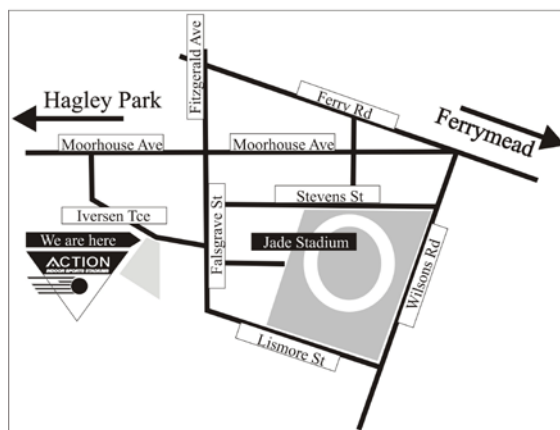


Stadium Policy

(Effective as of July 2009)



ACTION INDOOR SPORTS STADIUMS CENTRAL CITY, CHRISTCHURCH



5 - 7 IVERSEN TCE, CENTRAL CITY

PHONE (03) 366-6601, FAX (03) 366-8612

EMAIL: CHRISTCHURCH@ACTIONINDOORSPTS.COM

WWW.ACTIONINDOORSPTS.COM

Welcome... to the Action

... And thanks for the opportunity to provide your team with their weekly indoor sports experience.

This booklet has been prepared so that your team is fully aware of how competitions work, what you can expect from us, and what we expect from you during the course of the competition.

Please make the time to read through this information, because if you've never played indoor sports before, it'll give you a good understanding of how our competitions work. Similarly, if you've played before but not at one of our Stadiums, you'll get to know the differences that set us apart from the rest and help us to provide you with the Total Indoor Experience.

If there is anything that you don't understand, aren't too sure of, or isn't covered in the following pages, please call us. We are always happy to assist wherever we can.

Good luck for the games ahead, and once again, welcome to the ACTION !

COMPETITION FORMAT

Each of our weekly leagues includes grading games, competition round games, semi-finals and finals. Your team will receive points for all games.

During the grading rounds your team will play opponents of varying abilities so that we can get a good idea of just how competitive or social your team really is. Once the grading rounds are finished your team will be placed into a grade with other teams of similar ability.

Once the grading games have been completed it's time for the competition round games. This is the heart of each competition, where you play against the other teams of the same ability. Don't panic if your team either struggles a bit or isn't challenged enough during the early round games, because we re-grade all teams where necessary at least twice during this section of the competition.

At the end of the competition round games, the top four teams in each grade then transfer through to the semi-finals. We use various different formats for our semi-finals, generally choosing the best one to suit your grade at the time.

All teams that progress successfully then get to compete on our "Grand-Final" day. All finals from all grades on all days are played on the one day to provide a fitting end to the season, and all finalists are presented prizes after their games.

The dates for the start of the competition round games, semi-finals and finals are all listed on the "Important Dates" board that can be found inside the Stadium.

MATCH RULES

As with all sports, there are a whole stack of rules relating to how each game is played. Without these rules there would be chaos on our courts.

Now it's not essential that you swat up and know the rules inside and out (that's what your Official is for), but it is helpful to have a quick read through them to get a better understanding of how to play the game.

We have published rule books for each of our sports, so please collect a copy from reception.

PLAYER REGISTRATION

Please read and understand this section fully.

To keep our competitions fair and to ensure that the finals for all grades are a true reflection of the season, we have strict player Registration rules.

These rules have been the undoing of many a good team and are best summarized as follows: "To be eligible to play for a team in any semi-final or final, a player must have been registered for and taken the court in at least one third of all competition round games played by that team"

The formula for determining the number of games a player must have played is in accordance with the following schedule;

If a team has played 1-5 Games a player must have played 1

If a team has played 6-8 Games a player must have played 2

If a team has played 9-11 Games a player must have played 3

If a team has played 12-14 Games a player must have played 4

If a team has played 15-17 Games a player must have played 5

If a team has played 18-20 Games a player must have played 6

To correctly register your players we use a Registration Card system.

