president@gmail.com)

Sunday 26th April (3 spots only - 1 boat) - 9.30am, 10.30am and 11.30am

Saturday 2nd May (6 spots only - 2 boats) - 9.30am, 10.30am and 11.30am

Sunday 3rd May (6 spots only - 2 boats) - 9.30am, 10.30am and 11.30am

Saturday 9th May (6 spots only - 2 boats) - 9.30am, 10.30am and 11.30am

Sunday 10th May (6 spots only - 2 boats) - 9.30am, 10.30am and 11.30am

All crews MUST attend at least 1 training session. They are then more than welcome to attend additional sessions with other clubs

Sessions will run for approx 30-45 mins (which includes the warm up, on water session and warm down). **Cost will be \$10 per person per session payable on the day (preferably Cash).** Team leaders to collect payments.

Waivers MUST be signed by all participating crew members prior to commencing the group warm up. Minimum of 12-14 people required to take the boat out (no exceptions) Crews MUST arrive 15 mins prior to their allocated time slot. If late, then the session will be cut down accordingly to ensure other time slots are maintained. Appropriate clothing to be worn for training sessions - no jeans or heavy clothing. Footwear (that can get wet) MUST be worn in the boat ie. thongs, crocs, runners, etc. Be Sun Smart - Hat, sunscreen etc. Bring a water bottle and a change of clothes (as they will get wet) No valuables to be taken on the boat

Te Waka take no responsibility for any loss, damage or injury.

Any queries, then please feel free to contact Jo Grammatico at [tewaka.president@gmail.com](mailto:tewaka.president@gmail.com)

## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Golf

### Date

**FRIDAY May 15 • START 8:00am • Shotgun**  
Schedule may change

### Sport Coordinator

Virginia Golf Club

### Sport Venue

**Virginia Golf Club** Elliott Rd **BANYO**  
Lunch provided with beverages on cash basis  
Sport Venue Control Location – greens' side of club house  
Parking, drinks, food and all facilities available  
See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)  
Venue may change

### Events

**Handicap and Non Handicap**  
**WOMEN INDIVIDUAL** Open  
**MEN INDIVIDUAL** Open  
**CORPORATE TEAM** Open

### Entry Fee

**\$95** per participant including GST  
Entry includes (one round) 18 holes and lunch after the round  
Entry must be with full payment and at the Games Office by deadline  
NO part payments accepted for this entry  
**Fee includes Online Accreditation** see Games Information  
Entry fee doesn't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**  
Only complete Entries with payment are guaranteed  
**Final Entry Deadline April 16**  
Entries received after the Guaranteed Entry Deadline are taken on a 'first come' basis

### Format

There are two competitions; Handicap and Non Handicap.  
Each competition is one round, shotgun start, non cart non-caddy event over 18 holes. Golfers may enter only one competition. Best card is winner. The Individual and Team events run concurrently  
**Handicap Competition**  
Each Golfer must supply on Entry a valid Golf Link Number and GA handicap. Maximum handicaps – Women 45 and Men 36  
Higher handicaps will be lowered  
Stableford Scoring applies. Returned completed cards must include Stableford pts and totals  
Handicap's will be adjusted on the day to reflect the course slope rating.

### Non Handicap Competition

Is a Scratch event (no handicap required).

### Regulations

Foursome at the tee will include only 2 from the same organisation  
Failure to comply with this rule will result in disqualification  
Golfers may enter one Individual Event and on one Golf Team only  
If scores are tied the GA countback system is applied  
An Individual may represent only ONE Organisation in the Games  
Entry is NOT limited to employees

### Corporate Team

**Team and Individual events are run concurrently**  
Corporate Team consists of any 4 persons men, women or both.  
All team members must represent the same organisation  
All entrants in the Team event will also be entered in the Individual event.  
Team result is the total of the best 3 Individual Event scores

### Rules

The Royal and Ancient Rules of Golf apply

### Dress & Uniforms

Golf Dress code applies. Contact each club for details.  
Soft spikes preferred  
View the Games Apparel Partner Active Teamwear at  
<https://activeteamwear.com/corporate-games/> or contact them on  
[allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au) 

