

Conditions of Entry and General Information

GENERAL RULES	<p>The Centre guidelines are:</p> <ul style="list-style-type: none"> • Drug, Alcohol and Smoke free • No offensive language or behaviour • No deliberate jumping or climbing on nets • No arguing with the Umpire • No food or drink on the playing surfaces • Non-marking sporting footwear ONLY on the playing surfaces • Junior teams must have a Team Coordinator over 16 years of age • NO PARKING in common driveway or adjacent property • Cars to be removed from car park by close of centre • All patrons and spectators MUST be courteous and aware of the safety of others • Appropriate clothing must be worn at all times • Suitable eye wear for sports is to be worn if required <p>NOTE: Not observing these rules or ignoring Centre Staff requests will result in you being asked to leave the premises.</p>																
POINTS SYSTEM	<table> <tr> <td>3 Points for a WIN</td> <td>2 Points for a DRAW</td> <td>2 Points for a BYE</td> </tr> <tr> <td>1 Point for a LOSS</td> <td>0 Points for a FORFEIT</td> <td></td> </tr> </table>	3 Points for a WIN	2 Points for a DRAW	2 Points for a BYE	1 Point for a LOSS	0 Points for a FORFEIT											
3 Points for a WIN	2 Points for a DRAW	2 Points for a BYE															
1 Point for a LOSS	0 Points for a FORFEIT																
COMPETITIONS	Age determined by the age of the participant on 1 January of the calendar year. Minimum age for all senior competitions is 14 years.																
COMPETITION LENGTH	Competition length and Finals format will change from season to season. Contact centre staff for current competition information.																
FINALS	<p>All outstanding monies must be paid for a team to be eligible for finals</p> <p>Only registered players who have played 5 or more games for the team may play in finals</p> <p>Finals games format will be the same as competition games</p> <p>The finals draw will be passed onto the team captains. NOTE: Teams may be required to play more than 1 game on the day of finals.</p>																
LADDER CALCULATION	<p>The order of the Ladders is calculated as follows:</p> <table> <tr> <td>1. Total Points</td> <td>2. # of Wins</td> <td>3. # of Forfeits For</td> </tr> <tr> <td>4. Team Percentage %</td> <td>5. # of Losses</td> <td>6. # of Draws</td> </tr> <tr> <td>7. # of Byes</td> <td></td> <td></td> </tr> </table>	1. Total Points	2. # of Wins	3. # of Forfeits For	4. Team Percentage %	5. # of Losses	6. # of Draws	7. # of Byes									
1. Total Points	2. # of Wins	3. # of Forfeits For															
4. Team Percentage %	5. # of Losses	6. # of Draws															
7. # of Byes																	
COMPETITION/REGISTRATION FEES	<p>REGISTRATION - A team registration fee of \$40 applies – to be paid prior to commencement of competition.</p> <p>GAME FEE - The preferred payment option is for the total competition fee to be paid prior to the commencement of a competition. Alternately a player can pay on a weekly basis.</p> <table> <thead> <tr> <th></th> <th>SENIOR Sport</th> <th>JUNIOR Sport</th> </tr> </thead> <tbody> <tr> <td>Up Front</td> <td>\$6 by the number of rounds</td> <td>\$6 by the number of rounds</td> </tr> <tr> <td>Weekly</td> <td>\$9 per game</td> <td>\$8 per game</td> </tr> </tbody> </table> <ul style="list-style-type: none"> • Any fill-in player pays the applicable weekly fee, even when replacing a fully paid up player. • For a fully paid up player to transfer their credit to another player, - there must be 50% of the competition remaining and a \$9 transfer fee applies. <p>FINALS – Finals are free for fully paid players. For weekly players, appropriate weekly fee applies.</p>		SENIOR Sport	JUNIOR Sport	Up Front	\$6 by the number of rounds	\$6 by the number of rounds	Weekly	\$9 per game	\$8 per game							
	SENIOR Sport	JUNIOR Sport															
Up Front	\$6 by the number of rounds	\$6 by the number of rounds															
Weekly	\$9 per game	\$8 per game															
INSURANCE	Game fees and registration DO NOT include player insurance against injury. PLAYER'S PLAY AT THEIR OWN RISK.																
INJURIES	ALL injuries MUST be reported immediately upon occurrence to the game referee or centre staff. In the case of an emergency, CBC Indoor Sports will not bear the financial responsibility for any Ambulance called.																
TEAM FORFEITURES	<p>TEAM FORFEITING – If 24hours notice of forfeit is not given, a fine of \$20 will be incurred on the team, to be paid in a lump sum before their next game.</p> <p>TEAM RECEIVING FORFEIT - A consolation game will be arranged by the Centre. Normal game fees apply.</p> <p>MINIMUM PLAYERS TO AVOID A FORFEIT –</p> <table> <thead> <tr> <th></th> <th>5 a side</th> <th>6 a side</th> <th>7 a side</th> </tr> </thead> <tbody> <tr> <td>Minimum number of players on field</td> <td>3</td> <td>4</td> <td>5</td> </tr> <tr> <td>Minimum number of fielded registered players</td> <td>2</td> <td>3</td> <td>4</td> </tr> <tr> <td>Maximum number of fielded fill in players from other teams</td> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>		5 a side	6 a side	7 a side	Minimum number of players on field	3	4	5	Minimum number of fielded registered players	2	3	4	Maximum number of fielded fill in players from other teams	1	1	1
	5 a side	6 a side	7 a side														
Minimum number of players on field	3	4	5														
Minimum number of fielded registered players	2	3	4														
Maximum number of fielded fill in players from other teams	1	1	1														
LATE TEAMS	One (1) goal per minute penalty for late teams. After seven (7) minutes late a forfeit will be declared.																
CONTACT	phone 9524 4145 fax 9525 9929 email sport@ecbc.org.au web www.eCBC.org.au																