

POLICY No. 1: Forfeits / Cancellations

WE REQUIRE A MINIMUM OF 72 HOURS NOTICE OF A FORFEIT. If 72 hours notice is not given a \$40.00 cancellation fee will be charged and added to your next game fee. This charge will cover the cost of organizing changes for your opposition and staff already rostered.

Teams who FORFEIT are penalised premiership points which are deducted from their Premiership Ladder as follows:

- Penalty - 6 points (Soccer)
- Penalty - 7 points (Action 6+ Cricket)
- Penalty - 8 points (Cricket & Netball)
- Penalty - 12 points (Sandball & Volleyball)

- **Two forfeits may result in removal from the competition.**
- **Teams forfeiting the FINAL ROUND of competition will be ILLEGIBLE to play in finals.**

Remember, if you turn up with at least four players you could avoid all the above mentioned penalties as we are in most cases able to find fill in players.

Forfeit Wins

To receive any points for a forfeit win a team must play in their rostered spot. We will endeavour to get opposition for the team concerned. If we are unable to get opposition we will inform you of the situation.

- The 'Original Opposition' team will receive a minimum of 6 points(Soccer), 7 points (Action 6+ Cricket), 8 points (Cricket & Netball), 12 points (Sandball & Volleyball) irrespective of the grade of the opposition or the game result.
- The original opposition can earn more than 6/8/12 points if they earn points by winning and scoring.

Note: if the opposing team played by the Original Opposition is NOT GRADED (i.e. a grading team) the "Original Opposition" will receive a straight 8 points for Cricket & Netball, 7 points (Action 6+ Cricket), 6 points for Soccer or 12 points for Sandball & Volleyball.

The original opposition MUST play to receive ANY points. The original opposition will at no time be advised of the change or be asked by management to play outside their fixture.

This policy is introduced to protect the reliable majority and to ensure all teams where possible play their full season of games.

POLICY No. 2: Game Changes

If the Stadium is given MORE THAN 72 HOURS NOTICE of a team being unable to play a fixtured game for a genuine reason the team must be prepared to play a **catch up game** against opposition arranged by management within approximately 2 rounds of the change, or you will receive a LOSS ON FORFEIT (Refer Policy No. 1). Due to limited court space, the stadium cannot guarantee a catch-up spot will be available, teams forfeiting a fixtured game run the risk of not catching up their game and receiving a **loss on forfeit**.

Catch Up Points Systems

- If the opposition team played in the catch up game is in a **higher grade**, your team cannot receive less than 4 points (Cricket, Netball & Soccer), 6 points (Sandball & Volleyball) irrespective of the game results.
- If the opposition team is in a **lower grade** your team cannot receive more than 8 points maximum (Cricket & Netball), 6 points (Soccer), 7 points (Action 6+ Cricket), 10 points (Sandball & Volleyball). (i.e. You cannot earn more than 6 points (Soccer), 8 points (cricket & netball) or 10 points (Sandball & Volleyball) in a catch up game.)

POLICY No. 3: Game Fees

All teams are expected to pay **FULL GAME FEES** each week regardless of the number of players playing. No player will be allowed to take the court if they have not paid their game fees.

POLICY No. 10: Administration Points

Team administration off the court is as important as a good performance on court. Teams will be penalised premiership points for the following:

1. Failure to complete the team card, (penalty one (1) Premiership point per round).
2. Pay short game fees (penalty one (1) Premiership point per round).

POLICY No. 11: Safety/Insurance

As the sports of Cricket, Netball, Soccer and Volleyball are of an 'Active' nature with moving equipment (i.e. balls, bats) and participants, all players must be aware that injuries/accidents may happen and players play at their own risk.

- Action Indoor Sports Stadiums are covered by PUBLIC LIABILITY Insurance.
- A condition of entry to Action Indoor Sports is that customers assume the risks of injury that are a common and ordinary occurrence of sports.

Action Indoor Sports does its best to make your playing time safe and enjoyable by using softer balls and providing safe equipment. Don't contribute to the risk of injury by being reckless with equipment or careless with your actions.

Play games with logical caution and enjoy . . .

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Your closest Action Indoor Sports Stadium is:

- If your team has fill-in players **THEY MUST BE PAID FOR OR YOUR TEAM WILL HAVE TO PLAY SHORT**, with only financial players being allowed to take the court.
- Stadium Staff are **NOT PERMITTED** to accept INDIVIDUAL player Game Fees - all Game Fees must be paid as a TEAM FEE prior to your game starting.
- Players running late will have to re-imburse team members who have already paid the TEAM GAME FEES IN FULL and will **not** be able to pay at Reception INDIVIDUALLY.

If full game fee is not paid on the night teams will be invoiced and a penalty of 1 premiership point will be incurred.

POLICY No. 4: Registration Fees

Registration fees for **ALL SPORTS** are \$_____ **per player** and can be paid individually at Reception.