Each team has a Registration Card and this is available at reception every time your team has a scheduled game.

On this card there are spaces to list the names of all the players first name and Surname you use during the season. There is no maximum set for the number of different players you can use during a season and each week when you come in, simply tick the box alongside each player's name that is playing on that date.

You will also see on these cards that there is a space to list the Email address details and contact phone numbers for each of your players. For a player to be eligible to compete in semi-finals and finals this information must be completed.

We need as many phone numbers as possible for your team because the more contact points we have the better should we need to get a hold of you when your organiser is not available, or in the event of an accident/emergency to enable us to contact your next of kin.

We also need your address details for one very important reason. ACC. As with all sports, injuries occur. We are often asked by ACC to verify if a player was playing at our Stadium on a certain date. If we do not have your correct information, we cannot legally verify your participation.

Management will make all attempts to make sure that you list your player's names, but it is the responsibility of each team to ensure that this is done for each game.

If you follow this procedure for each game, there will be no nasty surprises when it comes to semi-finals and finals, and we advise all teams to make sure that they register as many players as possible during the season.

GAME FEES

As you will be aware, we operate on a pay as you play basis, with no need for teams to pay up front fees.

For this system to work properly all teams must firstly play all of their scheduled games and secondly they must also pay their match fee in full prior to the start of each game.

Please note that this fee is a team fee, and as such must be paid in full regardless of the number of players taking part in any match.

If a shortfall occurs due to players not turning up, it is the responsibility of the team to cover this amount, not the Stadiums.

SPONSORSHIP

A team must pay their game fee in full regardless of any upcoming Sponsorship.

Once the sponsorship has been paid to the Stadium your team will receive a refund of game fees paid to date.

DEFAULTED GAMES

Any team that defaults a Senior or Junior competition game, will receive 0 points for that game.

Whilst we understand teams have to default for various reasons, a cancellation fee of \$40 will be charged to any team defaulting a fixtured game, regardless of how much notice is given. Any team that defaults twice or is unfinancial due to defaults runs the risk of being removed from competition.

However if you have given 72hrs notice your team will have the option of playing a Catch Up game at a later time, which will be determined by management & subject to availability.

Your team will not be given any points for the match and the original game will still count as a loss forfeit. Full match fees are required for this game and default fees from the previous match will be deleted.

Remember, if you phone us we will do our best to find players for you!!!!

DEFAULT WINS

To receive points for a default win, a team must play in their fixtured game. We will endeavor to get opposition for the team concerned. If we are unable to get opposition we will inform you of the situation.

GAME CHANGES

When cancelling a fixtured game your team runs the risk of a spot not being available to catch up the missed game and in a catch up game you will **not receive any points**. Please note that if a catch up game is available it may be played on any day of the week, not specifically you're playing night. This policy is introduced to protect the reliable majority and to ensure all teams where possible play their full season of Competition games.

UNIFORMS

As of round 6 of each season all Football/Netball/Cricket teams shall wear shirts/singlet's of a matching colour . Non-matching shirts incur the following penalties...

Netball: 2 goals per shirt (maximum of 6 per team)
Football: 1 goal per shirt (maximum of 3 per team)
Cricket: 1 point penalty off the teams ladder per shirt (maximum of 4 points per team)
Cricket: In a finals Series, 5 runs will be subtracted against any offending batter. Maximum of 20 runs.

(A team wishing to vary a uniform from the above, may submit their variation in writing to obtain management consent **NO** peaked caps are to be worn in Netball, Football or Touch. Shirts with different printing shall be acceptable provided the shirts are matching colors).

NOTE

The stadium encourages all teams to wear identical sports shirts as it looks good and reflects a well organised team while being an accepted sporting custom.

A jacket or jumper over a team shirt of a different shade shall be deemed a penalty if not removed prior to the game commencing.