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start Times & Draws

**Schedule:**  
Check In 7:00am  
Briefing 7:45am  
Start Time 8:00am

Draws with start times & hole assignments are available from the Games website ONE week before the Games

### Results

All entrants play and get a result in the Individual event.  
Team result is the total of the best 3 Individual Event scores





## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Netball

### Dates

**FRIDAY** May 15 • **START 6:00pm** • evening if needed  
**SATURDAY** May 16 • **START 8:30am** • day & evening  
**SUNDAY** May 17 • **START 8:30am** • day

Schedule may change

### Sport Coordinator

Carly Nzvimbo

### Sport Venue

**Netball Courts**, Sir William MacGregor Drive  
**University of Queensland ST LUCIA**  
Sport Venue Control Location – Courtside  
Drinks, food and all facilities available

See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)  
Venue and court locations may change

### Events

**WOMEN** Open • **Only played on Sunday**  
**MIXED** Open

### Entry Fee

**\$65** per participant including GST.

NO part payments accepted for this team entry.

**Fee includes Online Accreditation** see Games Information

Entry fee doesn't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**

Only complete Entries with payment are guaranteed

**Final Entry Deadline April 16**

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:

10 minute halves. Half time is 1 minute. Ties stand in Pool Play.

**Elimination Tournament** – 3 minutes extra time at each end (no half time, straight swap over) will be played. If still tied, the team with the highest percentage will advance.

**Medal Matches** – 3 minutes extra time at each end (no half time, straight swap over) will be played. If still tied, the match continues with no breaks until a 2 goal advantage determines the winner.

Squad size **Minimum 9 Maximum 11** required on Entry

Team size 7 players on court

Mixed team maximum 4 women and 3 men on court

A team forfeits if it cannot field 5 players, 3 women and 2 men in mixed

### Regulations

Maximum 1 man in each third; defence, centre and attacking  
Teams must take the court 1 minute before start time. Umpire's whistle will start and finish each match. Always play to the umpire's whistle.

Unlimited substitution applies at half time. A 3 minute injury time occurs in elimination tournament and medal matches **only**.

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

### Rules


ANA Rules as adapted for the Corporate Games. The Games Scoring System will be followed in regard to 'Goal Average'

### Equipment

Competition balls supplied by Games

### Uniform

Like kind and colour preferred. Teams must supply their own bibs. Long nails must be taped even if wearing gloves. No jewellery or plastic butterfly hair clips to be worn.

View the Games Apparel Partner Active Teamwear at  
<https://activeteamwear.com/corporate-games/> or contact them on  
[allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au)  **active™**

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start Times & Draws

Before Final Deadline a preferred start time (Special Request) may be lodged online at [corporategames.net.au/qld/forms/special-request-form](http://corporategames.net.au/qld/forms/special-request-form). Requests are not guaranteed.

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 Captain 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.



## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Running

### Date

**SATURDAY May 16 • START 8:00am**

Schedule may change

### Sport Coordinator

**UQ Sport**

### Sport Venue

**University of Queensland ST LUCIA**

Sport Venue Control Location – Athletic Track, Sir William MacGregor Dr  
Parking, drinks, food and all facilities available

See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)

Venue may change

### Events

**WOMEN & MEN**

**5K -30 • 30-39 • 40-49 • 50-59 • 60+**

**10K -30 • 30-39 • 40-49 • 50+**

### Entry Fee

**\$65** per participant including GST.

**Fee includes Online Accreditation** see Games Information

Entry fee doesn't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**

Only complete Entries with payment are guaranteed

**Final Entry Deadline April 16**

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

### Format

5K Flat course. 10K Flat looped course

5K and 10K are run concurrently

Competitors can not enter both the 5km and 10km.

### Regulations

An Individual may enter in only ONE Running Event and represent only ONE Organisation in the Games.

