

**Kingsway Indoor Stadium  
Sporting Competitions By-Laws  
(Effective 01 July, 2024)**

**DEFINITIONS**

<b>Team:</b>	<b>The registered team name and any person that represents that team including registered players, fill-in players, and spectators.</b>
<b>Competition Manager:</b>	<b>The Sports Programs Officer who coordinates the applicable sport competition or caretaker Sports &amp; Programs Officer in their absence.</b>
<b>Duty Manager:</b>	<b>Spors Programs Officer, Duty Officer and/or Team Leader</b>
<b>Management:</b>	<b>Sports Program Officer and/or Team Leader and/or Facility Specialist</b>
<b>Yellow Card:</b>	<b>Temporary removal from the court (see Clause 10.6)</b>
<b>Red Card:</b>	<b>Removal from the court for the remainder of the game (see Clause 10.5)</b>

**1. INTERPRETATION**

- 1.1 All rules and by-laws are subject to management's discretion.
- 1.2 All sports are officiated as per the Stadium House Rules for each sport.
- 1.3 Day to Day interpretations of the rules will be judged by the officiating umpires.
- 1.4 Day to day interpretation of the by-laws will be the responsibility of the most senior official present (Team Leader, Sport Programs Officer, Duty Officer, and Sports Umpire.)
- 1.5 Kingsway sports competitions are non-affiliated social recreation competitions.
- 1.6 The Stadium reserves the right to change or amend the By-Laws at any time without prior notice. Management will inform teams of any changes via email.

**2. NOMINATION & REGISTRATION**

- 2.1 Registration fee charged will be \$45.
- 2.2 Team registrations are accepted at the sole discretion of Management. There is no guarantee that they will be accepted.
- 2.3 Division requests will be accepted in the registration form. Grading rounds may be played prior to the season commencing and teams placed in divisions accordingly at the sole discretion of the competition manager.
- 2.4 Competition divisions may vary, it is the responsibility of the nominating team to familiarise themselves with the relevant divisions in their nominated competition.
- 2.5 Team coordinators must be 18 years or over.
- 2.6 Individual registration forms do not guarantee entry into the competition. Entry is based on the availability of spaces at the time, and will be kept on file for the entirety of the season that the form was received in.
- 2.7 The Stadium reserves the right to refuse team names that may be considered offensive, inappropriate or too similar to other team names. Inappropriate team names are defined as any name involving political, military, sexual or religious connotations.

**3. RE-NOMINATION**

- 3.1 Teams participating in the current season are given priority to re-nominate for the next season, provided they nominate by the close of business on the allocated date by the competition manager.
- 3.2 Teams who have been previously banned from competitions may be denied re-nomination at the complete discretion of Management.
- 3.3 Management may refuse acceptance of nominations once the season has commenced, or once the fixtures have been created.
- 3.4 Team coordinators must ensure contact details have been updated for each new season.

**4. FIXTURES**

- 4.1 Management will attempt to fixture each time evenly throughout the season. Teams are expected to be available for all time slots. By registering you accept availability for all time slots.
- 4.2 Requests for times will be accepted at the sole discretion of management. No correspondence will be entered into regarding why a decision has been made.
- 4.3 Management reserve the right to change fixtures where necessary during the season. Any change to fixtures will be emailed to the Team Coordinator.
- 4.4 Games are not played on public holidays.
- 4.5 Season lengths will vary for each competition and season. Please clarify the season length before registering. By registering, teams are agreeing to play all fixture (including scratch matches during finals series for any team that did not qualify for finals). It is the responsibility of the team to clarify length of season.