- **Only REGISTRATION PLAYERS can QUALIFY FOR FINALS**
- Five (5) BONUS POINTS PER PLAYER will be awarded if the Registration Fees are paid by ROUND 3 of competition. (Maximum bonus points: Cricket - 40 / Action 6+ Cricket - 30 / Netball - 35 / Sandball - 30 / Soccer - 20).
- Games played by players while unregistered DO NOT count as qualifying games for finals.
- Players playing for multiple teams need only pay Registration Fees with two (2) teams. The Stadium upon notification by the player will pay any further Registration Fees.

NB - it is the players responsibility to notify the Stadium of multiple teams by ROUND 3 to receive any Bonus Points and finals qualification games will begin upon the Stadium paying Registration Fees on the players behalf.

POLICY No. 5: Uniforms

As of round 4 all teams shall wear matching coloured shirts. Shirts must be predominantly the same colour and shade (allowance will be made for fading).

- Shirts must have sleeves.
- No singlets or sleeveless shirts shall be permitted on the court nor shall jeans or any footwear which is not deemed to be a sport shoe.
- Players may wear different styles of tops ie. T-shirts, polo shirt, windcheaters etc. Printing and stripes do not have to be matching.

Note: The Stadium encourages all teams to wear identical sports shirts as it looks good and reflects a well organised team while being an accepted sporting custom.

A jacket or jumper over a team shirt of a different shade shall be deemed a penalty if not removed prior to the game commencing.

Uniform Penalty:

Cricket	-3 / 5 runs	per infringement
Netball	-1 goal	per infringement
Sandball	-3 points	per infringement
Soccer	-1 goal	per infringement

POLICY No. 6: Finals / Player Qualification

Player Qualification

- To qualify for finals a player must play five (5) games **after paying Registration fees**, during the season. Legal games may include one (1) win on forfeit (provided the player has played prior to the win or forfeit being used as a qualifying game).
- Teams who join the competition during the season must ensure players play 1/3 of the games played to qualify. These games may include one (1) win on forfeit incurred after joining the competition.

Please note that there are **no exceptions** to this rule **under any circumstances**.



TEAM MEMBERS

Name	Phone
1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
13.
14.
15.

REMEMBER

Confirm your players for your team's next game!

ACTION

. . . and plenty of it!

Finals

Ladder positions are decided on total points. If any teams are level on points the team with the greater number of wins shall be deemed the higher place getter. If wins are also equal, percentage (%) shall be the deciding factor.

- In the event of a drawn final (except Grand Final), the **team which finishes higher on the ladder** shall be deemed the winner.
- In the event of a drawn Grand Final, extra overs (Cricket) or time (Netball/Soccer/Sandball) shall be played until the winner is determined.

POLICY No. 7: Fill-in Players

Any player registering for a team after Re-Grade must have approval from the competition manager. If it is felt that this player affects the grading of the team involved to the disadvantage of the other teams in that grade, approval will not be given. After Re-Grade a team may be penalised three (3) runs/goals/points per grade for playing a "fill in" player who regularly plays in a higher grade.

POLICY No. 8: Suspension

Any player who is reported during a game by an umpire or staff will be suspended if found guilty by the stadium referee.

Minimum Penalty

(a) Continual Abusive language	2 weeks
(b) Equipment abuse	2 weeks + fine
(c) Fighting	Indefinite ban
(d) Facility abuse	2 weeks + fine
(e) General unsportsmanlike behaviour	1 week
(f) Threatening an umpire	2 years
(g) Assault	Life + legal action

- Team misbehaviour will result in the team being removed from the competition and a possible indefinite ban.
- Players Suspended are unable to enter the premises for any reason. Any violation of this will result in a charge of trespass and the Police notified. Staff members playing in competitions out of work hours will be bound by the stadium policy and face instant dismissal if found guilty of the above offences.

POLICY No. 9: Regrading Teams

- A team, which in the opinion of management is graded incorrectly, shall be regraded after round 5 of a season or at any other time up to round 10 if necessary, on the discretion of the tournament referees.
- A team which enters another grade shall go into the grade in the same position as its previous grade with the equivalent points as the team who occupied that position prior to the regrade.
- A new team shall enter a grade with the same points as the **lowest** team in that grade and may enter anytime up to finals.

However to playoff in finals any team must play a minimum of 5 games and all players must play three (3) games to qualify

EXAMPLE: Points Adjustment for Re-Grade. Team ABC is on top of grade D – they are graded up and their points shall be changed if necessary to equal the points of the team in top spot in the new grade. The XYZ in on the bottom of grade X7 – the are graded down and their points shall be changed, if necessary, to equal the points of the team on the bottom of the new grade. Any bonus points gained or lost will be taken into account.

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Stadium Policy

EFFECTIVE FROM 1ST MARCH 2006.

THE FOLLOWING POLICY IS DESIGNED TO ASSIST THE SMOOTH RUNNING OF YOUR COMPETITION AND TO PROTECT THE RELIABLE MAJORITY.

IT IS IMPORTANT YOU READ AND UNDERSTAND THE OPERATING RULES TO ENJOY YOUR SEASON TO ITS FULLEST.