



# BOX HILL INDOOR SPORTS CENTRE

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## JUNIOR INDOOR SPORTS

NETBALL

CRICKET

SOCCER

**Level:** Grade 1/2  Grade 3/4  Grade 5/6  Year 7/8  Year 9/10  Year 11/12

*(NOTE: Teams must nominate to play in the level of the player in the highest year in the team)*

Team Name:.....

Parent/Contact Name:..... Tel: Home ..... MOBILE .....

Team Captain:..... Tel: Home ..... MOBILE.....

Address:..... Postcode: .....

Email:.....

It is understood that the following conditions shall apply:

1. Game fees are **\$9.50 per player** each game (includes GST) for a minimum of 5 players.
2. A **\$20 registration fee** must be paid by each individual player.
3. All players **play at their own risk (no insurance)** and accept the Playing Conditions on the back hereof.
4. A completed Player Registration Form must accompany this form.

Date:     /     /     Signed:.....

(Parent/Contact)

(Captain)

### TIME PREFERENCES: Please indicate in Number order – PLEASE FILL IN ALL BOXES

Rank in order of preference from 1 - 3

4:30PM	5:25PM	6:20PM
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<input type="checkbox"/> TUESDAY <i>(Primary Cricket)</i>			
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Rank in order of preference from 1 - 3

4:30PM	5:25PM	6:20PM
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<input type="checkbox"/> WEDNESDAY <i>(Secondary Cricket)</i>			
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Rank in order of preference from 1 - 5

4.00PM	4.35PM	5.10PM	5.45PM	6.20PM
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<input type="checkbox"/> THURSDAY <i>(Soccer)</i>					
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Please Note: Junior Soccer (Grades 1 – 4 will play Thursdays; Years 5 – 12 play Fridays)

Rank in order of preference from 1 - 9

4.25PM	5.00PM	5.35PM	6:10PM	6:45PM	7:20PM	7:55PM	8:30PM	9:05PM
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<input type="checkbox"/> FRIDAY <i>(Soccer &amp; Netball)</i>								
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Additional Comments:.....

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# **BOX HILL INDOOR SPORTS STADIUM POLICIES**

## **POLICY 1: Forfeits/Game Change**

Once the competition has begun with all courts fully allocated, no reschedules will be allowed. Any team forfeiting a game may be removed from the competition at the centre's discretion.

In special circumstances, a \$60 forfeit fine will be imposed, and the team will be penalised 4 competition points. The team may have an opportunity to play a fill in game within two weeks of forfeiting in order to avoid being penalised any points.

In order to avoid a forfeit, teams may vary the composition of their team from week to week. Additionally, the centre maintains a register of individual players who are available to "fill-in" or take up a permanent position in a team.

## **POLICY 2: Game Fees**

All teams are expected to pay **FULL GAME FEES** each week regardless of the number of players playing. Teams will not be allowed to take the court if they have not paid their game fee.

In special circumstances, whereby approved by management, teams not paying the full game will have until their next game to pay the money owing. If failing to pay at their next game, teams will be penalised two competition points per week until they become financial.

## **POLICY 3: Registration Fees**

Registration fees for all sports are \$20 per player per season. If playing for more than one team in a season, players need only pay the fee once. It is however the player's responsibility to notify the centre of multiple teams.

Teams failing to pay the minimum number of registration fees by the third game of the season will be penalised two competitions points per week until doing so.

Games played by players while unregistered DO NOT count as qualifying games for finals. Players need to play 5 "qualified" games to be eligible for finals.

Players must ensure that their personal details have been provided to the centre at the beginning of the season.

## **POLICY 4: Uniforms**

Teams must be in matching coloured shirts by the third competition game. Players are not permitted to wear jeans or any footwear that is not deemed to be a sports shoe.

Teams may combine shirt styles with different printing as long as the shirts are predominantly the same colour ie 80% rule (including shade). Extreme differences in shade (eg light blue vs dark blue) will be penalised. Variation in colour through wash and wear will be tolerated as long as the colour has not varied too significantly. The umpire/referee will judge whether a uniform is correct. If there is a dispute, the Duty Manager will make the final decision.

Teams failing to have matching coloured shirts by the required game will incur the following penalty: Netball/Soccer - 1 goal, Cricket - 3 runs.

## **POLICY 5: Finals**

Players must play 5 games during the season after paying their registration fee in order to qualify for finals. Teams who join the competition during the season must ensure players play one third of the games to qualify.

Ladder positions are decided on total points. If any teams are level on points, the team with the higher 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, extra time shall be played until the winner is determined (cricket is decided by the team finishing higher on the ladder). Extra time will apply for all sports in grand finals.

## **POLICY 6: Fill-in Players**

Any player registering for a team after Re-grade must have approval from management. If it is felt that this player affects the grading of the team involved to the disadvantage of other teams in the grade, approval may not be given.

Teams may not at any point in the season have more than one player from a higher grade (within the same age group) fill in. A team found breaching this rule will automatically lose the game on forfeit.

No player can join a team after the halfway point of the season if they already play in a higher grade.

## **POLICY 7: Re-Grading Teams**

A team which in the opinion of management is graded incorrectly shall be moved after Round 5 of a season or at any other time up to Round 10 if necessary at the discretion of management. A team which is regraded will maintain the same number of points they had earned in the previous grade but no more than the top team and no less than the bottom team.

A new team entering a grade will be awarded average points based on the teams in that grade up until the halfway point of the competition. Any team entering a grade after the halfway point will be awarded the same number of points as the bottom team. A new team to a grade must play a minimum of five games to be eligible for finals.

## **POLICY 8: Safety/Insurance**

As all the sports we offer are active in nature with moving equipment, participants need to be aware that injuries may occur and players play at their own risk.

Players are not covered by 'personal accident insurance'. All patrons are strongly advised to have their own private health insurance and ambulance cover.

## **POLICY 9: Behaviour**

For the enjoyment of all, games are expected to be played in a sportsmanlike manner. The centre reserves the right to dismiss any team or member thereof for threatening, offensive or abusive behaviour. The team shall be held responsible for the actions of its members and spectators both on and off the court.

## **POLICY 10: Year Level**

Players must currently be in the nominated year level or younger. **Example:** Two players are in **Grade 3**, two players are in **Grade 4** and two players are in **Grade 5**. You must then select **Grade 5** as your **nominated year level**.