



GAME HOUSE RULES

Captain's Responsibility

1. Fill out team cards accurately and honestly before each game.
2. Collect full game fees before each game and make payment at the games counter at least 5 minutes prior to start time.
3. Control team behaviour on and off the court.
4. Inform all team members of registration procedure, game times, dates and any changes.
5. Approach opposing captain prior to the start of the game for the toss, and then notify the umpire of the result.
6. Check game times for all finals and pre-season games (the new season starts the day after grand final).
7. Bring the score sheet to the games counter after the game.
8. For the benefit of all players it is important that games run on time. Late start penalties will be applied if a team is not ready to start their game at the scheduled starting time.

CAPTAINS ARE ADVISED TO ENSURE ALL PLAYERS UNDERSTAND HOUSE RULES

Reschedules

Reschedules should only be used in special circumstances, not as a convenience. If **management** and the opposing captain agree to a reschedule the following procedure must be followed:

1. At least 24 hours notice must be given.
2. The team requesting the reschedule may be required to contact the opposing captain with the available times and days for the reschedule to be played.
3. The requesting team must then notify the centre of the date and time agreed to. The original game time will stand until the centre has been notified (at least 24 hours prior to the original game time) of the new time by the requesting team.
4. The reschedule must be played within two weeks of the original game. If for any reason the game is not played the requesting team will incur a **forfeit**.

Forfeits

It is our objective to give all teams a game every week. When a team forfeits their game, it inconveniences the opposing team. Non-offending teams can be assured that we will make every effort to ensure that they get a game at their scheduled time. If the centre arranges a scratch game for a team whose opposition has forfeited, full game fees apply. Forfeiting teams will be required to pay a forfeit fee equivalent to one game fee before their next game. A team that has forfeited twice may be asked to leave the competition. If you are having problems with players let us know - we may be able to help you with fill-ins or permanent players from our individual player file.

LESS THAN 48 HOURS NOTICE IS REQUIRED OR A FORFEIT FEE WILL APPLY

Safety Requirements

General safety requirements pertaining to all sports include the following. Players are only permitted on the court. The appropriate shoes must be worn on court. Food and drinks are not permitted on court. Intoxicated players will not be permitted to take the court. Players are to remove all jewellery. In the case of Netball and Handball, nails must be cut short or taped. Netball gloves may be worn for Netball but not for Handball. Bags / Clothing and other sporting items that are not relevant to the sport needs to be left outside of the court area. Players are to leave the playing area immediately upon the completion of their match.

Umpires

The centre will not tolerate abuse of our umpires. When a player is sent from the court, that player must leave the court immediately. If a player refuses to leave the court, or a team leaves the court during a game, then that team or player may be asked to leave the competition. If you wish to discuss the umpire's ruling, or feel you have been unfairly treated, we are more than willing to discuss the matter with you in a calm and friendly manner. Remember we want you to enjoy your sport while upholding a suitable standard for all players and employees.

Send Offs

If an umpire sends a player from the court the umpire will submit a report and the team captain will be asked to explain. A penalty for that team or

player may be given. If a team is asked to leave the competition due to inappropriate behavior their bond will not be refunded.

Fill-ins

Fill-ins are players who already play in a team on the same night as the team they are filling in for.

1. Players may fill in for the same or a higher grade without restriction.
2. Players may not fill in for lower grades (management may approve the use of fill ins in some circumstances)
3. In Cricket only, players may fill in for a team in a lower grade if this does not raise the number of players above six and will incur a ten run penalty per grade they play down.
4. Captains cannot arrange fill in players without the approval of Management. Without approval of Management teams may be penalised.
5. Players may qualify for more than one team in different grades only if they have played least three of the first four rounds of the season. Players who qualify for more than one team are considered the highest grade they play for the purposes of eligibility for filling in.

Tied Skins & Matches

1. A tied **skin** jackpots to the following skin. If this skin is also tied, each team earns one bonus point each and the jackpot does not continue.
2. Tied **matches** will be awarded to the team that wins the most skins. Only if skins are also tied will a match be declared a tie.

Finals Qualification

1. Players must play 5 games for a team to qualify for finals.
2. Byes do not count for player qualification unless authorised by management, however wins on forfeit do.
3. In the event of a draw during finals the team highest on the ladder at the end of the season will progress to the next round.
4. Extra time will only be played in the grand final.
5. Semi and prelim finals should be played for teams to progress to the grand final.
6. Teams that forfeit a final may not be eligible to progress to the grand final.

Finals

All grand finals will be confirmed by management regarding the day and times. Grand Final times cannot be changed once set and so it is imperative that Team Captains ensure their players know they may be required to play on this day. Management reserves the right to make decisions regarding the use of unqualified players in a final due to injuries.