Entry is NOT limited to employees

**Start** – After check-in runners are free to warm up

Assemble for start with slow runners moving to the back of the pack to avoid tripping

**Finish** – On crossing the finish line stay in order so your time and number can be recorded. You must then 'de-register' within 1min of finishing. If you do not your result will not be recorded.

The event will be held if it is raining

### Age Classes

Determined by age as of 31 December

There are 5 Age Classes in Running

-30 • 30-39 • 40-49 • 50-59 • 60+


### Rules

AA Rules as adapted for the Corporate Games

Also see attached Running Information Sheet and Map

### Uniform

View the Games Apparel Partner Active Teamwear at

<https://activeteamwear.com/corporate-games/> or contact them on [allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au) 

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start

**Schedule:**

Check In from 6:45am

Race Briefing 7:50am at start line

Staggered start for each distance

### Results

1st, 2nd and 3rd placegetters in each event will receive a Card as they cross the finish which must be returned on receipt of their medal.

Medal presentation will follow the finish of the event

## Running Information

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

## Schedule

Venue	The St Lucia Campus University of Queensland		
Date	Saturday May 16		
Sport	Venue Control	UQ Athletics Track on the Grass	
Venue Check In from		6:45am	
Race Briefing		7:50am (at start line)	
Start Time		8:00am	

**Parking at NO COST at campus on weekend**

## Course Details

### Check-In at Venue Control

You are required to show your validated Games ID Card at Check-in on the running track. No card No competition. Chest number (supplied at Running Sport Venue Check In) must be worn on your front and be visible throughout the race. Changing events is not allowed. Start and finish are at the Athletics track at UQ (see map).

### The Race Course (see Map)

5K	1 lap
10K	2 laps

5k and 10k start at 8am

Start and Finish line is at the end of the 100m straight on the Grandstand side of the track. Runners complete 250m of track and exit to the right at the top of the straight. Loop around Field 6 veer left and cross Sir William MacGregor Drive. The crossing will be stationed by traffic controllers. Once on the river side of Sir William MacGregor Drive **STAY TO THE RIGHT OF THE FOOTPATH** (John Oxley walking track). Follow the walking track until you reach about 100mtrs past the intersection of Sir William MacGregor Drive and College Rd do a u-turn and follow the same route back until you cross Sir William MacGregor Drive at the traffic controlled crossing then.....

**5km** runners enter at the top of the athletic track and run to the finish line chute across lanes 1-6.

**10km** runners enter the athletic track and **KEEP TO THE RIGHT SIDE OF THE TRACK** - LANES 7 & 8 when you get to start finish line repeat the first 5km lap. To finish enter the track and run to the finish line chute.

The event will be held if it is raining.

### Aid Stations

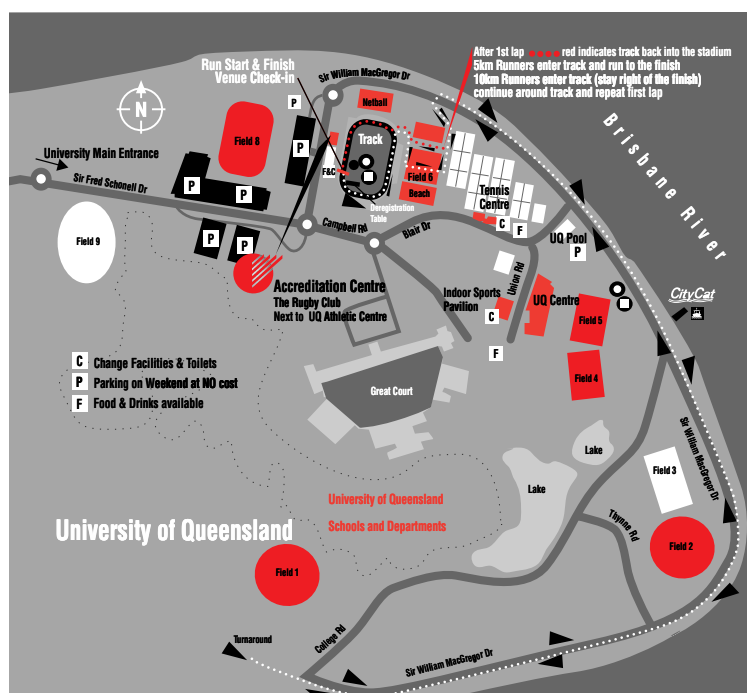
Aid/drinks stations will be located on Sir William MacGregor Drive near the Eleanor Schonell Bridge and at the Finish.

