



BOX HILL INDOOR SPORTS CENTRE

FUNTECH PTY LTD ABN 44 007 413 498 ACN 007 413 498

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6+ Action Cricket

Type of Team: OPEN MIXED

Team Name: _____

Contact: _____ Phone: Home: _____ Work: _____

Email Address: _____ Mobile: _____

Address: _____ Postcode: _____

It is understood that the following conditions shall apply:

1. Team Charge of **\$90.00 per game** (includes GST).
2. All regular players must **individually** pay a **\$20 Registration Fee**.
3. All players **play at their own risk (no insurance)** and accept the **Playing Conditions** outlined in the stadium policy.
4. All teams may be required to play **some Sunday games**.
5. A completed **Player Registration Form** (attached) must accompany this nomination.

Date: _____ Signed: _____

SCHEDULING PREFERENCES

OR

SET
SUNDAY
NIGHT

Number 1 to 4 ⇒

TUE

WED

THU

SUN



Rank all timeslots on each night

(with 1 being your best time)

Rank weeknights times 1-5 & Sunday times 1-8



6:00 pm

3:15 pm

7:00 pm

4:15 pm

7:55 pm

5:15 pm

8:50 pm

6:15 pm

9:45 pm

7:15 pm

8:15 pm

9:15 pm

10:15 pm

Comments: _____

Team Data: Renomination: _____ Previous Team Name: _____

New Team: No of ⇒ Experienced _____

Players Inexperienced _____

How did you hear of Box Hill Indoor Sports Centre?

Internet Word of Mouth Radio Newspaper

Directory Signage TV Friends Play Here

Other: _____

BOX HILL INDOOR SPORTS CENTRE - STADIUM POLICY

EFFECTIVE FROM JANUARY 1ST, 2013

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 \$90 forfeit fine will be imposed, and the team will be penalised 4 competition points. The team has an option of playing a fill in game within two weeks of forfeiting in order to avoid being penalised any points if there is a game available.

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.

Any team withdrawing from competition will incur a fine equivalent to their next competition game.

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: Officials

The center 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 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 6: 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 7: 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.

POLICY 8: 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 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. 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 for a team in a higher grade.

POLICY 9: 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 10: Teams Late On Court

Penalties apply for teams that are late on court. Refer to individual sport rulebook for penalties. If both teams are running late, neither team will be penalised until one of the teams has the minimum amount of players required 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 for soccer and netball, and the halfway mark of the second innings for cricket. If the game is abandoned before the this point, the match will be re-scheduled. The only exception being matches terminated at the official's discretion.

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.

