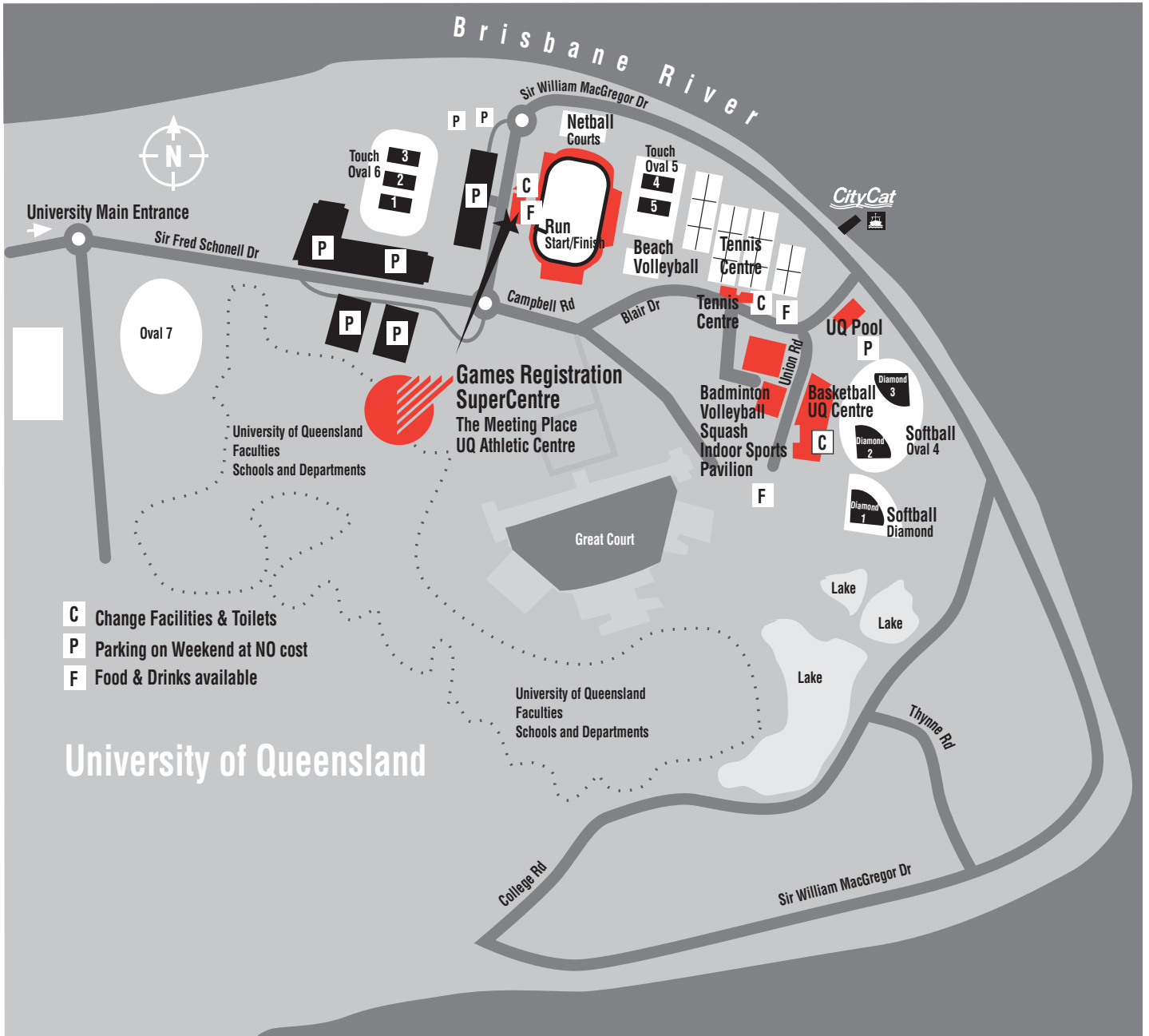
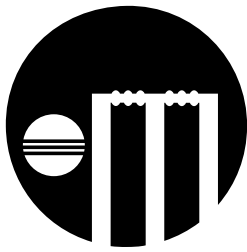




**Games Sports Map**  
**University of Queensland St Lucia Campus**





# Cricket 8's



**Queensland  
Corporate  
Games®**

## 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 no matter if off the bat or a sundry 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

