

## POLICY 1: GAME FEES

The full game fee must be paid BEFORE the game commences. It is the captain's responsibility to ensure the game fee has been paid and the team is financial after every game. Please check with kiosk staff before leaving.

You must pay the full game fee each week regardless of how many players you have. If you play short, you must still pay the full game fee. Soccer teams must pay for each player that plays, with a minimum payment of 5 players per game.

Game fees for each sport are on their individual nomination forms. Please see Arena Management if you need any clarification.

## POLICY 2: TEAM REGISTRATION FEES

Every team is required to pay a \$40 team registration fee which is due by Round 5 of each season. Failure to pay this fee by then will result in one premiership point being deducted for every week the payment is not made.

This fee must be paid as one complete payment by the team.

## POLICY 3: FORFEIT FEES

Teams are required to play all games that are scheduled for them throughout the season including ALL LATE GAMES. If your team is unable to play a fixtured game, you must give more than 48 hours' notice or you will be charged a forfeit fee. Should your team forfeit any late games, they will be charged a forfeit fee (your team's full game fee) regardless of how much notice is given. We understand that late games are not preferred by most teams, however they must be played in order to meet the needs of the competition. As such we do take utmost care to ensure a fair program that is spread evenly over all teams, so no team in unfairly disadvantaged by having more late games than other teams (unless requested) .

Any team that is unable to play a fixtured game and gives less than 48 hours' notice from the start of their scheduled game time will be required to pay a forfeit fee. The forfeit fee structure is as follows:

Less than 48 hours but more than 6 hours' notice: **YOUR TEAM'S FULL GAME FEE**

Less than 6 hours' notice: **THE FULL MATCH FEE I.E. YOUR TEAM'S GAME FEE PLUS YOUR OPPOSITIONS GAME FEE**

Forfeit points will also be deducted/rewarded as follows:

Sport	Loss on forfeit	Win on forfeit
Cricket	-7 points	+7 points
Soccer	-5 points	+5 points
Netball	-7 points	+7 points

In order for a team to be awarded the forfeit win points, they must play their scheduled game at their scheduled time unless otherwise informed by Arena Management. We will always attempt to get your team a game if your opposition has forfeited in order to ensure teams play a full season of games where possible.

We know, that at times, unplanned events prevent teams from giving the required notice to avoid fees. Please keep in mind that we can and will assist teams in finding players if your team is short which will help the team avoid paying forfeit fees.

## POLICY 4: UNIFORMS

As of Round 6 all teams must wear the same coloured shirts. Shirts must predominantly be the same colour and shade (allowances will be made for fading) however they do not need to be the exact same shirt or style of shirt.

The exception to this is teams with patterned or striped shirts. All players must all be wearing the same and no allowances will be made for "fill in" players.

Pants/shirts/skirts do not need to be matching but must be of a sporting nature and not feature zip pockets.

PLEASE NOTE: NO DENIM MAY BE WORN AT ANY TIME ON COURT.

Fully enclosed sport shoes must also be worn at all times – slip on shoes, work boots or steel caps ARE NOT PERMITTED.

Netballers must remove all jewellery prior to their game (including all visible piercings). Taping is not permitted except for a flat wedding band or Medic Alert bracelet (these items must be taped to the satisfaction of umpires). Gloves are permitted for players who have long nails/fake nails.

Any team in breach of the uniform rules after Round 5 will be penalised the following:

Cricket – 6 runs per player out of uniform (maximum of 18 runs)  
Netball – 3 goals per player out of uniform (maximum of 9 goals)  
Soccer – 1 goal per player out of uniform (maximum of 3 goals)

Penalties will apply for each and every week players are in breach of the policy.

## POLICY 5: COMPETITION STRUCTURE

Our competitions run all year, with only a 2 week break over the Christmas/New Year Period. This results in 3 Seasons being played throughout the year which are between 15 & 17 weeks in duration (not including finals).

Finals are held over a two week period, with Semi-Finals held the week after the conclusion of the minor round. Grand Final's are the following week at the same time as the start of the new season with all teams participating in Grand Finals having their result counted as their Round 1 game for the new season.

Ladder positions are determined based on total points. In the case of teams being tied on points, the team with the highest amount of wins is awarded the higher place. If teams are tied on both points and wins, percentage shall be the deciding factor.

