



ALBANY LEISURE & AQUATIC CENTRE

Fun, Fitness, Family

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TEAM SPORTS RULES

Revised 1st September 2016

1. Interpretation

- 1.1. The Australian Netball Association Rules, the Australian Floorball Rules, the Futsal International Rules, and the FIH Rules of Indoor Hockey as adopted by the Australian Indoor Soccer Federation shall apply unless otherwise provided for in these rules.
- 1.2. Day to Day interpretation of these rules shall be at the responsibility of the most senior official present on the court (ie. Umpire/Referee).

2. Nomination

- 2.1. Teams must be nominated and have paid the team registration fee by the date indicated by the Program Management Team.
- 2.2. Registration forms must be fully completed. It is the team captain's responsibility to take ownership of the teams financial responsibilities as well.

3. Registration

- 3.1. Each team must register all players prior to the commencement of the first round.
- 3.2. A player is not permitted to register in more than one team on any one night/day at the centre.
- 3.3. New players may be added to the team list at anytime during the season provided they comply with these rules. The program management team must also be notified of the player (player must complete Player Enrolment Form and submit to the respective Sport Coordinator prior to commencing first game in team).
- 3.4. New players added to the team list during the last three (3) matches of the season must be registered but are not eligible for to play in finals.
- 3.5. Players must be a minimum of 16 years of age for all senior team sports. For junior competitions, all players under 16 years must have a supervising parent/guardian present at all games.

4. Eligibility of Players

- 4.1. Penalty for including the names of players who are not present and ready for play in the match is loss of all premiership points accrued for that match.
- 4.2. Late arrivals of players who are ready to play may have their name included on the official score sheet, or during the play without penalty (as long as play has already commenced). Should it be discovered during the course of a match that the name of an on-court player does not appear on the scoresheet, this players name may be added without penalty.
- 4.3. A substitute player who is present and ready to play but does not actually participate in the match shall be considered a legal player.
- 4.4. Whilst the program management team recognises the need for teams to introduce new players during the season, they reserve the right not to allow teams to increase their playing strength beyond the compatibility of the grade in which they play, by introduction of such players.

5. To Play

- 5.1. A team must have a minimum of five (5) registered players for Netball or four (4) for Soccer/Floorball and four (4) for Indoor Hockey entered on a scoresheet who are ready to take the court at the commencement of the game. In the case of mixed Netball it shall comprise of no more than two males (with three females).
- 5.2. If a prepared team has less than enough players then for every minute or part thereof that play is late commencing, the opposing team will be awarded one goal in Netball for every minute that goes by until the 10 minutes has expired, Soccer and Floorball teams will lose one goal for every three minutes that goes by). If a team does not have enough players on the court and ready to play within 10 minutes of the scheduled start

time, they must forfeit the game and be required to pay a forfeit fine as detailed in the rules section 17. The final score awarded will be 20 to nil for Netball, Soccer; Floorball and Indoor Hockey will have a score of 5 to nil.

- 5.3. A scratch match may be played if the teams involved so desire. Normal game fees will still apply and charged to the forfeiting team. If it is the last game of the night then no umpires/referees will be provided.
- 5.4. In case of doubt, clarification may be requested through the team captain and only through him/her in a sportsperson like conduct. This can be done at half time or at the end of the match but not during.
- 5.5. Teams are required to fill out a scoresheet and pay prior to games. All players must have completed a Player Enrolment Form prior to playing in the team. The scoresheet must be taken down to umpires for confirmation by the second team to pay on the scoresheet. **Games will not start until both teams have filled out their scoresheet, paid, and delivered it straight to umpires hands.**
- 5.6. Participants must behave respectfully and courteously to the umpires, other officials, opponents, team mates and spectators. No foul language under any circumstances shall be displayed on the court. Players may be asked to leave the court if foul language continues. Players may be suspended due to this misconduct.