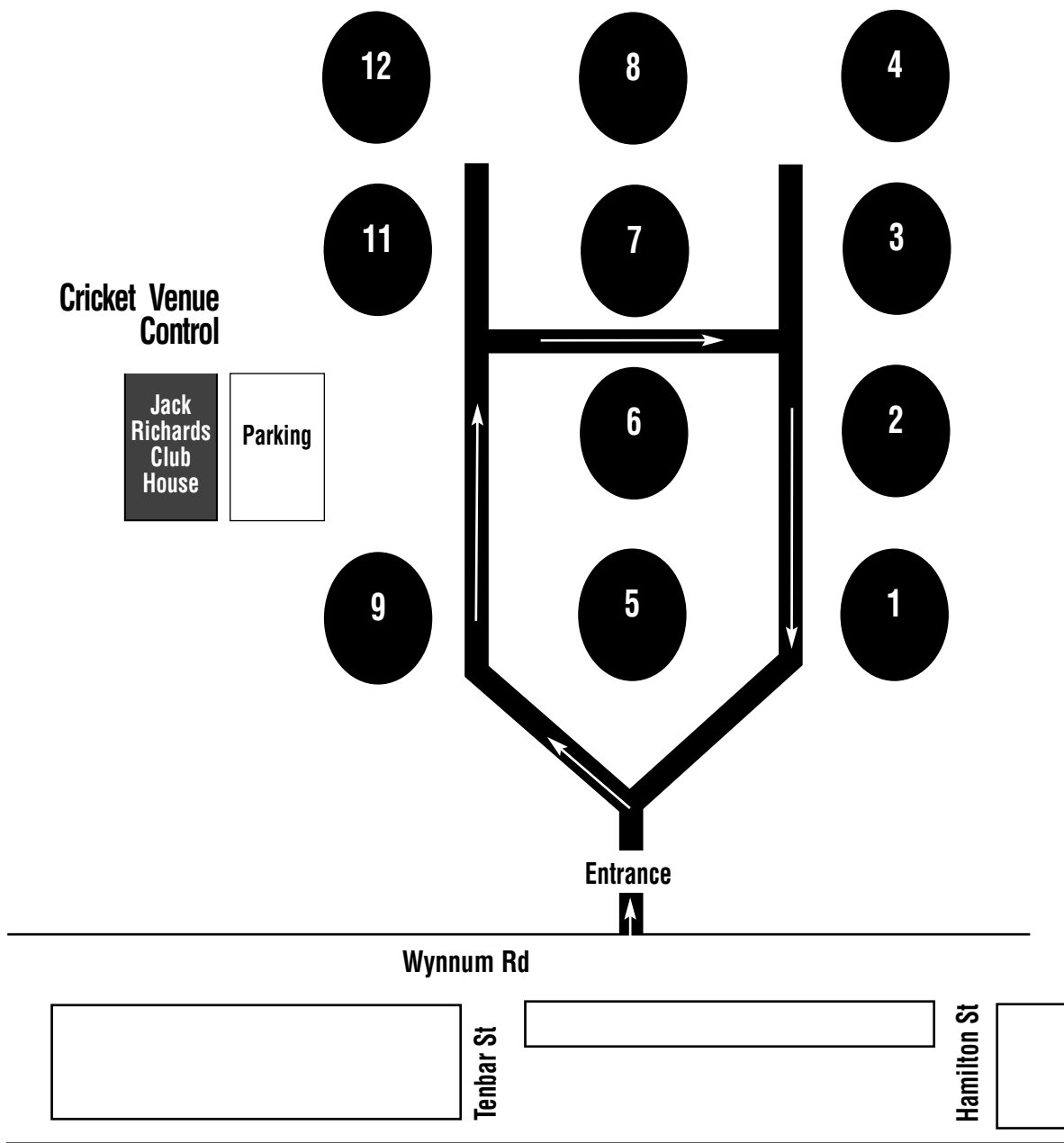
All teams must complete their allotted overs in less than twenty five (25) minutes unless either the officiating umpire or Sport Coordinator rules that extra time will be added due to an injury or legitimate disruption to play.

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!**



***Kianawah Park  
Tingalpa***





## Running Information

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

## 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. 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 350m of track and exit through the gates. Run past the roundabout to the footpath (John Oxley walking track) near the rowing sheds on Sir William MacGregor Drive. **STAY TO THE RIGHT OF THE FOOTPATH.** Follow the John Oxley walking track until you reach the intersection Sir William MacGregor Drive and College Rd do a u-turn and run back to the start via the John Oxley walking track.

**5km** runners enter the athletes track and run to the finish line shute across lanes 1-6. **10km** runners enter the athletes track and **KEEP TO THE RIGHT SIDE OF THE TRACK** - LANES 7 & 8. Complete a lap of the track and repeat the first 5km lap. To finish enter the track and run to the finish line shute.