**5. TEAM RESPONSIBILITIES**

- 5.1 Teams must be present, have the minimum amount of required players, and paid prior to the start of each match. The game will be started at the scheduled time. Late penalties will apply once the game clock has stated as following until the game is called a forfeit;

- Soccer 1 goal / minute (at other teams discretion)
  - Netball 2 goal / minute (at other teams discretion)
  - Indoor Footy 1 goal / minute (at other teams discretion)
  - Volleyball 1 point / minute (at other teams discretion)
  - Basketball 2 points / minute (at other teams discretion)
- 5.2 If a team has not paid in full, and/or has less than the minimum number of required players to start the match 5 minutes after the scheduled fixture time, or continue the match during game play, the match will be declared a forfeit.
- 5.2..1 The opposing team will be awarded the win, and the losing team will incur the 24+ hour Forfeit fee (1 X GAME FEE).
- 5.2..2 If both teams agree for the match to continue as a scratch match (forfeit win result), game fees will not be refunded.
- 5.3 If both teams fail to comply with Clause 5.1 and 5.2 a forfeit result will be recorded against each team. Please refer to the specific sport's house rules for the forfeit result. Both teams will incur a 1 x GAME FEE, and the match may continue as a scratch match at the discretion of the teams and management.
- 5.4 Teams are responsible for the conduct and behaviour of their players and supporters. Misconduct may result in penalties applying. Penalties may include but are not limited to:
- On field penalties (Free Shot, Penalty, Technical Fouls)
  - Deduction of premiership points
  - Warning(s)
  - Good Behaviour bond
  - Suspension and Expulsion from the Stadium and/or it's Competitions
- 5.5 Teams must name any players or spectators when requested to by management. Failure to do so, or if a team is deemed to be lying, the match in question will be an automatic forfeit and may result in the entire team being banned from the Stadium and its competition(s). No show forfeit fee will apply if this happens prior to half time. Management reserve the right to ask for ID to prove identity.
- 5.6 Teams are required to report to reception before the commencement of the game to pay the full game fee.
- 5.7 Player names must be selected at the kiosk check-in prior to the commencement of the game. It is the captain's responsibility to ensure that all players are selected.
- 5.8 Any team caught incorrectly selecting players may receive a deduction from their overall points standing at the complete discretion of the competition manager. Repeat offending teams may be suspended or expelled from the competition at management's discretion.
- 5.9 Both teams' captains must sign off scoresheet post game to confirm registered players, fill ins and score result. It is the responsibility of the captain to sign the scoresheet, if not completed scores & players cannot be disputed.
- 5.10 Teams must inform the Stadium when they have changed their Team Contacts details. Failure to do so will result in the team having no recourse to challenge any forfeit fees or suspensions imposed on the team.
- 5.11 Appeals against interpretation of the rules/decisions shall be lodged in writing via email. Reports not lodged within 48 following an incident will not be accepted.
- 5.12 Conditions of entry into the stadium states that you may be photographed or filmed for promotional purposes. In the case of not wanting to be filmed or photographed make stadium management aware.
- 5.13 Management reserves the right to remove any person from the facility under Local Government Act. Reasons shall include but are not limited to those who are suspected of being under the influence of drugs or alcohol, those causing a disturbance, those who do not obey lawful orders and banned or suspended patrons. Refusal to leave the facility is considered trespassing and may result in the police being called, and resultant charges being laid.

## 6. TEAM & PLAYER ELIGIBILITY

- 6.1 Players can only register for one (1) team per competition (e.g. one division only in Thursday Men's Futsal) at the discretion of management.
- If a player is registered for a division 1 team in a competition, that player cannot play for any division 2 teams unless approval is given from the opposing team.
  - If a player is registered for a division 2 team in a competition, that player can play for a division 1 team if the team does not have 5 players. During finals matches the player can only represent one team.
- 6.2 Players must be 16 years or above to be eligible for the Adult Competitions. Management may grant exceptions on a case by case basis. A waiver must be signed by the Parent or Guardian once an exception has been granted. This must be done prior to the commencement of the game. No correspondence will be entered into once a decision has been made.
- 6.3 In the instance where a player(s) is suspected of being under the age of 16, they must provide proof of age when requested by management. Failure to produce this will result in the suspect player not being eligible to play.
- 6.4 Teams must field the minimum team numbers, to commence play
- Netball 5 players
  - Soccer/Futsal 3 players (must have 4 players on court before 5 minutes has elapsed)
  - Footy 5 players
  - Volleyball 4 players