### Finish

On crossing the finish line stay in order and proceed to the Deregistration Table, after the finish line, where your race number will be recorded. Note: If this is not done you will not be included in results.

1st, 2nd & 3rd placegetters in each category will receive a Games Finish Card which must be returned upon receipt of their medal. You must be present to receive your medal. Medal presentation will follow the finish of the event.

Timing – only finish times will be recorded. Complete results will be available only after verification by the Games



## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Soccer 11s

### Dates

**SATURDAY May 16 • START 12noon • day & evening**

**SUNDAY May 17 • START 8:30am • day**

Elimination tournament will be Sunday

Schedule may change

### Sport Coordinator

David Paton

### Sport Venue

**Brisbane Wolves Football Club** Carmichael Park

175 Boundary St **TINGALPA**

Sport Venue Control Location – balcony of Club House

Parking, drinks, food and all facilities available

See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)

Venue and field locations may change

### Event

**MEN Open**

### Entry Fee

**\$65** per participant including GST.

NO part payments accepted for this team entry.

**Fee includes Online Accreditation** see Games Information

Entry fee doesn't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**

Only complete Entries with payment are guaranteed

**Final Entry Deadline April 16**

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:

15 minute halves. No half time. Ties stand in Pool Play.

**Elimination Tournament** – a tie will be broken by the taking of penalty kicks.

Squad size **Minimum 13 Maximum 17** required on Entry

Team size 11 players on field

A team forfeits if it cannot field 7 players

### Regulations

Minimum age to enter Soccer Men Open is 18 as at 31 December

Referees and assistants will be appointed to all matches.

Unlimited interchange applies. The player must leave the field before the substitute takes the field at half way or the substitute will be cautioned.

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

### Rules


FIFA Rules as adapted for the Corporate Games

### Equipment

Competition balls are supplied by the Games

### Uniform

Numbered of like kind and colour.

View the Games Apparel Partner Active Teamwear at <https://activeteamwear.com/corporate-games/> or contact them on [allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au) 

Team shirt colours must be registered at Venue Control. If colours clash, the second named team in draw will wear Games bibs. Goalkeeper must be distinguished from other players.

Non-slip footwear and shin pads are compulsory.

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start Times & Draws

Before Final Deadline a preferred start time (Special Request) may be lodged online at [corporategames.net.au/qld/forms/special-request-form](http://corporategames.net.au/qld/forms/special-request-form). Requests are not guaranteed.

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 Captain will be contacted if a Draw is altered.

### Results

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

## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Soccer 6s

### Dates

**SATURDAY May 16 • START 12noon • day & evening**

**SUNDAY May 17 • START 8:30am • day**

Schedule may change

### Sport Coordinator

David Paton

### Sport Venue

**Brisbane Wolves Football Club** Carmichael Park

175 Boundary St **TINGALPA**

Sport Venue Control Location – balcony of Club House

Parking, drinks, food and all facilities available

See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)

Venue and field locations may change

### Events

**MIXED** Open

**MEN** Open

**MEN** 30+

### Entry Fee

**\$65** per participant including GST.

NO part payments accepted for this team entry.

**Fee includes Online Accreditation** see Games Information

Entry fee doesn't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**

Only complete Entries with payment are guaranteed

**Final Entry Deadline April 16**

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:

15 minute halves. No half time. Ties stand in Pool Play.

