



# JUNIOR NETBALL ACTION FAST 5s CUP

**5-A-SIDE NETBALL**

**U10 - U18 FRIDAYS**

**5PM ONWARDS**

**14 WEEK TOURNAMENT + FINALS**

**NO GAMES DURING HOLIDAYS**

**5-A-SIDE PLUS SUBS**

**2 POINTERS/POWER PLAYS**

**FAST REBOUND ACTION**

**\$170 PER PLAYER**

**ENTER YOUR TEAM!**

**BOX HILL INDOOR SPORTS  
989 07000**

**[boxhillindoorsports.com.au](http://boxhillindoorsports.com.au)**

**YOUTH  
NETBALL**



**BOX HILL**



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## BOX HILL INDOOR SPORTS CENTRE - STADIUM POLICY

### POLICY 1: The Team

A team consists of five (5) players, with a maximum of five (5) substitutes. No team can start with less than four (4) players.

Players must ensure that their personal details (phone number, address and e-mail) have been provided to the centre at the beginning of the season.

### POLICY 2: The Game

The duration of the game is 4 x 8 minute quarters, with a one minute break at half time.

### POLICY 3: Officials

The centre shall provide the umpire who shall control the game, operate the scoreboard and act as a timekeeper. The umpire's interpretation of the rules shall be final and teams have no choice in umpires. The result at the end of the game will stand and no further discussion will be entered into.

### POLICY 4: Forfeits

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 the event of a forfeit, a \$100 forfeit fine will be imposed payable immediately in person or over the phone using a credit card. The forfeiting team will be penalised 3 competition points.

The non-forfeiting team is still required to play to receive possible maximum competition points (Management reserves the right to 'match-up' teams (from different grades) whereby no forfeit points will be allocated and the result of the game will stand.

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.

In the special event your team has been allowed by management's discretion to play a catch-up game, the full game fee has to be paid in order to get your 4 competition points back for forfeiting your scheduled game.

### POLICY 5: Game Fees

All teams are expected to pay **FULL GAME FEES** at the beginning of the season unless otherwise agreed with management. Teams will not be allowed to take the court if they have not paid their game fee.

### POLICY 6: Registration Fees

Registration fees are \$20 per player per season (unless prepaying for the 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 management 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 4 "qualifying" games to be eligible for finals.

### POLICY 7: Uniforms

Teams must be in matching coloured shirts by the third competition game. Players are not permitted to wear jeans, cargo shorts, caps, beanies 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**, however striped shirts **DO NOT** match non-striped shirts. The 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 their 3rd game will incur the following penalty: 1 goal per non-matching shirt.

**Bibs may not be worn to avoid uniform penalties.**

### POLICY 8: Finals

Players must play 4 games during the season after paying their registration fee in order to qualify for finals.

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, a one-way 5-minute extra time period shall be played. If the result is not determined after this, a 'next goals wins' extra time period will be played. **Any teams with outstanding fees are not eligible to play finals.**

### POLICY 9: 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 re-graded 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 however play a minimum of five games to be eligible for finals.

**Teams may not at any point in the season have more than one player from a higher grade fill in.** Players are NOT allowed to play for two different teams in the same division. Once a player without a permanent team has played 3 games for one team or paid registration for a team in a grade, they cannot play or fill in for any other team in that grade for the remainder of the season. A team found breaching this rule will automatically lose the game on forfeit (Subject to Management Discretion).

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

### POLICY 10: 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.

**Please note that there is no personal accident insurance.** All patrons are strongly advised to have their own private health insurance and ambulance cover.

### POLICY 11: 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 12: Teams Late On Court

If a team does not have at least four (4) players on court and have handed the referee a paid receipt, a penalty of one goal for every minute late shall apply. If eight minutes have elapsed, the game is then forfeited. If both teams are running late neither team will be penalised until one of the teams has the minimum amount of players present on court.

### POLICY 13: Competition Points

3 competition points for a win;  
1 competition points for a draw;

### POLICY 14: Incomplete Matches

In the event of an incomplete match, the result will stand if the game has passed the half way mark. If the game is abandoned before the half, the match will be re-scheduled. The only exception being matches terminated at the referee's discretion.



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## AGE GROUP (Age is at January 1st 2018)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
U10	U11	U12	U13	U14	U15	U16	U17	U18

## PREFERRED TIME (Rank 1 to 9)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.25pm	5.00pm	5.35pm	6.10pm	6.45pm	7.20pm	7.55pm	8.30pm	9.05pm

**TEAM NAME:**

PLAYER NAME	DATE OF BIRTH	CONTACT NUMBER	EMAIL ADDRESS
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			

### PAYMENT DETAILS:

CONTACT:	PHONE:
CREDIT CARD No:	EXPIRY:



TO SUBMIT FORM:  
1. COMPLETE FIELDS ABOVE AND SAVE THE FILE  
2. EMAIL THE SAVED FILE



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