- Basketball 4 players
- 6.5 If a team is reduced to less than the minimum amount of required players (as per Clause 6.4, soccer/futsal is 4 after first 5 minutes) during game play due to a permanent send-off such as a red card, the match will then be deemed a forfeit.
- 6.6 If a team is reduced to less than the minimum amount of required players (as per Clause 6.4, soccer/futsal is 4 after first 5 minutes) during game play due to injury, management will determine the outcome.
- 6.7 All competitions are gender specific as stated in the competitions description/title.
- 6.8 In mixed soccer there must be a minimum of one (1) girl and a maximum of three (3) males on court at all times. There must always be a minimum of one (1) male present on the court at all times.
- 6.9 In mixed netball a maximum number of three (3) males are permitted to take the court at one time (must be in different zones). There must always be a minimum of one (1) male present on the court at all times
- 6.10 There must always be a minimum of one (1) male and one (1) female always present on the court for mixed competitions.
- 6.11 Illegal players are considered:
- Players under suspension
  - Playing under a different name
  - Players under the minimum age requirement without a signed waiver and management approval. See Clause 6.2 and 6.3. The underage player must leave the court and Clause 6.5 will take effect.
  - A registered division 1 player playing for a division 2 team on the same night without the other teams approval
  - Any fill in player in finals not pre-approved by the competition manager (see Clause 11.2).
- 6.12 If an illegal player(s) is caught playing in any match (during or after), the offending teams score will be reset to 0, the illegal player(s) must leave the court for the rest of the game (can be replaced by legal and eligible player), and the non-offending team will be awarded 2 extra goals in futsal and 5 goals in netball. This is in conjunction with Clause 6.10 and at the discretion of management.
- 6.13 All other sport rules are according to the Kingsway Indoor Stadium house rules for that specific sport.

## 7. UNIFORM REQUIREMENTS

- 7.1 Conforming uniforms are required as per each competition's House-Rules.
- 7.2 Where there is a clash of colours, the Stadium will provide a set of bibs. The second mentioned team on the scoresheet shall have to wear the bibs should both teams be ready and present at the same time.
- 7.3 The Stadium reserves the right to request teams to alter their uniforms should the Stadium deem it necessary.
- 7.4 Jewellery and items that may be considered dangerous must not be worn. If you are not able to remove the offending item, you shall be asked to tape the item, if unable to tape you will not be permitted to take part in the game. The duty manager and umpire on court shall judge as to what constitutes a danger.
- 7.5 Fingernails must be trimmed or taped, sport gloves are permitted.
- 7.6 Long hair must be tied back, and caps or hats are not permitted to be worn.
- 7.7 Each team should have the required conforming uniforms by the third round of the season. Failure to have conforming uniforms by the third round may result in a point's deduction at the discretion of competition management. Please refer to the applicable sports house rules.
- 7.8 See specific sport house rules for other uniform requirements.

## 8. MATCH DURATION

- 8.1 Soccer 2 x 17 minute halves
- 8.2 Netball 4 x 10 minute quarters
- 8.3 Indoor Footy 2 x 17 minute halves
- 8.4 Volleyball 40 minute games
- 8.5 Basketball 2 x 15 minute halves
- 8.6 The half time, quarter time or set breaks will consist of a 1 (one) minute break at all times.
- 8.7 The game clock will not be stopped for injury or illness subject to the discretion of the umpire or duty manager.
- 8.8 Game times may be altered in extreme circumstances (such as but not limited to extreme weather conditions, schedule issues or injuries). Teams will be advised where possible prior to taking the court. Discounts may apply but are subject to management approval.