6. Team Responsibilities

- 6.1. All teams must provide their own scorer for the duration of the match. Teams are therefore responsible for keeping a "check" on the scores during the game. Failure to provide a scorer will leave offending team no recourse to challenge the score.
- 6.2. The team will be held responsible for the conduct of its members and spectators. Further, teams are expected to conduct themselves in keeping with the spirit of participation, enjoyment and healthy competition. Spectators can be sent from the centre. Due to this, the game can be called off and considered a forfeit.
- 6.3. No participants can wear jewellery, pins, or other dangerous items. Fingernails may be taped or cut at the discretion of the umpires or referees.
- 6.4. Any player/spectator deemed under the influence of drugs/alcohol (other than prescribed medication) shall be denied entry to the playing area and will be subject to report. Any player/spectator that does not leave the court when asked can cause the game to be cancelled or for the opposing team to receive goals/points. Legal authorities may be called in should the situation not be resolved.
- 6.5. If the team withdraws from the competition there will incur a \$100 fee plus any further outstanding fees

7. Team Captain

- 7.1. Responsibilities of the team captain are:

Prior to the match:

- Ensure that the game fee is paid in full.
- Complete the scoresheet with full names.
- Represent team in coin toss.

During the match:

- To ask for an explanation of a rule interpretation (at half time or after match).
- To ask authorisation to change uniforms, equipment.
- Control the behaviour of their players and to ensure all substitutions occur correctly.

After the match:

- Report any misconduct or deliberate foul play.

8. Team uniforms

- 8.1. Teams should try to be in conforming uniforms for each match. Uniforms are to have the same colour top. Same colour bottoms are not compulsory but recommended. Bottoms may include shorts, skirts or track pants. No low cut or revealing tops permitted.
- 8.2. Bibs will be provided for clashing team colours for one team to wear.

9. Illegal Players

- 9.1. The penalty for playing illegal players is automatic forfeiture of the match in which the offence occurred.
- 9.2. Illegal players will be defined as follows:
 - Non-registered players by the third playing fixture, unless approved by the program management team.
 - Players failing to pay the appropriate admission fee.
 - Players under suspension.
 - Players participating under an assumed name.

- Non observance of transfer regulations.
 - Non observance of qualification criteria for finals matches.
- 9.3. A player knowingly playing under an assumed name or a coach playing a player under an assumed name, may be reported for misconduct to the program management team. From this a penalty will be delivered.

10. Timing

10.1. Games will be played on a time limit of:

- Netball: four x 10 minute quarters, straight swap at end of first and third quarter with a three minute half time break.
- Soccer: two x 20 minute halves with a three minute half time break.
- Floorball: three x 15 minute periods with three minute breaks.
- Indoor Hockey: 2 X 20 minute halves with a 2 minute break in between.

10.2. The clock will start at the stated time whether teams are ready or not.

10.3. If teams are late the following penalties apply.

- Netball: one goal per minute or part thereof, awarded to the opposing team
- Soccer/Floorball/Indoor Hockey: one goal per three minutes or part thereof, awarded to the opposing team.

10.4. The timer will only be stopped during game time if a player is injured and play cannot continue.

11. Premiership Points

11.1. Premiership points are as such

- WIN 3 points
- DRAW 2 point
- LOSS 1 points
- Forfeit win 3 points
- Forfeit loss 0 points

11.2. Position on the ladder is determined by the total premiership points earned,

- If two or more teams are on the same number of points, goal difference will determine their position.
- If still equal, then it will be the team with the greatest number of wins.
- If still equal, the team with the most wins over the other team(s) with the same amount of points, goal difference and wins.

12. Substitutes

12.1. Substitutes can only be made when there is a stoppage in play and the referee/umpire is notified. Netball substitutes can only be made between quarters unless an injury arises.

12.2. During finals, teams will be limited to the number of players they can have as substitutes. See finals section.

12.3. Indoor Hockey can perform a substitution at anytime except in the case of a penalty play. The penalty play must be completed before substitutions can be made.

12.4. Indoor Hockey can only make substitutions during penalty play in the case of the goalkeeper or a defensive player being injured and unable to continue.

13. Abandoned Games

13.1. The final outcome of an abandoned game will be decided upon the umpire/referee on the court at the time.

13.2. If a team is unable to continue playing due to injury of a player that cannot be removed from the court, the game will be ended and the score will stand as it is at the stop of play.

13.3. If a team "chooses" to discontinue play although the game can continue after the injury, then the game will be called as a forfeit by this team. A win will be awarded to the opposition team. See section 17.7 for the final outcome of the game.

14. Finals

14.1. To participate in finals a player must be registered and have participated in a minimum of three games for that team.

