



# JUNIOR NETBALL TEAM REGISTRATION FORM

Please complete form using Adobe Reader, save with new file name and email to mail@boxhillindoorsports.com.au or print and return

Team Name: .....

Parent Contact Name: .....

Address: .....

Phone (Mobile): .....

Email: .....

IT IS UNDERSTOOD THAT THE FOLLOWING CONDITIONS SHALL APPLY:

1. Players must pay a \$20 Individual Registration Fee each season
2. A Team Fee of \$12/player per game (minimum \$60) or \$240/player per season (Individual Registration Fee waived)
3. All team members play at their own risk (no insurance) and accept the Playing Conditions in the Stadium Policy
4. All team members' details must be fully completed

Signed: ..... Date: .....

<b>TEAM TYPE</b>	<b>GIRLS</b>	<b>5 A SIDE BOYS</b>	<b>MIXED</b>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<b>YEAR LEVEL</b>	<b>*TEAMS MUST NOMINATE TO PLAY IN THE YEAR LEVEL OF THE PLAYER IN THE HIGHEST YEAR LEVEL IN THE TEAM*</b>		
	<b>GRADE 1/2</b>	<b>GRADE 3/4</b>	<b>GRADE 5/6</b>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<b>YEAR 7/8</b>	<b>YEAR 9/10</b>	<b>YEAR 11/12</b>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<b>DAY PREFERENCE</b>	<b>**INDICATE DAY &amp; TIME PREFERENCE**</b>
	<p><b>FRIDAY</b></p> <p><input type="checkbox"/></p> <p>↓</p> <p><b>RANK THE TIMESLOTS 1-8 (1 is your best time)</b></p> <p>4.25 PM <input type="checkbox"/></p> <p>5.00 PM <input type="checkbox"/></p> <p>5.35 PM <input type="checkbox"/></p> <p>6.10 PM <input type="checkbox"/></p> <p>6.45 PM <input type="checkbox"/></p> <p>7.20 PM <input type="checkbox"/></p> <p>7.55 PM <input type="checkbox"/></p> <p>8.30 PM <input type="checkbox"/></p>
<b>TIME PREFERENCE</b>	

Player #1 Name	Date of Birth	Grade/Year Level
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Address	Parent Name
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Player or Parent Email	Player or Parent Mobile
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Player #2 Name	Date of Birth	Grade/Year Level
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Address	Parent Name
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Player or Parent Email	Player or Parent Mobile
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Player #3 Name	Date of Birth	Grade/Year Level
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Address	Parent Name
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Player or Parent Email	Player or Parent Mobile
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Player #4 Name	Date of Birth	Grade/Year Level
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Address	Parent Name
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Player or Parent Email	Player or Parent Mobile
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Player #5 Name	Date of Birth	Grade/Year Level
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Address	Parent Name
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Player or Parent Email	Player or Parent Mobile
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Player #6 Name	Date of Birth	Grade/Year Level
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Address	Parent Name
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Player or Parent Email	Player or Parent Mobile
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Player #7 Name	Date of Birth	Grade/Year Level
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Address	Parent Name
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Player or Parent Email	Player or Parent Mobile
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Player #8 Name	Date of Birth	Grade/Year Level
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Address	Parent Name
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Player or Parent Email	Player or Parent Mobile
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**CREDIT CARD DETAILS - Payment of Individual Player Registration Fees or Upfront Game Fees**

CARD NUMBER

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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EXPIRY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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NAME ON CARD

<input type="text"/>
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PAY FOR:

Individual Player Registration Fees (\$20 each)

Whole team upfront game fees for the season

# BOX HILL INDOOR SPORTS CENTRE - STADIUM POLICY

## **POLICY 1: The Team**

A team consists of five players (Futsal), six players (Volleyball and Cricket) and seven players (Netball). 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 based on the sport and age category. Please refer to the sports rule books for specific timing.

## **POLICY 3: Officials**

The centre shall provide the official who shall control the game, operate the scoreboard and act as a timekeeper. The official's interpretation of the rules shall be final and teams have no choice in officials. 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 forfeit fine equivalent to one game fee will be imposed payable immediately in person or over the phone using a credit card. The forfeiting team will be penalised 4 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 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. Teams will game penalties until having paid their game fee.

## **POLICY 6: Registration Fees**

Registration fees 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 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 5 "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 official 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 goal or run penalties for that game. Bibs may not be worn to avoid uniform penalties.

## **POLICY 8: Finals**

Players must play one third of games during the season after paying their registration fee in order to qualify for finals (typically 5 games). 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, an extra time period shall be played for Netball & Futsal. Cricket & Volleyball will be decided by skins won during the game. Any teams with outstanding fees are not eligible to play finals.

## **POLICY 9: Fill-in Players**

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, and fill ins cannot be sourced from a team 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.

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.

## **POLICY 10: 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. In Junior games, teams are graded by school year level and not age (subject to management's discretion e.g. a girls or mixed team might be allowed to play in a different year level if this is in the best interest of the team, grade or competition).

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.

## **POLICY 11: Safety/Insurance**

As all the sports we offer are active in nature with moving equipment and participants - players 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 12: 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 13: Teams Late On Court**

If a team does not have at least four (4) players on court and have handed the official a paid receipt, game penalties relevant to the sport as outlined in the rule book 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 14: Competition Points**

4 competition points for a win; 2 competition points for a draw; and additional bonus points are awarded for goals and skins during a game - see rule book.

## **POLICY 15: 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 halfway point, the match will be re-scheduled. The only exception being matches terminated at the official's or management's discretion.



**BOX HILL INDOOR SPORTS**  
3/9 Clarice Road, Box Hill  
98907000

mail@boxhillindoorsports.com.au  
www.boxhillindoorsports.com.au