PLAYING DAYS

When entering the competition you are asked to select the day and times that your team would prefer to play their games (primary day & Sunday). You are also asked to select which times you would prefer to play. All games scheduled must be played and all teams will receive draws in advance so that they have fair warning of their schedule games. You may also find your game times on our website.

SUNDAY GAMES

The reason we need to know what time your team can play on Sundays is simply due to the fact that whilst by far the majority of a team's games are played on their Primary Day, all teams must play some of their games on a Sunday.

The scheduling of games onto Sundays is kept to the minimum possible number, and done on a rotational basis so that these games are allocated evenly across the days and grades. The requirement to play these games is not optional, and we expect all teams to play these games as we would any game on their Primary day. Please be aware that default rules as detailed in this policy, apply equally to all games regardless of whether they are scheduled on a teams Primary day or a Sunday.

LADDER POSITIONS

When determining the finishing order of teams at the end of all round games, the positions will firstly be determined by points, secondly by the number of wins and thirdly by percentage (%). In the event of a drawn final, the team that finishes higher on the ladder shall be deemed the winner.

In the event of drawn Grand Final extra overs (Cricket) or time (Netball, Football, and Touch) shall be played until a winner is found.

SPIRIT OF THE GAME

We ask that all teams respect the fact that our sports are primarily played for social reasons and as such should be played in good spirit and with a measure of self control. For this reason alone, the "SPIRIT OF THE GAME" will be taken into account by the Officials in all decisions that they make. Foul, abusive or racial language, intentional dangerous play, over aggressive play, and a lack of respect for other players' personal safety are just some of the examples of what we consider to be detrimental to the "SPIRIT OF THE GAME"

If your Official, rules that either the normal penalty for an Infringement of the rules is insufficient, or that a player is not in accordance with the "SPIRIT OF THE GAME", they may be ordered to leave the court (Yellow / Red Carded). Stadium Management reserves the right to remove from Its premises, for any duration as it sees fit, any player / spectator or team that does not keep within the "SPIRIT OF THE GAME".

SPIRIT OF THE GAME, CONTINUED.....

Action Indoor Sports Stadiums does its best to make your playing time safe and enjoyable by using official equipment. Don't contribute to the risk of injury by being reckless with equipment or careless with your actions. The

Official's interpretation of the rules shall be final and teams have no choice in officials.

We are always endeavoring to bring a quality system for officials but they all must start somewhere. All captains are welcome to fill in a feedback form to assist us with training of an official. For the enjoyment of all, games are expected to be played in a sportsman like manner.

The Stadium reserves the right to dismiss any team or member there of for threatening, offensive or abusive behavior. The team shall be held responsible for the actions of its members and spectators both on and off the court.

A YELLOW CARD

Will, incur a 3 minute (Partnership for Cricket, 4 full over's when fielding) suspension from the game. This player may return when the Official is happy the time has elapsed and there is a stoppage in play

Players names will be recorded and offending players will be informed when suspended.

A player, who gets 3 yellow cards in a season, will be suspended for 3 weeks / matches, regardless if this includes Finals games or not.

For every yellow card there after the offending player will be suspended for 3 weeks / matches.

A player maybe Yellow carded more than once in a game, and not red carded because of it. Each time this player will be asked to serve there penalty out.....

This will be enforced for any team they may play for, in any sport they may play inside this Stadium....

A RED CARD

Means the player is required to leave the court. This player will not take any further part in the game, and will be suspended for a minimum of 3 weeks. A player maybe suspended for longer depending on the severity of the situation, (Discretion of Management).

A player, who gets 2 red cards in a season, will be suspended for a minimum of 6 weeks or the rest of the current season, (Discretion of Management).

This will be enforced for any team they may play for, in any sport they may play.

A player who has been sent off can be replaced by another player after 5 minutes when there is a stoppage.

In Cricket the short player rule will apply, and the player will not be allowed to be replaced.

Play games with logical caution and enjoy!