14.2. Finals will be played as a knockout and may also involve consolation finals to determine the minor places.

14.3. In the event of a draw in any final match there will be a one minute break until overtime.

- Netball: three minutes each way with no rest between.
- Soccer/Floorball/Indoor Hockey: five minutes overtime.

14.4. If a draw still occurs after this extra time:

- Netball: an extra 3 mins each way or until a team leads by two points, which ever happens first.
- Soccer/Floorball/Indoor Hockey: teams go to a penalty shootout of 5 shots each.

14.5. The clock will only stop in the Grand Final for an injury and/or a sending off.

15. Forfeits

- 15.1. Notice of a forfeit must be received by email to recprograms@albany.wa.gov.au or phoned through to 98442268, and must give a minimum of 24 hours notice.
- 15.2. Forfeit fines will be applied according to the following schedule:
 - 24 hours or more notice will incur the full team game fee.
 - Less than 24 hours notice will incur a fine of the team game fee plus an additional \$20.
- 15.3. Fines must be paid within seven (7) days of the forfeit date.
- 15.4. Should the fine be unpaid within the seven day period, the team can be withdrawn from the competition forthwith and replaced by another team or teams will be removed from the fixtures until such a time as the forfeit fee is paid or at the discretion of the program management team.
- 15.5. In the event of a forfeit the non offending team shall receive a credit if the game fee has been paid – this will not be cash refundable.
- 15.6. No premiership points will be awarded to forfeiting teams until such a time as the forfeit fees are paid in full. Premiership points are not redeemable.
- 15.7. Any team forfeiting twice in any one season may be withdrawn without notice at the discretion of the program management team. Fines will still be billed to the team captain.
- 15.8. The score for a forfeited game will be 20-0 for Netball and 5-0 for Floorball/Soccer/Indoor Hockey.

16. Protests

- 16.1. All protests are to be lodged in writing to the program management team on the day of notification. Teams, who do not enter a protest on the day of notification of any offence, relinquish their rights for a protest.

17. Player Reports

- 17.1. Players and spectators shall be subject to report by the umpire/referee or by the program management team for any form of misconduct.
- 17.2. Misconduct shall include abusive language, unsporting conduct, unduly rough play, resistance to obey or take reason from an official, striking and attempted striking.
- 17.3. Reported players will be required to answer allegations made, either by letter or appearing in person to the program management team.
- 17.4. Reported players and spectators will be advised of:
 - Date and incident report arose from
 - Date, time and venue of interview with the program management team
- 17.5. Non attendance to the interview or response in writing on the night of this offence (or the day to which they were informed of the offence) to the program management team shall be interpreted as an admission of guilt.
- 17.6. The program management team reserves the right to suspend or expel players or teams from the competition.
- 17.7. If a player is put on report, the official will notify the player immediately of this report. The official will then explain to the player that if they disagree with the report, they are to see front reception about it. If a feedback form is lodged about the incident, a program management team member will be in contact with them in the next three working days.

18. Player Suspension

- 18.1. Any player given a red card in Soccer/Hockey/Floorball will automatically receive a one match suspension to be served at their teams next playing date. If the suspension given is longer than one game, the team captain will be notified by the programs management team.
- 18.2. If necessary, a player may be disqualified by an umpire/referee without warning, at any time during the course of a game. See section 19 for more details.
- 18.3. If a player is disqualified from a fixture game more than three times throughout the season, they will be suspended for the remainder of the current season.

19. Technical Fouls / Red Cards / Yellow Cards

- 19.1. A player can receive a technical foul, red card or yellow card by an official for any such actions as outlined in the Australian Netball Association Rules, the Australian Floorball Rules and the Futsal International Rules and the FIH Indoor Hockey Rules as adopted by the Australian Indoor Soccer Federation.
- 19.2. In addition to 19.1 a player can receive a technical foul, red card or yellow card by an official for any of the following such actions:
 - Disrespectfully addressing or contact with an official.
 - Using offensive language or gestures/Baiting an opponent.
 - Deliberately delaying the game.
 - Violent actions and or deliberately attempting/succeeding in foul play.

20. Insurance

- 20.1. All players are responsible for their own insurance for personal injury or property damage
- 20.2. All injuries however, must be reported to the duty manager and program supervising staff member/Program Coordinator on the night.