Squad size **Minimum 8 Maximum 12** required on Entry

Team size 6 players on field

Mixed team maximum 4 per gender on the field

A team forfeits if it cannot field 4 players 1 per gender for mixed

### Age Classes

All entrants in Soccer 6s Men 30+ must be **over 30 years** and be able to show personal photo ID at the Sport Venue if asked. Teams not complying will be disqualified. Minimum age to enter Soccer 18 years. All ages determined as at 31 December

### Regulations

Unlimited interchanges are applied. The player must leave the field before the substitute takes the field at half way or the substitute will be cautioned.

Referees will be appointed to all matches. No offside rule, so no assistant referees used.

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

### Rules

FIFA Rules as adapted for the Corporate Games


See following Competition Rules

### Equipment

Competition balls are supplied by the Games

### Uniform

Numbered shirts of like kind and colour.

View the Games Apparel Partner Active Teamwear at <https://activeteamwear.com/corporate-games/> or contact them on [allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au) 

Team shirt colours must be registered at Venue Control. If colours clash, the second named team in draw will wear Games bibs. Goalkeeper must be distinguished from other players.

All players must wear non-slip footwear and shin pads. Football boots recommended.

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start Times & Draws

Before Final Deadline a preferred start time (Special Request) may be lodged online at [corporategames.net.au/qld/forms/special-request-form](http://corporategames.net.au/qld/forms/special-request-form). Requests are not guaranteed.

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. **Soccer Mixed and 30+ played Sunday ONLY. Soccer Open Pool Play Saturday and Sunday.**

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 Captain will be contacted if a Draw is altered.

### Results

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



## Soccer 6s Competition Rules

This information must be read in conjunction with 'Sport 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.

### Field Size

Field dimensions are approximately half a full size regulation field

Soccer 6's field dimensions are approximate. Line markings may be adjusted by the Games

### Rules Modifications

No off side rule

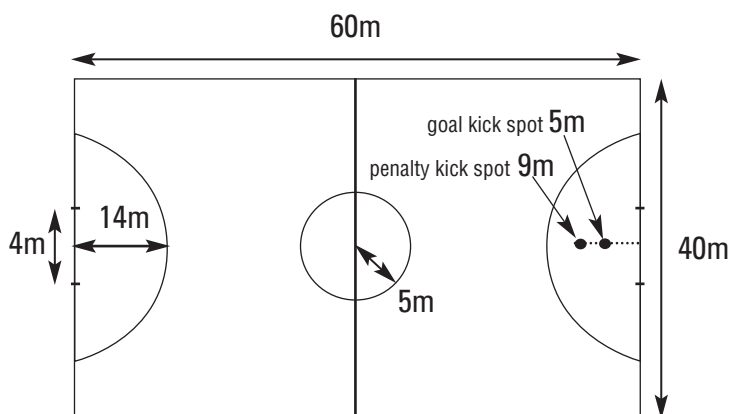
A goal may be scored from inside the opponent's goal area

Any goal kicks and goal keeper clearances whether by hand or foot must bounce within that goal keeper's half. Failure to do so will result in an in-direct free kick against that team from the half-way line.

Opponents must be at least 5 metres from the ball at the taking of any free kick, corner kick etc except in the case of a quick free kick where the referee allows the advantage rule to apply.

A team forfeits if it cannot field 4 players 1 per gender for mixed. Mixed team maximum 4 per gender on the field.

**NOTE: All entrants in Soccer 6s Men 30+ must be over 30 years and be able to show personal photo ID at the Sport Venue if asked. Determined by age as of 31 December in the year of the Games.**



**GOOD LUCK!**



## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Softball

### Dates

**SATURDAY May 16 • START 9:00am • day**  
**SUNDAY May 17 • START 9:00am • morning if needed**  
Elimination tournament may be Sunday morning  
Schedule may change

### Sport Coordinator

Softball Queensland

### Sport Venue

**UQ Fields, TBC**  
**University of Queensland ST LUCIA**  
Sport Venue Control Location – field side  
Parking, drinks, food and all facilities available at University  
See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)  
Venue and field locations may change

### Event

**MIXED Open**

### Entry Fee

**\$65** per participant including GST.  
NO part payments accepted for this team entry.  
**Fee includes Online Accreditation** see Games Information  
Entry fee doesn't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**  
Only complete Entries with payment are guaranteed  
**Final Entry Deadline April 16**  
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  
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  
Team size 10 players on field, maximum 5 per gender  
A team forfeits if it cannot field 8 players, minimum 4 per gender

### Regulations

The first team to bat will be decided by the toss of a coin.  
Match start and end with the umpire's whistle.  
Match 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 following Competition Rules.