## 9. COMPETITION POINTS & LADDER STANDINGS

- 9.1 Netball, Football, Basketball and Volleyball
- Win 4 competition points
  - Draw 2 competition points
  - Loss 0 competition points
  - Forfeit Win 4 competition points and;
    - 20 goals (netball)
    - 20 goals (basketball)
    - 2 sets (volleyball)
    - 50 points (football)
  - Forfeit Loss\* 0 points and 0-20 Result (Netball)

- 0-20 Result (Basketball)
  - 0-50 Result (Football)
  - 0-2 Result (Volleyball)
  - Bye 2 points
- \*In the event both teams fail to show or field a correct team, a forfeit loss will be given to both teams.**

#### 9.2 Soccer

- Win 3 points
- Draw 1 point
- Loss 0 points
- Forfeit Win 3 Points and a 5-0 result
- Forfeit Loss\* 0 points and a 0-5 Result
- Bye 1 point

**\*In the event both teams fail to show or field a correct team, a forfeit loss will be given to both teams.**

9.3 In the event that a match cannot be completed (i.e. power failure) the competition manager will decide as to if and when the match will be rescheduled or what result will apply.

9.4 Competition manager will decide on the outcome if a team joins the competition late, and/or have an uneven number of byes, should it interfere with league standings

9.5 The allocation for finals is determined by:

1. Premiership Points
2. Goal Difference/Percentage
3. Number of Wins

## 10. MISCONDUCT & CARDS

- 10.1 Players and spectators may be subject to report for misconduct
- 10.2 Misconduct includes but is not limited to physical and verbal abuse, swearing, and rough play, intimidation, failing to obey a City of Wanneroo staff member, striking, and attempted striking.
- 10.3 Management reserve the right to determine the action taken and the Team Coordinator will be notified. It is the responsibility of the Team Coordinator to notify any offending player, spectator, or other team representative.
- 10.4 Abusive and threatening behaviour will not be tolerated in any circumstance.
- 10.5 Players who receive 2 yellow cards in the same game will be shown a red card and will not be able to return to the court. This player is not to be replaced by a substitute.
- 10.6 Players receiving a red card must leave the court immediately for the rest of the game. A mandatory one (1) week suspension is automatically given and takes effect immediately to any player receiving a red card or a permanent send off. Review of the incident will be undertaken by the competition manager and additional penalties may apply. Management reserve the full right to ban offenders from the Stadium and its competitions.
- 10.7 Players who receive 3 yellow cards throughout the course of the season will receive a mandatory one (1) week suspension. The yellow cards will then be wiped once a suspension is issued. As soon as a player receives another 3x yellow cards in that season another one (1) week suspension will be issued. This process will continue until the end of the season. Management reserve the full right to ban offenders from the Stadium and its competitions.
- 10.8 Clarification on rules and any queries in relation to the competition are to be directed through the Team Coordinator only. No correspondence will be entered into unless the questioning player is the Team Coordinator or Assistant Coordinator in their absence.
- 10.9 Enquiries will only be heard provided they are done so in a calm and controlled manner.
- 10.10 Umpires are only responsible for clarifying rules not for fielding questions regarding competition administration. Rule clarifications are only permitted during a quarter or half time break and must be done in accordance with Clause 10.7 and 10.8 of these by-laws.
- 10.11 The City of Wanneroo reserves the full right to issue suspensions and ban any patrons and teams from the Stadium and its competitions in accordance with the by-laws, Condition of Entry, Code of Conduct, House Rules, and any relevant act in force.
- 10.12 If a player is suspended, the amount of weeks / games specified in the suspension.

## 11. FINALS

- 11.1 Players participating in finals must have played a minimum of three (3) games for the team within the current season.
- 11.2 Pre-approved unqualified players may still partake in finals matches, subject to the following points:
  - 11.2..1 Application must be made in writing to the competition manager at least **24 business hours** before the scheduled match time.
  - 11.2..2 Applications must be approved by the competition manager.
  - 11.2..3 Case in point is deemed extenuating by management. No further correspondence or clarification will be entered into.
  - 11.2..4 Unqualified players cannot play as an additional player (i.e. substitute).
  - 11.2..5 Each pre-approved unqualified player will result in a team penalty as per Clause 11.3.
- 11.3 If a pre-approved unqualified player plays any part of a finals match, the team will be penalised the following amount of goals per unqualified player at the opposing teams discretion:
  - Netball 5 goals

