

Dear Team Captain

The following is information which we hope you will find helpful in playing and running your team at Loftus, as well as the rules of participation for Loftus competitions.

## **GENERAL SEASON INFO**

### **GAME TIME REMINDERS**

Every week, you will receive two game time reminders via email prior to each game. The team captain can log in to the website (please speak to staff if you have not received a confirmation email) and register all players to receive the same emails. Emails are generally sent 6 days before, and again 1 day before each game allowing you to notify your team of availability for each game. There are two links in the emails – one to register as available and one to register as unavailable. For those of you who are new to this system, please be aware that clicking either link will only notify the rest of your team who have their email addresses registered of your availability status and does not serve as notifying the centre of your intention to forfeit a game. **Forfeits must be made by calling the centre directly.**

### **NEED MORE PLAYERS?**

Loftus maintains a database of individuals looking for teams. If you are short of players, please contact us and we can assist you in finding new players for your team.

We also have a Facebook group called 'Loftus Rec Centre Casual Players and Teams'. If you join this group, you can post when you're looking for new players, or if you're looking to join a new team. We will also use this to keep you up to date when there is casual court availability.

Please read on for some rules of participation in the Loftus competitions.

## **BEFORE THE GAME**

### **GAME PAYMENTS**

It is required that your game fee is paid prior to playing. Simply attend the front counter to make payment, preferably 15 minutes before your scheduled game start. Please note that the last scheduled game of the evening will only commence once both teams have paid their game fee. If the game goes ahead and it is established that your team has not paid the game fee, an official time out will be enforced by the duty manager, and if no substitute is available for your team, a team player will either be required to leave the court to make payment or the game is stopped with a score penalty to your opposition until your team member returns with proof of purchase from reception.

### **NO PAY, NO PLAY**

Loftus adopts a 'no pay, no play' policy. This ensures that all teams pay prior to playing and can therefore take the court knowing that it is fair for all teams involved. As a reminder, please ensure that you adhere to the instructions in the GAME PAYMENTS paragraph above.

### **SCORESHEETS**

Not only is your game scoresheet the official record for the game result and score, it also displays a list of all the players of your team, with the number of games played throughout the season shown in the *GAMES* column. Any current disciplinary infringements while playing at Loftus will also be displayed in the *INFR* column next to the player's name (see *DISCIPLINARY POLICY*).

Before your game start, your team will be required to record all players participating on your game scoresheet. If a player is playing their first game for your team, write the name down and he/she will be added to your team list for the following week. Otherwise, mark off all attending players in the *PLAYING* column to the left of the names on the scoresheet. To have their attendance recorded, a player must arrive prior to the whistle signifying commencement of the second half of play. A player arriving after this point may participate in play, but will not have their attendance recorded on the scoresheet.

**All players must play a minimum of five regular season games in order to participate in any finals games.**

It is your team's responsibility to ensure the correct names are marked off every week, and to track the progress of your players' games played status.

## **GAMEPLAY**

### **COMPETITION RULES**

The rules of each competition can be found on the Loftus Recreation Centre website under the relevant sport page.

### **PLAYER PARTICIPATION**

All players are permitted to take part in one basketball, one ladies netball, one mixed netball, one indoor soccer, one volleyball, and one outdoor soccer game at Loftus per evening. A player may only fill in as an exception if the team does not have the minimum number of players to take the court (this is 5 players for netball, or 4 players for basketball, soccer or volleyball). A player cannot fill in for a team playing two grades below his/her regular team. That is, a player who regularly plays for an A grade team cannot fill in for a C, D or E grade team. He/she may only take the court for as long as the team only has the minimum number of players. An opposing team may dispute the participation of a player, and if found in breach of the above conditions, this may result in a technical forfeit win awarded to the opposing team.

### **UNIFORM**

All sport teams participating at Loftus are required to have a team uniform (minimum requirement: matching colour tops for all sports). One point/goal for each player out of uniform (two for basketball) will be awarded to the opposing side at the start of the game. During the first 3 weeks of the season, teams are exempt from uniform point penalties.

### **LATE ATTENDANCE**

If any team does not take the court at the start of the game with the minimum required players, where the opposition is on court ready to commence play, one point/goal per minute will be awarded (two for basketball) to the opposing team: [A] until the late team is ready to play or [B] for ten minutes (5 minutes for soccer) after which the game is deemed a technical forfeit.

## **FORFEITS**

### **INDIVIDUAL PLAYERS REGISTER**

Whilst we understand that at times it can be difficult to field a side, and that some forfeits are inevitable, every attempt should be made to have a team that will compete on a weekly basis. Should you be struggling to get numbers, Loftus has a database of individual players who are very keen to participate, along with a Facebook group called 'Loftus Rec Centre Casual Players and Teams' where you may post to request fill-in players.