### Equipment

Competition balls are supplied by the Games  
Team must supply their own kits including gloves, bats, helmets 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  
View the Games Apparel Partner Active Teamwear at  
<https://activeteamwear.com/corporate-games/> or contact them on  
[allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au) 

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start Times & Draws

Before Final Deadline a preferred start time (Special Request) may be lodged online at [corporategames.net.au/qld/forms/special-request-form](http://corporategames.net.au/qld/forms/special-request-form). Requests are not guaranteed.

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 Captain 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.

## Softball Competition Rules in Brief (Revised 2016)

This information must be read in conjunction with 'Sport Forms', 'Sport Information' and 'Games Information' available from the website.

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 a maximum of 10 players – max 5 per sex - and there must be at least 2 females both in the infield and the outfield. Sides with more than ten players may substitute players (see #2). However teams may play with as few as 8 players so long as there is a minimum of 4 per sex. Otherwise the game is a forfeit.
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.
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 'leading off' or 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) A designated hitter, referred to as a "DH", may be used during the game. The DH will bat instead of one other player (of the same sex) but not field. The player that the DH is batting for will field, but not bat.  
b) The DH must be listed on the Line-Up card prior to the start of the game. The DH is listed in the batting order, and the person they are batting for is listed as number 11 on the Line-Up card.  
c) The DH, or the fielder they are batting for, may be replaced by a substitute who has not yet entered the game.  
d) If a team starts with a DH, they must finish the game with a DH.
18. 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.
19. If a game is abandoned, or deemed over, due to wet weather, darkness, not finishing 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 (conditions permitting) the bottom of the inning will be completed. If this inning cannot be completed the game will be called a tie regardless of the score and #19 applied to break the tie.
20. Ties stand in Pool Play. In the Elimination Tournament and Medal matches ties are broken as follows...
  - 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) if conditions allow, 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 the tie stands.

**GOOD LUCK!**

## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Tennis

### Dates

**SATURDAY May 16 • START 5:00pm • Singles**  
**SUNDAY May 17 • START 8:30am • Doubles**  
Schedule may change

### Sport Coordinator

Stephen Gibson

### Sport Venue

**Tennis Centre, Blair Dr, University of Queensland ST LUCIA**  
Sport Venue Control Location – Shop court side  
Parking, drinks, food and all facilities available  
See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)  
Venue may change

### Events

**SINGLES Women & Men Open • -30 • 30-39 • 40+**  
**DOUBLES Women Open**  
**Men Open**  
**Mixed Open**

### Entry Fee

**\$65** per participant including GST for one event  
If entering **both Singles and Doubles add \$30** including GST  
**Fee includes Online Accreditation** see Games Information  
Entry fees don't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**  
Only complete Entries with payment are guaranteed  
**Final Entry Deadline April 16**  
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 entrants are scheduled for a minimum 3 matches where possible but may play 2, or 4 pool matches  
Competition is **not** graded  
Each pool may contain entrants from all 4 'Levels of Play' as selected at Entry  
Matches are as follows in:  
**Pool Play** – 8 games. If match tied at 4-4 tie stands. If pool tied 'first to 7' tie-break is played to determine pool winner.  
**Elimination Tournament** – 8 game pro-set with tie-break at 4-4.  
**Medal Matches** – are best of 3 tie-break sets, with tie-break at 5-5.  
Players will call their own lines  
In the event of wet weather it may be necessary to shorten matches  
Players must confirm start times and court condition at the venue

### Regulations

You may enter ONE Singles and ONE Doubles Event only  
Doubles Team members must represent the same Organisation  
Warm up is limited to 5 minutes  
An Individual may represent only ONE Organisation in the Games  
Entry is NOT limited to employees

### Age Classes

Determined by age as of 31 December  
There are 4 Age Classes in Tennis  
Open • -30 • 30-39 • 40+  
High standard competitors should enter the Open Class

### Rules

ITA/LTA Rules as adapted for the Corporate Games  
Official Australian Code of Conduct applies

### Equipment

Players must supply their own racquet  
Competition balls are supplied by the Games.

