

STADIUM POLICY

welcome to the action...

People play at our stadiums for primarily recreational reasons, to get together with their friends, family and workmates, to burn off some stress from the working week, to help maintain a healthy and active lifestyle, and above all else, to enjoy playing their chosen sport in a well run graded competition.

We realise that one of the keys to making sure that our teams enjoy their time with us is to make sure that they know how our competitions are run, what they can expect from the Stadium, and also what the Stadium expects from them.

For this purpose we have detailed the major features of our seasonal competitions into this brochure and we can't stress strongly enough just how important it is for all teams to read through this information to ensure that they gain the greatest possible enjoyment from playing at our Stadiums.

If after reading this information you have any questions or need anything clarified, please feel free to either call us or speak with one of the team on duty when you come in for your next game. We hope you enjoy your time with us and would like to thank you for choosing to be part of the ACTION!



COMPETITION FORMAT

Each of our seasonal leagues include grading games, competition round games, semi-finals and finals, and are run on the basis of each team playing one game per week against teams of similar abilities.

During grading, your team will play opponents of varying abilities so that we can get an idea of just how competitive or social your team really is. Once the grading rounds have finished, your team will then be placed into a grade that we feel best suits your ability.

Once in a grade, your team will play a series of competition round games.

Now don't panic if your team struggles a bit or isn't challenged enough during these games, because we do realise that many teams either improve or become more "social" as a season progresses and constantly look at the performance of all teams and re-grade whenever necessary during the season.

Once all the round games have been completed, the top four teams from each grade will transfer through to the semi-finals with the bottom teams left to wonder what went wrong.

TEAM MATCH FEES

As you will now be aware, we operate on a pay as you play basis with no hefty up front fees, but in order for this system to work properly, all teams must pay their Match Fee in full prior to the start of each game. Please note that this is a **team fee**, and as such remains the same regardless of the number of players playing in any match.

TEAM REGISTRATION FEES

Your team must also pay a Registration Fee of \$40.00 for each season that you play. Now we don't insist that this fee is paid before you play your first game, but we do set a final date for payment once the grading round is underway.

Now as an incentive for your team to pay their fees on time, we apply a penalty system to the payment of these fees and this is as follows;

Teams will be penalised 2 points for each week after the set date that their registration fees have not been paid in full. All penalty points will be deducted from a team's total on the championship ladder for their grade.

PLAYER REGISTRATION AND QUALIFICATION

Please read and understand this section fully. We have very strict player registration and qualification rules, and these are enforced without exception to keep our competitions fair and to ensure that the Finals for all grades are a true reflection of the efforts put in by each team during the round games.

These rules have been the undoing of many a good team, and is best summarised as follows ;

" To be eligible to play for a team in any semi-final or final, a player must have taken the court in at least one third of all competition round games played by that team"

So how do we know how many games each player has played? Well, for each game your team plays, you must indicate the players taking part on your team's Player Registration Card. When filling out your Team Registration Card it also important that you list all players "First and Last Names"

Each week when you come in for your game, your **player registration card** will be at the front counter. So, when you pay your fees, get into the habit of filling this card out at the same time. If you follow this procedure, you won't have any nasty surprises later in the season.

Now although this system is fairly straightforward, every season, without fail, we see one or two teams either not being able to take part in Semi-Finals or Finals because they haven't qualified their players, or losing these games because they have used unqualified players and been caught out. Please don't let it be your team this season.

We make **no exceptions** whatsoever to this rule, **not under any circumstances**, and not for even the most outstanding, unfortunate, amusing, or heart wrenching reasons, and believe us, we've heard plenty.

We advise all teams to try and qualify as many players as possible during the round games, just in case for whatever reason, any of the players they intended to use in the Semi-Finals or Final are unavailable.

PREFERRED PLAYING DAY/TIMES

Teams are asked to select the day that they would prefer to play their games and the playing times on that day that would best suit their team.

It is always our aim to keep your games within this range of times, but sometimes this just isn't possible so we ask that all teams be as flexible as possible when required.

SUNDAY GAMES

When entering the competition, all teams are also asked to select the times that they would prefer to play games that are scheduled to be played on a Sunday.

While most of a team's games will be scheduled to be played on their preferred playing day, it is also necessary to schedule some competition games onto a Sunday.

Scheduling games to be played on Sundays enables us to accept more teams into our seasons, which in turn results in a greater choice of grades and ultimately a better standard of competition for all teams. It also means that we can keep our playing fees as low as possible.

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.

It is a compulsory requirement that each team participating in our seasonal competitions agree to play these games and our policy concerning "Defaulted Games" applies equally to all games scheduled to be played on a Sunday.

PLAYER APPAREL

All players must wear clothing and footwear that is suitable for playing sport in. Work clothing and footwear, jeans and other such clothing are not permitted to be worn on our courts, and for safety reasons players are not permitted to play without suitable footwear.

Please also note that players are not permitted to take the court wearing any form of jewellery that may cause injury to themselves or another player

DEFAULTED GAMES

To maintain the integrity of our competitions, all teams are expected to play all of the games scheduled for their team, irrespective of the playing day or time. We do however understand that this may not sometimes be possible, and any team finding themselves in this situation must give the Stadium as much notice as possible. We will endeavour to re-schedule these games where possible but do not guarantee that they will be able to be played at another time.

CANCELLATION AND DEFAULT FEES

Teams that cancel or default any scheduled game will be charged the appropriate cancellation fee as detailed in their registration pack. This fee must be paid prior to the start of such team's next scheduled match.

WITHDRAWAL OF TEAMS

The integrity of any competition is affected when scheduled matches are not played as the championship ladder does not provide a true reflection of the teams playing within the grade. Stadium Management reserves the absolute right to remove any team who defaults any scheduled match or brings the competition into disrepute. Furthermore should a team wish to withdraw from any competition during the season all outstanding team fees must be paid in full before their withdrawal is completed.

MATCH RULES

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

A copy of the detailed rules for each of our sports are available to all teams and while it isn't essential that you swot up and know the rules inside and out (that's what your Umpire is for), it is helpful to have a quick read through them to get a better understanding of how to play the game.

POINTS SCORING SYSTEM

The following points scoring system is used for all of our seasonal league sports;

Win	4 Points
Draw	2 Points
Loss	0 Points
Default Win	4 Points
Default Loss	-4 Points

In addition to the above match points, the following bonus points are also available;

Indoor Netball/Soccer Bonus Points

Loss by 5 goals or less 1 Point

Indoor Cricket Bonus Points

Loss by 25 runs or less 1 Point

LADDER POSITION

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 goal/run difference. For these purposes, a draw is considered half a win.

SPIRIT OF THE GAME

We ask that all teams respect the fact that our sports are played primarily for recreational reasons and as such should be played in good spirit and with a measure of self control.

For this reason the "SPIRIT OF THE GAME" is our guiding policy and will be taken into account by all Stadium personnel when a decision needs to be made. Offensive behaviour, dangerous play, a lack of respect for the safety of others or the failure to adhere to competition guidelines are just some of the examples of what we consider detrimental to the "SPIRIT OF THE GAME".

Stadium Management reserves the right to remove from it's premises, for any duration as it sees fit, any player or team that does not keep within the "SPIRIT OF THE GAME".

