

GAMES INFORMATION

Please read if entering the Games

Celebrations

Games Awards Party at the Brisbane Marriott Hotel, on Monday May 21 from 6:30pm. Features special guests presenting the Corporate Awards and costs \$50.

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. To purchase Personal Accident Insurance call 1300 301 418 or go to corporategames.net.au/qld/organisingateam.shtml

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.

Entry Changes

Replacement or Changes after April 26 are at the discretion of the Games and subject to a \$25 fee per change.

Withdrawals and Refunds before April 26 refunds are minus \$25 per person, after April 26 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 **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 Brisbane from Thursday May 17 to Sunday May 20. 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 **131 230** for Brisbane City Council's TransInfo Line 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.

Games Info Line 1900 954 010

The following information will be available only during the 3 days of competition by calling this Games Information Line.

Wet Weather Line – If weather affects playing times, updates on schedule changes or postponements will be available by calling the Games Info line.

Sport Information Line – Elimination Tournament seedings for selected sports will also be available on this line.

NOTE: Some phones may be barred from accessing '1900' numbers.

Cost is 83c including GST per minute, higher from mobile & pay phones

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 May 22 after the Games Awards Dinner from the Games website at www.corporategames.net.au/qld

Post Entry Form to

Corporate Games P/L
GPO Box 5152
Sydney NSW 2001
Australia

Games Contact Details

info@corporategames.net.au
Tel 1300 301 418
Fax 1300 301 419
www.corporategames.net.au



Cricket 8's

CHAMPIONSHIP



SPORT ENTRY INFORMATION

Please read if entering Cricket 8's

Date

SUNDAY May 20 • START 7:45am • day
Schedule may change

Sport Coordinator

Warehouse Cricket

Sport Venue

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

Map available from corporategames.net.au/qld/sportevents.shtml
Venue and field locations may change

Events

WOMEN Open
MEN 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 March 29

Only complete Entries with payment are guaranteed

Final Entry Deadline April 12

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 when entering

Matches are as follows:

1 hour limited overs

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

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 (Platypus Plyaballs) 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.

Fee Payments

Fees are payable to **Corporate Games Pty Ltd**, ABN 64 056 480 543 by Money Order, Cheque, Direct Debit or Credit Card

Direct Debit bank details are BSB 012141 Account 8527 93733

We accept Visa, MasterCard and American Express. Transaction fee applies to Credit Card

Evidence of Direct Debit or Credit Card payments MUST accompany the Entry Form

Start Times & Draws

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

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.

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.

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 8's Competition 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.

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

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

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

Match Results

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

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

The Ball

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

Time Wasting

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

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

GOOD LUCK!