### Uniform

Predominantly white clothing and tennis shoes  
View the Games Apparel Partner Active Teamwear at  
<https://activeteamwear.com/corporate-games/> or contact them on  
[allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au) 

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start Times & Draws

Late arrivals – the following applies:  
One minute late – point penalty  
Three minutes late – game penalty  
Five minutes late – Forfeit from match  
Time is kept by the official time piece at Venue Control  
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 withdrawal. The affected Team Captain/ Individual will be contacted if a Draw is altered.

### Results & Scoring

Players must call their own lines, score, then check and sign the Score Sheet immediately after each match. If a player/team decides not to finish a match the remaining games will be counted as 'walk overs' and forfeit score awarded to the other player/team for seeding and countbacks.

# Tenpin Bowling



## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Tenpin Bowling

### Dates

**SATURDAY May 16 • START 9:00am • day**

**SUNDAY May 17 • START 9:00am • day**

Schedule may change

### Sport Coordinator

#### ZONE BOWLING

### Sport Venue

#### ZONE BOWLING Richlands

407 Archerfield Rd **RICHLANDS**

Sport Venue Control Location – inside Bowling Centre

Parking, drinks, food and all facilities available

See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)

Venue may change

### Events

**SINGLES Women & Men Open**

**CORPORATE TEAM Open**

### Entry Fee

**\$65** per participant including GST for one event

If entering **both Singles and Teams add \$30** including GST

**Fee includes Online Accreditation** see Games Information

Entry fees don't include Personal Accident Insurance see Games Information

### Entry Deadlines

#### Guaranteed Entry Deadline April 1

Only complete Entries with payment are guaranteed

#### Final Entry Deadline April 16

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

### Format

Singles events and Team squad results are determined over one 3 game series based on total pinfall plus handicap

Handicap is based on 90% of the difference between the average and 200

Average is determined after completion of play

League average not applicable

### Regulations

Ties will be broken using the the centre's tie breaking system

Late arrivals have until the end of the third frame of the first game to arrive. In the Team event if a player doesn't arrive the 'vacant score' will be used.

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

### Corporate Team

Corporate Team consists of any 4 bowlers men, women or both. All team members must represent the same Organisation.

Competition is squads (qualifying) followed by Finals

First and second placed teams from each squad qualify for the Final

Final may be on a different day than your squad play

Final format is 3 games based on total pinfall plus handicap. Average

from qualifying used for Final.

### Rules

TBA Rules as adapted for the Corporate Games

### Equipment

Shoes and ball are supplied if needed by the Bowling Centre free of charge

### Uniform

Like kind and colour preferred

View the Games Apparel Partner Active Teamwear at

<https://activeteamwear.com/corporate-games/> or contact them on [allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au)  **active™**

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start Times & Draws

Singles squad times Sunday • 9:00am

Team squad times Saturday • 12:30pm & 2:45pm

Extra Team squad times Sunday • 9:00am if needed

Team Final Sunday after Singles

Draws with start times are available from the Games website ONE week before the Games.

### Results

Entrants must check the results posted at the venue before medals are presented



## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Touch

### Date

**SATURDAY May 16 • START • 9:00am**

**SUNDAY May 17 • START • 9:00am**

Schedule may change

### Sport Coordinator

Colin Paul

### Sport Venue

**Field 1 and 8** Sir William MacGregor Dr

**University of Queensland ST LUCIA**

Sport Venue Control Location – Games tent on each Oval  
Parking, drinks, food and all facilities available

See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)  
Venue and field locations may change

### Events

**MEN Open**

**MIXED Open**

### Entry Fee

**\$65** per participant including GST.

NO part payments accepted for this team entry.