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

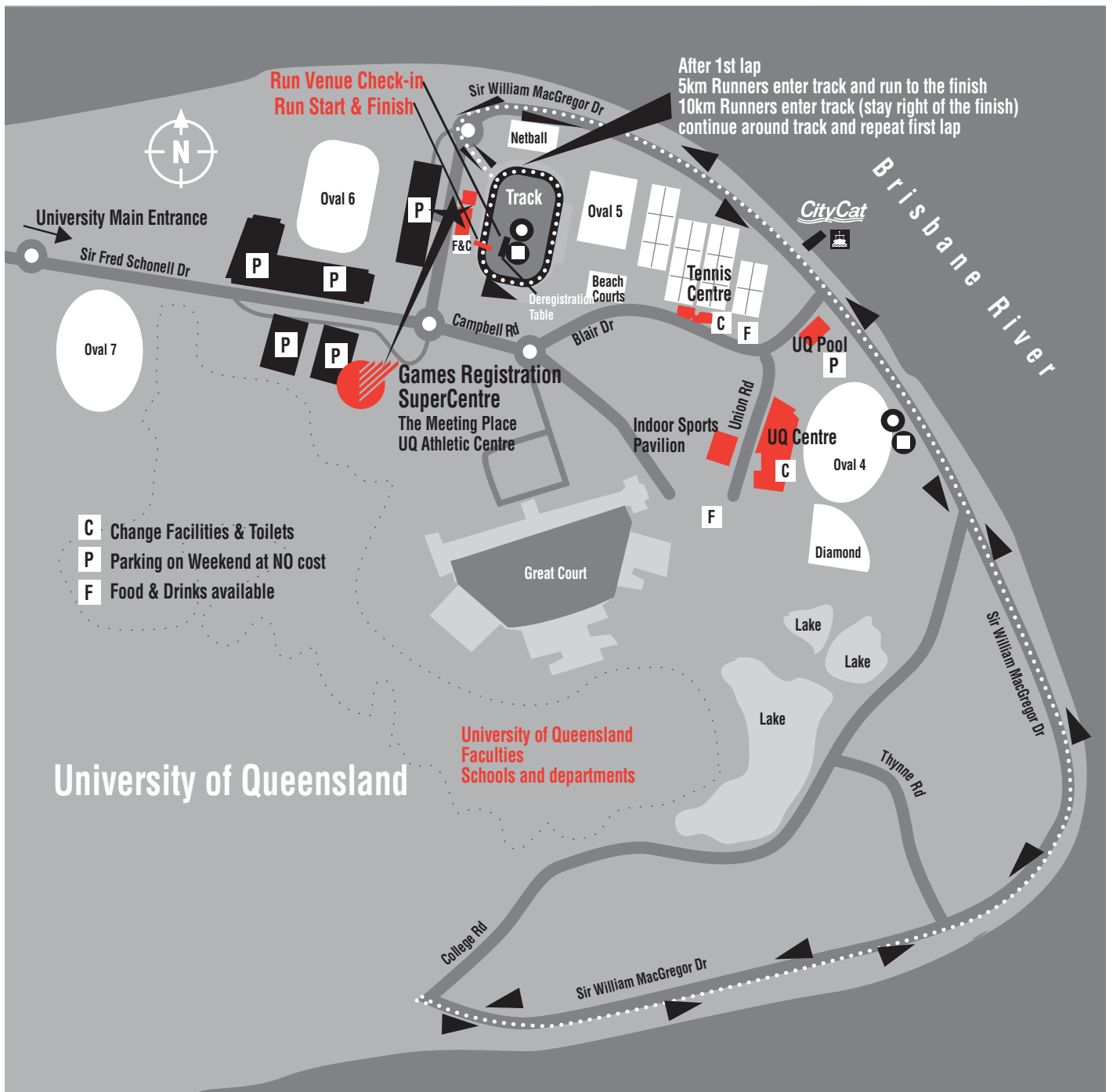
**GOOD LUCK!**

# St Lucia Campus UQ

## Running Venue Map



- Aid Station
- Drink Station





**OKI**  
PRINTING SOLUTIONS  
**Soccer 6's**



### Soccer 6'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.

#### 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

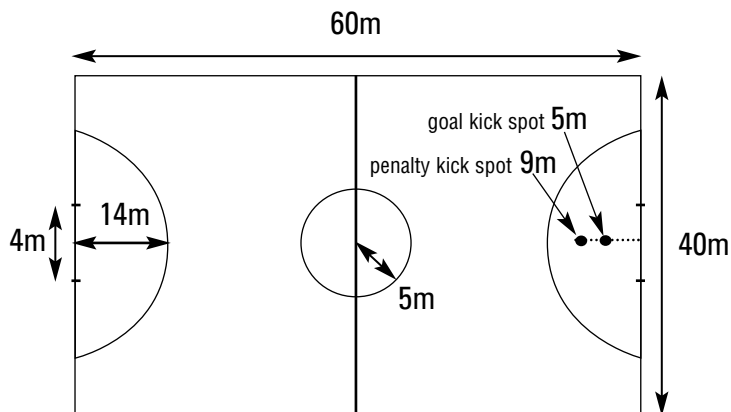
No off side rule

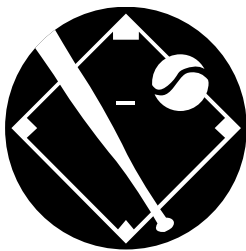
A goal may be scored from inside the opponent's goal area

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.