### **FORFEIT PROCEDURE**

If your team must forfeit a match, please ensure that you advise Loftus at your earliest convenience by calling 9227 6256. Your team will be issued with the appropriate forfeit fee according to the amount of notice given.

Forfeit fees are as follows:

Over 48 hours' notice – GAME FEE

Over 1 hour notice – GAME FEE + \$15

Under 1 hour notice/No Show – GAME FEE + \$40

Fees are due within 2 weeks of the date of the forfeited game. Any overdue forfeit fees will incur an additional \$15.00 charge. If your match has been forfeited, you will be notified via SMS or phone call. **Please note: Responding as 'unavailable' to the fixture reminder emails is not considered a forfeit.**

### **THREE FORFEITS IN A SEASON**

If a team forfeits three matches within a season, is not guaranteed a place when renominating for the following season, and the centre reserves the right to immediately remove the team from the competition.

### **NO SHOWS**

On occasion, teams have elected not to attend a scheduled match without notifying the centre. This is considered a highly disrespectful practice to the opposition that has made the effort to attend the game. A simple phone call will avoid this.

## **PLAYER CONDUCT**

### **DISCIPLINARY POLICY**

Loftus Recreation Centre reserves the right to suspend players for infringements that incur a Technical, Unsportsmanlike, Disqualifying Foul, or Behaviour Report. The length of suspension will be at the discretion of centre management, and will be based on the severity of the offence, and if the player is a repeat offender. This will also be recorded against the offending player for six months. Accrual of multiple infringements may result in the player being removed from competition at the centre entirely.

Any team seen to collectively accrue excessive infringements may also be withdrawn from the competition.

### **OVERALL TEAM BEHAVIOUR**

At Loftus Recreation Centre, we endorse sportsmanlike play with respect to all participants of the game, umpires, officials, and players alike. All teams will be assessed for general player conduct. Demonstration of poor overall team behaviour throughout the season will not be tolerated. Re-entry for the following season will be revoked for teams that consistently fail to participate in the spirit of the game.

### **ALCOHOL AND SPORT**

Loftus also has a zero tolerance policy for players participating in games while intoxicated. If you would blow over the limit for a Random Breath Test, Loftus does not accept your participation in gameplay. We value the safety of all players using our facilities, and do not condone behaviour that jeopardises player safety.

## **FINALS**

### **SCHEDULED GAMES**

To all teams not returning the following season, you will not be allocated games once your season (including any finals) concludes.

**All other teams not in finals will be scheduled preseason games.**

### **SEMI FINAL ROUND** [1<sup>st</sup> v 4<sup>th</sup>, 2<sup>nd</sup> v 3<sup>rd</sup>]

**Winners:** proceed to grand final the following week.

**Losers:** scheduled a preliminary grading game the following week or a bye.

### **GRAND FINAL ROUND** [semi final winners]

Prize vouchers awarded to both grand final participants immediately following the game.

### **FINALS FORFEITS**

If you are not able to field a qualified team in any finals match, you have the option to either:

- Concede your finals place prior to end of regular season (place to be offered to next highest team).
- Field unqualified players and play a regulation match, but lose on technical forfeit regardless of the outcome of the played match.
- Forfeit the match entirely (forfeit fees apply).

As a general courtesy, please notify us in advance if you cannot field a qualified team and advise which option you will take.

### **DRAWN FINALS**

**Basketball:** Five minute period(s) of extra time will be played until a winner is established.

**Netball:** Single five minute period of extra time will be played. If still tied, play will continue until a two goal advantage is reached.

**Volleyball:** Continuation of the final set until a two point advantage is reached.

**Soccer:** Penalty shootout.

### **UNQUALIFIED PLAYERS**

Any unqualified players found to be taking part in the finals series will result in a technical forfeit in favour of the opposing team. Should a team wish to query the status of an opposition player, the query must be directed from the team captain to the match official/umpire. The umpire will then verify on the scoresheet, and should there be an issue, approach the team captain of the player in question and give the team the choice to either remove the unqualified player or proceed to play with that player and forfeit the match. Play will continue as normal and no forfeit fines will be applied.

### **IDENTITY FRAUD**

If a player taking part in a match is not the player stated on the scoresheet, the team will forfeit the match, and may be immediately withdrawn from Loftus Competition. If there is reasonable doubt by the opposing team or an official that a player taking part in a finals match is not the player recorded on the scoresheet, he/she will be given 24 hours to provide photo identification to Loftus, verifying they are in fact the player as stated on the scoresheet.

### **PUBLIC HOLIDAYS**

Games are played on the Monday of all public holiday long weekends. Games are not played on Australia Day, Good Friday, or over the Christmas/New Year break.

To all participants, thank you for your time in reading this information, and I wish you all the best for the coming season!

Healthy regards



**Mosese Talemaitoga**

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