**Fee includes Online Accreditation** see Games Information

Entry fee doesn't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**

Only complete Entries with payment are guaranteed

**Final Entry Deadline April 16**

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

Competition is 6 a side

Matches are as follows:

25 minutes. Turnaround after touchdown. No half-time.

Central timing will operate. Ties stand in Pool Play.

Squad size **Minimum 8 Maximum 12** required on Entry

Team size 6 players on field

Mixed team maximum 3 per gender on field

A team forfeits if it cannot field 5 players

### Regulations

Play to the referee's whistle.

Team must take the field 1 minute before start time.

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

### Rules

ATA as adapted for the Corporate Games

### Equipment

Competition balls supplied by Games

Footwear must be worn. Shoes with moulded sprigs permitted. NO studded boots permitted. Footwear will be inspected.

### Uniform

Must be of like kind and colour. Numbers required on shirt sleeve or back. Players with no numbers will have them drawn on their arms/legs.

View the Games Apparel Partner Active Teamwear at  
<https://activeteamwear.com/corporate-games/> or contact them on  
[allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au) 

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start Times & Draws

Before Final Deadline a preferred start time (Special Request) may be lodged online at [corporategames.net.au/qld/forms/special-request-form](http://corporategames.net.au/qld/forms/special-request-form). Requests are not guaranteed.

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 Captain will be contacted if a Draw is altered.

### Results

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



## SPORT ENTRY INFORMATION

Please read below and Games Information if entering Volleyball

### Date

**SUNDAY May 17 • START 8:30am • day**  
Schedule may change

### Sport Coordinator

**Nicole Gamble**

### Sport Venue

**Indoor Sports Pavilion, Union St  
University of Queensland ST LUCIA**  
Sport Venue Control Location – Inside Hall  
Parking, drinks, food and all facilities available  
See map at [corporategames.net.au/qld/Sport/venue-map](http://corporategames.net.au/qld/Sport/venue-map)  
Venue and court locations may change

### Event

**MIXED Open**

### Entry Fee

**\$65** per participant including GST.  
NO part payments accepted for this team entry.  
**Fee includes Online Accreditation** see Games Information  
Entry fee doesn't include Personal Accident Insurance see Games Information

### Entry Deadlines

**Guaranteed Entry Deadline April 1**  
Only complete Entries with payment are guaranteed  
**Final Entry Deadline April 16**  
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:  
20 minutes with change over at 10 minutes. Ties stand in Pool Play.  
**Elimination Tournament** – ties will be broken by a single rally with winner advancing. Serve for the tie break is determined by coin toss.  
**Medal Matches** – first team to 25 points, must win by 2. If tied at 25 the first to 27 points wins.  
Squad size **Minimum 8 Maximum 10** required on Entry  
Team size 6 players on court  
Team maximum 3 per gender on court  
A team forfeits if it cannot field 5 player max 3 per gender

### Regulations

Scoring is point per rally  
Players rotate clockwise on win of serve. Substitutions must be into the server's position with player coming off from position '2'. Libero rule does not apply

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

### Rules

FIVB as adapted for the Corporate Games

### Equipment

Competition balls supplied by Games

### Uniform

Like kind and colour preferred. Non marking sport shoes only  
View the Games Apparel Partner Active Teamwear at  
<https://activeteamwear.com/corporate-games/> or contact them on  
[allan.sassoon@workweargroup.com.au](mailto:allan.sassoon@workweargroup.com.au)  **active™**

### Fee Payments

When entering payment is via Credit Card or PoliPay (transaction fee applies to credit card payments we don't accept Diners). Payment must be in full NO part payments.

### Start Times & Draws

Before Final Deadline a preferred start time (Special Request) may be lodged online at [corporategames.net.au/qld/forms/special-request-form](http://corporategames.net.au/qld/forms/special-request-form). Requests are not guaranteed.

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 Captain 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.