**NOTE: All entrants in Soccer 6's 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 2009**





# Softball



## Softball Competition Rules in Brief

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.

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 are at the sole discretion of the Games.

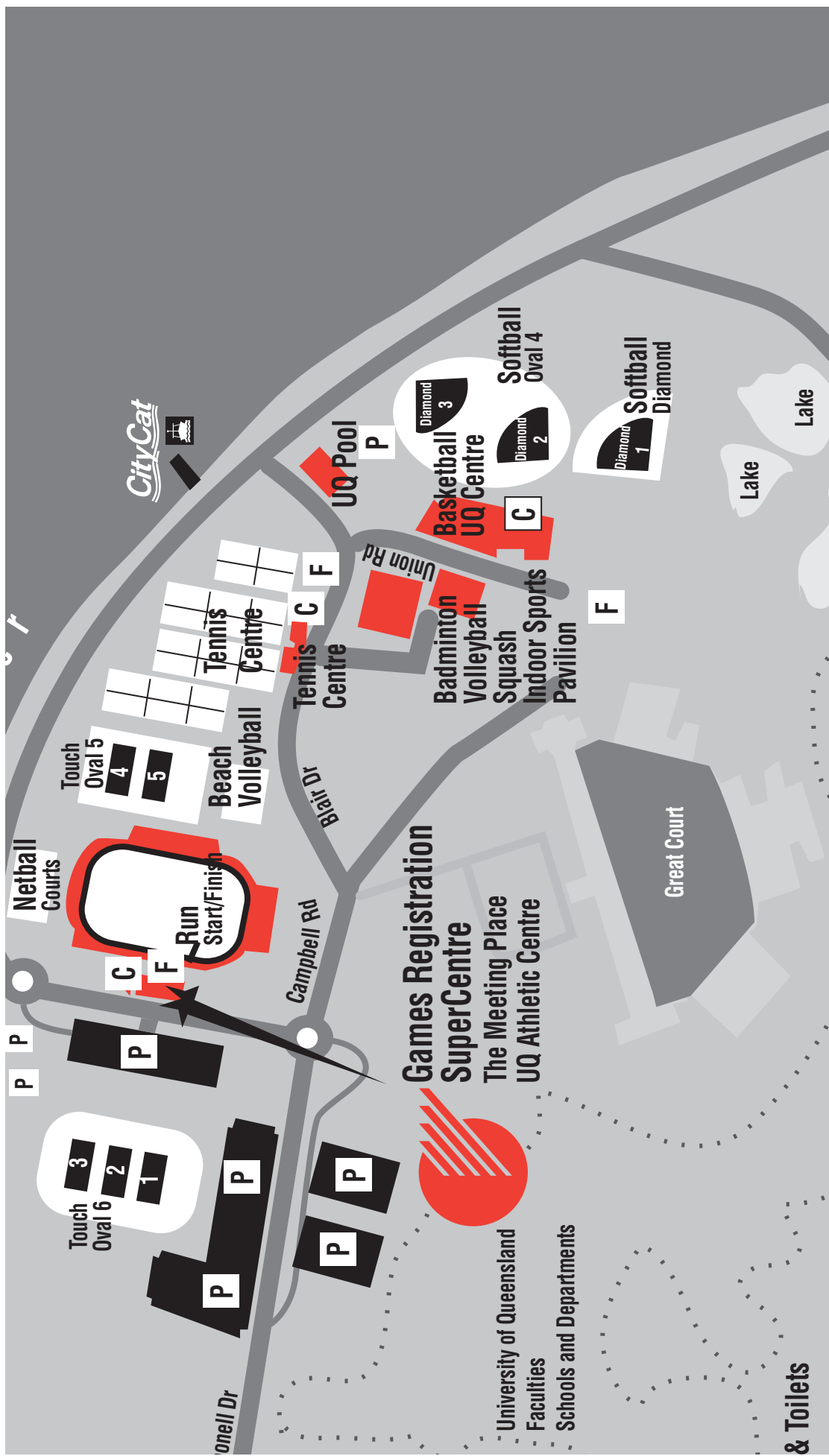
One team member should be designated to learn the complete set of rules, available from the Games Office. For all other players, the following summary is intended to give a brief overview of the game.

1. Each team has 10 players - 5 males and 5 females and there must be 2 females both in the infield and the outfield.
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 - except the last innings, where there is no restriction on the number of runs that can be scored.
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 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 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, but an innings in progress will continue until completed or until time has elapsed, whichever occurs first.
18. If a game is abandoned due to wet weather, darkness or by the Games 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.



# Softball Diamond Map

## University of Queensland St Lucia Campus



& Toilets