

# BOX HILL ACTION INDOOR SPORTS – STADIUM POLICY

## **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 discretion of stadium management.

In the event of a forfeit, a cancellation fee (equivalent to game fee) will be imposed, payable immediately in person or over the phone using a credit card, and the team will be penalised 4 competition points.

The non-forfeiting team is still required to play a game to receive possible maximum game 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 stadium 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**

Junior teams are required to pay their season fees individually or as a team at the start of the season or pro-rata from when they join the competition.

Adult teams may pay their season fees at the start of the season or pay a weekly game fee plus a registration fee.

All teams must 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 that become unfinancial will be penalised two competition points per week until they become financial.

## **POLICY 3: Registration Fees**

Individual Registration Fees are charged per player per season. If playing for more than one team in a season, players need only pay the fee once. Individual Registration Fees are waived for teams that pay the season fee.

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.

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

## **POLICY 4: Officials**

The centre shall provide the official/s 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 on the scoreboard at the end of the game will stand and no further discussion will be entered into.**

## **POLICY 5: 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, however striped shirts DO NOT match non-striped shirts.

The umpire/referee will judge whether a uniform is correct. If there is a dispute, the Duty Manager will make the final decision.

Furthermore, the swapping of shirts is not permitted, and teams will be penalised. **Bibs may not be worn to avoid uniform penalties.**

Teams failing to have matching-coloured shirts by the required game will incur a penalty. Refer to individual sport rulebooks for applicable penalties.

## **POLICY 6: Finals**

Players must play 5 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, extra time will be played for soccer and netball. Cricket will be decided by skins won during the game.

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

A team which in the opinion of management is graded incorrectly shall be moved as soon as possible but no later than Round 10 if 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.

## **POLICY 8: 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.

No player is allowed to play for two different teams in the same division. Once a player has played 3 games for one team in a grade, they cannot play or fill in for any other team in that grade for the remainder of the season. No player can join a team after the halfway point of the season if they already play in a higher grade.

A team found breaching any of these rules will automatically lose the game on forfeit (Subject to Management Discretion).

## **POLICY 9: Safety/Insurance**

Sports & activities conducted at the stadium are of a dynamic nature involving people & equipment moving at a considerable pace within a confined area. There are obvious and inherent risks involved in participating in these activities and sporting injuries are a common and ordinary occurrence. It is a condition of entry that patrons acknowledge the above and accept that they **play at their own risk.**

The stadium maintains Public Liability Insurance **but please note that there is no Personal Accident Insurance provided.** All patrons are strongly advised to have their own private health insurance and ambulance cover.

## **POLICY 10: Teams Late On Court**

Penalties apply for teams that are late on court. Refer to individual sport rulebooks for penalties. 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 11: 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 discretion.

## **POLICY 12: Behaviour**

For the enjoyment of all, games are expected to be played in a sportsmanlike manner. The stadium 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: Junior Competitions**

Players must currently be in the nominated grade or year level at school (or younger). If a team is comprised of players from different grade or year levels, they must select the grade or year level of their oldest (highest grade or year level) player.

All parents, coaches, spectators and officials must abide by our Junior Sports 'Looking After Our Kids' Code of Behavior available on our website.