



STRIKER INDOOR SPORTS TEAM BY-LAWS

1. INTERPRETATION:

1.1 Futsal International Rules as adopted by the Australian Indoor Soccer Federation and the Indoor Sports Australia shall apply unless otherwise provided for in these By-Laws

1.2 Day to day interpretation of these By-Laws shall be at the responsibility of the most senior official present on the court (ie. Sports Official, Umpire/Referee).

1.3 All players are responsible for their own insurance for personal injury or property damage.

1.4 All injuries however, must be reported to the Duty Manager on the night.

2. NOMINATION

2.1 Teams must be nominated and have paid the nomination fee by the date indicated by the Sports Management Team.

2.2 Nomination forms must be **fully** completed. It is the team captain's responsibility to take ownership of the teams financial responsibilities as well.

2.3 Registration/Nomination fees are non-refundable.

3. RENOMINATION:

3.1 Teams who are legally participating in the current season will be provided up until the last regular season week night in which they can nominate for the next season. Any nominations after this time will go up against the general public's nominations.

3.2 Teams who fail to renominate in this time period will forfeit all guarantees of a position in the next season.

3.3 Vacancies in the competition will be filled by the first priority.

3.4 Teams with outstanding monies can not renominate until it is paid in full. A position will not be held for those teams that have outstanding money past the due date to renominate.

4. REGISTRATION:

4.1 A player is not permitted to register in more than one team on any one night/day at the centre. Players are permitted to “fill in” for other teams on the same night as long as they are not playing in a grade lower than the grade they are registered. Any breach to this rule will result in an automatic forfeit to the offending team.

5. FIXTURES:

5.1 Centre Management reserves the right to alter fixtures at any time. Teams affected will be notified

6. TO PLAY

6.1 A team must have a minimum of 5 registered players for netball or 4 for soccer/l entered on a scoresheet who are ready to take the court at the commencement of the game.

8 a-side cricket must have a minimum of 6 players to complete a game.

6 a-side cricket must have a minimum of 4 players to complete a game.

6.2 For mixed netball a maximum of 3 males can take to the court at any one time.

6.3 If a prepared team has less than enough players then:

Netball

- For every minute or part thereof that play is late commencing, the opposing team will be awarded 1 goal until the 1st quarter has expired in which concludes as a loss on forfeit.

Soccer

- 1 goal will be awarded to the opposing team for the first 30 seconds then 1 goal every 2 mins that goes by. After 10 minutes the game is classified as a loss on forfeit.

Please note: the clock must be counting down.

7. TEAM RESPONSIBILITIES:

7.1 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 ethos 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.

7.2 No participants can wear jewellery, pins, or other dangerous items (including, but not exclusive to awareness bracelets). Fingernails may be taped or cut at the discretion of the umpires or referees. .

7.3 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.

8. TEAM CAPTAIN:

8.1 Game fees must be paid in full prior to the commencement of the match or the match will not proceed.

8.2 Responsibilities of the team captain are:

8.2.1 prior to the match:

- completing the scoresheet with **full names and numbers and identifying the team captain**
- hand receipt to sport official
- represent team in coin toss

8.2.2 During the match:

- to ask for an explanation of rule of interpretation (at half time or after match)
- to ask authorisation to change uniforms, equipment

9. TEAM UNIFORMS:

9.1 All players in each team are required to present themselves in conforming uniforms for each match. Uniforms are to have the **same colour top and design**. (For soccer a clear neat number for all players except the Goal Keeper)

9.2 Failure to comply will result in:

Netball

- 1 goal per game per player in netball will be given to every player out of uniform.

Soccer

- 1 goal for every player out of uniform for the game.

Cricket

- 5 runs per incorrect uniform.

The umpire/referee will use their own discretion in regards to the suitability.

9.3. Exchanges of uniform with any other players are not permitted.

9.4 Any new teams will be given three (3) weeks to comply with conforming uniforms. Discretion of the Centre management will apply.

10. TIMING:

10.1 Games will be played on a time limit of:

- Netball: 4 x 8 min quarters with a 2 min half time (no break at quarter time or three quarter time)
- Soccer: 2 x 20 min halves with a 1 min half time
- Cricket: Each bowling innings will take no longer than 32 minutes

10.2 The clock will start at the stated time (in accordance to centre clocks) whether teams are ready or not.

11. PREMIERSHIP POINTS:

11.1 Premiership points are as such for soccer and netball:

WIN	3 points
DRAW	2 points
LOSS	1 point
FORFEIT	-1 points

11.2 Premiership points are as such for 8 a side cricket.

WIN	3 points
DRAW	1.5 points
LOSS	0 point
FORFEIT	-4 points
SKINS	1 point per skin won

11.3 Premiership points are as such for 6 a side cricket.

WIN	3 points
DRAW	1.5 points
LOSS	0 point
FORFEIT	-3 points
SKINS	1 point per skin won

12. FINALS:

12.1 To participate in **major** finals a player must be registered and have participated in 5 of the regular season games in the grade.

12.2 Major finals will be played as a knockout between 1st through to 4th (if that is how many teams the division has). **Remaining/New** teams will begin the grading process for the next season.

12.3 In the event of a draw in Semi final matches the team who finished higher on the ladder will advance. In Grand Finals the below will occur

- Netball: 3 mins each way with no rest in between
- Soccer: Penalty Shootout.
- Cricket: The team who finished higher on the ladder will win.

13. FORFEITS:

13.1 **Forfeits must be phoned in to front reception (9313 9700) at all times. Email and text message notifications will not be accepted.**

13.2 Forfeit fines will be applied according to the following schedule:

- All forfeits will incur a double game fee fine.

13.3 Fines must be paid prior to next fixture game commencing.

13.4 The score for a forfeited game will be:

- .
- Netball: 20 to nil.
- Soccer: 5 to nil.
- Cricket: 100 to nil.

14. PLAYER/TEAM REPORTS:

14.1 Any player/team or spectator can be removed from the centre and/or reported at the discretion of senior staff.

14.2 Centre Management reserves the right to suspend or expel players or teams from the competition.

15. PLAYER SUSPENSION:

For a player to see out a suspension, the team/s that they are registered to play for must be an “active” team in our competition/s. A team is deemed to be active if they are a fixtured and registered team in the competition.

For all other information on suspensions please see Tribunal Guidelines.

16. RED CARDS/ YELLOW CARDS/SEND OFFS

16.1 In soccer a player awarded a yellow card for any offensive play will spend 3 minutes off the field. This player may be replaced for this time. The player may not return to the field until the sports official signals the player to do so.

16.2 In soccer a player awarded a red card must exit the game immediately and for the entirety of the game (point 14.1 may apply). This person may only be replaced after 5 minutes. This person will automatically receive a minimum two-week suspension.

16.3 Any player who is sent from a cricket or netball game will automatically receive a two-week suspension.