

Sunbury Indoor Sports & Active Kidz

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STADIUM POLICIES

MENS INDOOR CRICKET 6 A SIDE

The main priority of the Sunbury Indoor Sports & Active Kidz is to provide an enjoyable, safe and competitive competition that is well administrated and regulated and runs smoothly, providing the best possible facilities to all players.

The following policies are designed to achieve this and ultimately all teams will benefit and enjoy their indoor Cricket.

TEAM /MANAGEMENT COMMUNICATION

Conducting Indoor Sports has never been an easy task, it is extremely important that all teams communicate well with management. If any team or player has any problems during the season, it is important that management is well aware of the situation, as we believe we can offer solutions to any concerns. It is important that all teams communicate with management on all areas of Indoor Cricket, as we are always happy to receive feedback and will use it to present a better playing environment for all.

CAPTAIN/ TEAM RESPONSIBILITY

It is the responsibility of the Captain/Team members to ensure that they arrive 10-15 minutes before their game, allowing time to fill in their team card, pay their game fee of \$66 in full. This will allow the smooth running of the competition, and all games to begin on time. It is important that team cards are filled in correctly to allow all player qualifications for finals. Players who are not registered on the team card will not be classified as playing that game, therefore jeopardising final qualification.

POLICY ON GAME FEES

The game fee of \$72 per team is set out regardless of how many players there may be in a team. If this is not paid on the night the team will be penalised 1 point.

This must be paid prior to the game commencing.

POLICY ON TEAM REGISTRATION FEES

A team registration fee of \$66 (\$11 per player) will be due at the commencement of each season. All teams have until the end of round 5 to receive full bonus points. No registration points can be obtained if a team pays after round 5. All teams must pay their registration fee by round 7 or they will be penalised bonus points.

Registration Fee Points System;

Round 1-5 20 Points per team who has paid their registration

Round 6 NO LONGER ELIGIBLE FOR BONUS POINTS

Round 7-18 -5 bonus points per round.

POINTS SYSTEM

WIN 4 Points

BONUS POINTS 1 Point for every 5 runs scored

DRAW 2 Points Each

BYE 8 Points

WINS ON FORFEIT 4 Points

LOSS ON FORFEIT -4 Points

NEW TEAM LATE ENTRY Average points will be given for every game missed.

HANDICAPS

Handicaps will be enforced at the discretion of Centre Management

POLICY OF FIXTURES

It is extremely important that all teams fill out their team registration form correctly and help in giving management as many possible preferences for game times. Centre Management will endeavour to accommodate all teams in their preferred times, however, there will be times when a game is scheduled at a non preferred time, but these will be kept to a minimum.

Teams will compete in an 18 round competition. Fixtures will be distributed in Round 2, which will go for the first 5 weeks and if in the opinion of management a team is graded incorrectly, the team shall be re-graded at Round 5 of the competition. Teams that are re-graded shall keep their points that they have earned in the first 5 games. Management reserves the right to re-grade teams throughout the remainder of the season at their discretion to ensure a fair competition for all.

Teams who pull their team out before the season ends will be charged a forfeit fee of \$144 and will be required to pay a bond of \$132 before being able to enter their team in future competitions. This bond will be refunded at the completion of the played season.

POLICY ON FORFEITING

All teams must play 16 games during the season; the only time a team will not play 16 games is when a bye is fixtured in the competition. Although teams are allocated a fixture, some teams may still forfeit. A team that forfeits a fixtured game has 2 options:

- 1) The offending team will pay a forfeit fee that is equivalent to the game fee (\$66), and receive a loss and also receive no points.
- 2) The offending team will play a game that is set out by management, will pay full game fees (\$66) and receive no win points but will be eligible to receive bonus points for goals scored.

In the event of a forfeit Management will;

Always endeavor to find a team to play against the non-offending team.

As this is a fixture game the non-offending team will pay full game fees, receive a win and bonus points for goals scored. If the non-offending team plays a team from a higher grade, and lose the game they will receive a bye worth 8 points.

In the event that a forfeited game is not played, the non-offending team will receive 4 forfeit points.

POLICY ON RESCHEDULING GAMES

Games that are fixtured at times which the team cannot make may be rescheduled if;

- 1) Notice has been given at the completion of their previous game
- 2) There is a vacant court available
- 3) Your opponent agrees to change the game

Please note if your team is planning something on a day or night of a fixture game, and are unlikely to be able to play, then please let Management know in advance as we can help.

Failure to play a fixtured game, if an appropriate alternative cannot be found, will be considered a forfeit.

Under no circumstances will Grand Finals be rescheduled once dates and times have been set and teams have been notified.

POLICY ON FILL-INS

A player who is **qualified** for another team may fill in for a team. If a player who is filling in is asked to be found by management on the day of the fixtured game a penalty of -5 runs per player will apply. **No player may qualify to play finals in 2 teams.**

POLICY ON FINALS QUALIFICATION

To qualify for finals a player must play 5 games or one third of all games played by that team. It is the responsibility of the team captain to fill in the player's registration card properly. Incorrect information or cheating on a team card can result in a team being disqualified from finals. Players can only qualify for **1 TEAM ONLY**.

First names only or Nicknames will not be accepted and will result in the player being unable to qualify for that round played

POLICY ON UNIFORMS

All teams must be in full uniform at the commencement of Round 5. This means all players must have matching colour T-shirts, (a **slight** variation in colour will be accepted). Any player that is out of uniform will be penalized -5 runs per item.

POLICY ON PLAYER CONDUCT

Swearing, aggressive or offensive behavior towards umpires or players will not be tolerated. If any player is found doing any of these, they will receive a warning or be sent from the court at the umpire's discretion. **A second offence will result in the player being sent from the court at the umpire's discretion.**

POLICY ON COMPLAINTS

Complaints can only be made to Management, **not the umpires**. The team captain may approach an umpire with an enquiry, but only at the appropriate break (half time). All complaints must be presented to Management by filling out an incident report sheet and then signed by the captain or players.

Players are reminded that you play at your own risk!

No responsibility will be taken for any injuries incurred during a game.

We do not have any player insurance but we do ask all players to be aware of the dangers that are involved with indoor sports courts. We suggest you have your own health insurance. If a player is seriously injured they must fill out an incident report the evening the accident occurs.