Ladder points are awarded as follows:

Sport	Win	Draw	Bonus Points
Cricket	4	2	+1 per skin
Soccer	3	1	+1 per 5 goals scored per game
Netball	4	2	+1 per 10 goals scored per game

In the event of a draw during a Semi-Final game, the winner is the team which has



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finished higher on the ladder at the conclusion of the minor round.

In the event of a draw during a Grand Final, overtime will be granted in order to help determine a winner for Netball and Soccer.

All finals are knock-out.

Ladders will be posted on the noticeboard after Round 6 with all ladders available online (accessible from our website) as well as on the log in screen.

#### **POLICY 6: GRADING**

All teams will be placed into provisional grades for the first 5 rounds of the competition. Grades for all sports will be finalised after this period. Management reserves the right to re-grade any team at any point in the season if deemed in the best interests of the competition and the team.

Teams must play a minimum of 5 games in order to be eligible to participate in finals.

#### **POLICY 7: FINALS QUALIFICATION**

All players must have played a minimum of 5 minor games in order to be eligible to play finals. These games shall include any forfeit wins provided the player has played at least one game prior to the team being awarded a forfeit win.

Players cannot play for more than one team in the same division during the finals period even if the player is qualified (played 5 or more games) for both teams. Once the player has played for a team during the finals series, they cannot play for any other teams they have qualified for in that division, even in the case of their team being knocked out of finals.

All player qualification will be kept track of via the log in screen located by the front counter. It is the team's responsibility to ensure that they log in each week and record the players who have played. Any disputes over player qualification during finals will be resolved using the log in system and failure to have logged your players in, may result in your players not being deemed qualified.

#### **POLICY 8: PLAYER BEHAVIOUR**

All teams are reminded that we provide a SOCIAL sports competition and as such expect teams to behave in an appropriate manner on and off the court. Any player deemed to not be behaving in the spirit of the game such as bad or abusive language, rough play, fighting or failure to adhere to the Arena's rules and regulations, may be sent off court and/or suspended from playing for a period of time which will be determined by Arena Management. Any player sent off court must do so immediately. Any player who does not do so in a timely and respectful manner may be ejected from the Arena.

Any player suspended from playing in our competition will not be allowed on the premises for any reason. Failure to comply with this may result in a player's suspension being lengthened.

If any team as a whole is continually engaging in poor behaviour, the team may be suspended from the competition for a length of time as deemed appropriate by Arena Management. Any team which has been suspended twice will receive a life time ban.

#### **POLICY 9: DEALING WITH OFFICIALS**

All Arena staff are to be treated with respect and their decisions are final. Our referees/umpires officiate mostly on their own, so it is difficult for them to clarify rules during the game. If you have a query about the rules, please ask your team captain to approach the umpire and seek clarification during breaks or after the game in a non-confrontational manner. Our staff will do their best to assist you with your query should you approach them in a polite and respectful manner.

If you have any complaints about referees/umpires, please direct them to Arena Management in a clear manner with proper reasoning's behind your complaint i.e. telling Management that the umpire is terrible but having no supporting evidence does not help us resolve the issue or provide us with feedback to rectify any problems.

Players and any spectators that are with the team are reminded that abuse towards any official associated with the Arena will not be tolerated and anyone who participates in this kind of behaviour may be removed/suspended from the Arena for a period as deemed appropriate by Arena Management (with a minimum ban of 2 weeks)

#### **POLICY 10: SOCIAL MEDIA**

All players are asked to be respectful when posting on social media in regards to the Arena and the business. Any player/spectator who is caught posting derogatory comments about the Arena will be suspended from playing/entering the Arena.

All players must not use social media platforms to bully/intimidate or harass Arena officials. Any player who does so will be suspended indefinitely from the Arena.

#### **POLICY 11: SAFETY & INSURANCE**

Any player who enters the courts does so at their own risk. Players should be aware that as playing sport is an active endeavour with moving equipment (i.e. balls, bats etc) plus other players on the court, there is a risk of injuries/accidents happening.

Whilst we take every precaution to ensure this does not happen, please be aware that you are playing at your own risk and as such source your own personal insurance. Although the Arena is covered by public liability insurance, this will no cover you in event of an accident whilst playing.



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