- Soccer 2 goals
  - Footy 3 goals
  - Volleyball 5 points
  - Basketball 10 points
- 11.4 If an illegal player(s) is caught playing in a final (during the first 5 minutes), the offending teams score will be reset to 0, the illegal player(s) must leave the court for the rest of the game (can be replaced by legal and eligible player), and the non-offending team will be awarded 2 extra goals.
- 11.5 If an illegal player is caught playing in a final after the first 5 minutes or after the game the offending team will be disqualified from progressing in the finals.
- 11.6 A player may not play for more than one team in the competition for that final series.
- 11.7 Teams owing any game fees, forfeit fees or any other financial debts will not be permitted to play finals, unless an agreement has been reached with Management in writing.
- 11.8 Teams are required to play all fixtured games throughout the season and finals series, including scratch matches, grading games, and any scratch matches scheduled during the finals series, regardless of whether the team qualified for finals or not. Failure to play any fixtured game will incur the applicable Forfeit Fees as per the Clause 12.
- 11.9 Finals will be in the following format for all sports unless management decides otherwise:
- |   |  |
|---|--|
| <ul style="list-style-type: none"> <li>▪ <u>Semi Final</u></li> <li>▪ Game 1: 1 v 4</li> <li>▪ Game 2: 2 v 3</li> </ul> | <ul style="list-style-type: none"> <li>▪ <u>Grand Final</u></li> <li>▪ Game 1 winner v Game 2 winner</li> <li>▪ <u>3<sup>rd</sup> vs. 4<sup>th</sup> Playoff</u></li> <li>▪ Game 1 loser v Game 2 loser</li> </ul> |
|---|--|
- 11.10 In the case of a draw, please refer to the applicable sport competition's house rules.
- 11.11 Both teams' captains must sign off scoresheet post game to confirm registered players and score result. It is the responsibility of the captain to sign the scoresheet, if not completed scores & players cannot be disputed.

## 12. FORFEIT, WITHDRAWALS & FEES

- 12.1 Teams must notify the competition manager by **PHONE** of their intention to forfeit. No other method will be accepted.
- 12.2 For a detailed breakdown of forfeit fees and rules, please refer to the current fee schedule 'Kingsway Indoor Stadiums Forfeit & Withdrawal Fees'.
- 12.3 If a team does not have the minimum number of players 5 minutes into the game a forfeit result will apply.
- 12.4 If a team is reduced in players to under the minimum required numbers for that sport due to disciplinary reasons, injury or any other reason, a forfeit will be called.
- If the game is forfeited before half time, the offending team will incur a (1 X GAME FEE), and the opposition team will be refunded.
  - If the game is forfeited after half time, Management will decide the outcome.
- 12.5 All teams nominating are committed for an entire season, including finals period.
- 12.6 Any Team that withdraws from their competition after the completion of the first round will incur the *Withdrawal from Competition Fee* as per the fee schedule. Withdrawing prior to the completion of the first round will not incur the *Withdrawal from Competition Fee*; however other forfeit fees will apply.
- 12.7 All forfeit fees and add-on fees are due within 7 days of the forfeit, or before the Team's next scheduled game (whichever comes first).
- 12.8 Any Team that fails to pay outstanding debt may be prohibited from playing until the outstanding debt has been cleared at the complete discretion of Management.
- 12.9 Teams that forfeit multiple times (2 or more) per season may be removed from the competition at the discretion of management.
- 12.10 Competition management will reach out to the team forfeited against and ask if the team would like management to attempt to find a replacement fixture for the team. If agreed to, and a replacement fixture is found, the team forfeited against will be required to play. Failure to play the replacement fixture will result in the team incurring the '1 x GAME FEE' forfeit fee.

## 13. INSURANCE

- 13.1 The competitions played at Kingsway Indoor Stadium are play at your own risk.
- 13.2 All players are to be responsible for their own insurance.
- 13.3 When an ambulance is deemed necessary by the duty manager the costs associated with this service will be the responsibility of the injured player. If a player declines ambulance assistance the stadium is not responsible for any further injury incurred.