Please ensure all of your players for advised about the GAMES House-Rules prior to commencing

Netball & Handball Teams

Timing

4 x 10 minute quarters with a one-minute break between quarters.

Points System

Win	-	4 points
Loss	-	0 points
Draw	-	2 points
Bye	-	7 points
Bonus points	-	1 point per skin (quarter) won
Win on forfeit	-	7 points
Loss on forfeit	-	-8 points

Late Start Penalties

1 point for every minute past the start time. After 10 minutes the game will be declared a forfeit. A scratch game may still be played. Late start penalties are enforced at management's discretion.

Membership Penalties

5 points for every unregistered player playing their fourth game.

Players who remain unregistered the following week will be unable to take the court.

Cricket Teams

Points System

Win	-	4 points
Loss	-	0 points
Draw	-	2 points
Bye	-	7 points
Bonus points	-	1 point per skin won
Win on forfeit	-	7 points
Loss on forfeit	-	-8 points
Bonus	-	1 bonus point for every 200 runs scored

Late Start Penalties

5 mins Late	-	6 ball overs
10 mins Late	-	5 ball overs
15 mins Late	-	Forfeit – a scratch game may still be played

These penalties apply only to the offending team. Late start penalties are enforced at management's discretion.

Membership Penalties

20 runs per unregistered player playing their fourth game.

Players who remain unregistered the following week will be unable to take the court.

Volleyball Teams

Timing

3 x 13 minute sets for Fours and Elite 3's, 3 x 10 minute sets for Pairs.

Points System

Win	-	2 points
Loss	-	0 points
Bye	-	5 points

Bonus points	-	1 point per winning set
Win on forfeit	-	5 points
Loss on forfeit	-	-5 points

Late Start Penalties

1 point for every minute late up to the start of the second set after which the game will then be declared a forfeit. A scratch game may still be played.

Membership Penalties

3 points per set for each unregistered player playing their fourth game.
 Players who remain unregistered the following week will be unable to take the court.

Soccer Teams

Timing

4 x 10 minute quarters with a one-minute break between quarters.

Points System

Win	-	4 points
Loss	-	0 points
Draw	-	2 points
Bye	-	7 points
Bonus points	-	1 point per skin (quarter) won
Win on forfeit	-	7 points
Loss on forfeit	-	-8 points

Late Start Penalties

1 goal for every 2 minutes past the start time. After 10 minutes the game will be declared a forfeit. A scratch game may still be played.

Membership Penalties

2 goals for every unregistered player playing their fourth game.
 Players who remain unregistered the following week will be unable to take the court.

UNIFORM PENALTIES

Uniform penalties commence Round 2!

NETBALL

(If you have any queries check with Sports Manager)

- ✓ Shirts must be the same colour, but may vary in style and design.
- ✓ Skirts, shorts and bike pants may be worn, colours and styles may vary. Bike pants may be worn beneath skirts. Umpires/management decision is final in a dispute.
- ✓ Leggings are permitted during the winter season.
- ✓ All points must be deducted before the game starts or at half time. No points will be taken off at the end of the game. The team captain is the only person who may approach the umpire before the game or at half time to discuss uniform penalties.
- ✓ One fill-in player per team may be exempt from uniform penalties within a game. This player will not have appeared on the team card on more than one occasion. Exemptions must be discussed prior to the game with the Sports Manager.

CRICKET / BEACH VOLLEYBALL / SOCCER / HANDBALL / DODGEBALL

- ❖ Shirts must be the same colour but may vary in design and style.
- ❖ No uniforms are required for Beach Volleyball and Dodgeball ONLY.
- ❖ Shirts that have different printing, different printed designs.
- ❖ Winter Months – players wishing to wear a jumper must wear the team uniform beneath the jumper, otherwise a penalty WILL be incurred.
- ❖ Shirts may not be swapped between players to avoid uniform penalties.
- ❖ 'Skins' (ie no shirts) are legal uniform for Beach Volleyball only. The skins equivalent for ladies is a crop top (tops must be worn by teams with more than one female or uniform penalties apply). Teams cannot declare themselves in 'skins' uniform by wearing different shirts/jumpers in winter months.
- ❖ One fill-in player per team may be exempt from uniform penalties within a game. This player will not have appeared on the team card on more than one occasion. Exemptions must be discussed prior to the game with the Sports Manager.

UNIFORM PENALTIES

NETBALL/HANDBALL – 3 points per player to a maximum of 9 points

CRICKET- 5 runs per player to a maximum of 20 runs

SOCCER – 1 goal per player to a maximum of 2 goals