



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
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  **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. 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!

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

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

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

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

Contact Details

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