

# STADIUM POLICY

**Effective as of September '08**

Your Guide to the Competition Management Systems  
and Administration Guidelines of Action Indoor Sports

## Competition Reference



[www.actionindoorsports.com](http://www.actionindoorsports.com)

### **WHO IS ACTION INDOOR SPORTS ?**

Action Indoor Sports is a Nationwide Group of Indoor Sports Stadiums. Our philosophy is to provide a healthy environment where friends, family and workmates can play social sport, while enjoying the convenience of being indoors and the benefits of professional management in facilities that are of the highest standards.

## 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 !

Best Regards

### **Competition Format**

Each of our weekly leagues include grading games, competition round games, semi-finals and finals.

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 in your grade for points. 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 once 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 swot up and know the rules inside and out (that's what your Umpire 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 summarised 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 5 Games a player must have played 2
- If a team has played 10 Games a player must have played 3
- If a team has played 12 Games a player must have played 4
- If a team has played 15 Games a player must have played 5
- If a team has played 18 Games a player must have played 6
- If a team has played 21 Games a player must have played 7

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. Please see us if you need a sponsorship letter or quote. Once the sponsorship has been paid to the Stadium your team will receive a refund of game fees paid to date.

## Defaulted Games & Cancellation Fee

**Any team that defaults a Senior or Junior competition game, prior to the day they play, will lose "0" points from their ladder.**

However you will have the option of playing a Catch Up game at a later time, which will be determined by management & subject to availability. If your team wishes to play the Catch Up game, you will then have the opportunity to earn points from that game. If your team does not wish to play a Catch Up game, the loss of points off your ladder will stand. Please note that **NO team** is at any time guaranteed a time slot to play a catch-up game.

**A Cancellation fee of \$40.00 will be enforced when your team defaults any of their fixtured games, regardless of notice given, we can assist your team if you require players Whilst we understand teams have to default for various reasons, we have little compassion for teams that default on the day. If your team rings on the day & defaults, the following penalties will also apply as well as the cancellation fee:**

-3 points (Football)  
-4 points (Cricket, Netball, Hockey, Volleyball)

Teams defaulting the **FINAL ROUND** of competition will be **INELIGIBLE** to play in Finals. Teams that **default more than 2 FIXTURED GAMES** during the season may be declared **INELIGIBLE** for Finals & **MAY BE REQUIRED TO PAY A BOND TO CONTINUE IN THE COMPETITION** at Stadium Managements Discretion

**Remember, if you turn up with at some of your players you could avoid all the above mentioned penalties as we are in most cases able to find fill in players.**

**Default Wins** - To receive points for a default win, a team must play in their rostered spot. We will endeavour 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 may **not receive as many points** as your "original" opposition. Please note that if a catch up game is available it may be played on any day of the week, not specifically your playing night.

**The original opposition MUST play to receive ANY points. The original opposition will at no time be advised of the change or be asked by management to play outside their fixture.**

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 the designated date each season all Football/Netball/Cricket/Hockey/Volleyball teams shall wear shirts/singlets of a matching colour (Penalties apply for all non-matching shirts, please see individual Rule Books). Any team

wishing to vary their uniform from the above rules may submit their variation in writing to obtain management consent NO peaked caps are to be worn in Netball, Football, Hockey, Volleyball. Shirts with different printing shall be acceptable provided the shirts are matching colours.

**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). You are also asked to select which times you would prefer to play any games that are scheduled to be played on a Sunday. All games scheduled must be played and all teams will receive draws in advance so that they have fair warning of their schedule 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 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 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 a drawn Grand Final extra overs (Cricket) or time (Netball, Football, Hockey, Volleyball) 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 Umpire in all decisions that they make.

Foul or abusive 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 Umpire rules that either the normal penalty for an infringement of the rules is insufficient, or that a player is not playing in accordance with the "SPIRIT OF THE GAME", they may be ordered to leave the court.

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".

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

**Play games with logical caution and enjoy**

**ACTION SPORTS—MORE THAN A GAME**

## STADIUM DIRECTORY

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