

ST CLAIR
RECREATION CENTRE



Social & School Netball By-Laws



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YMCA St Clair Recreation Centre

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Rules and Regulations

All teams playing in any social futsal competition at St Clair Recreation Centre and administrated by the YMCA are bound by the rules and by-laws set out in this document. The competitions shall be officiated to these rules, and to the current official INF Netball Rules. In any instance where YMCA by-laws and INF Netball Rules differ, YMCA by-laws shall take precedence.

1. Playing Area and Equipment

- 1.1) The playing area will be defined by the black netball court lines.
- 1.2) A size 4 netball will be used for year 2/3 matches and size 5 netball for all other competitions.

2. Players

- 2.1) A team must have a minimum of 5 players on court at one time during a match. If a team does not have at least 5 players on court, due to injuries or any other reason, the match will be declared a forfeit on their behalf. This is subject to by-law 9.2.
- 2.2) A team may have any number of registered players during a season, however only 10 may be listed and play during any one match.
- 2.3) All players that are playing in a match must be listed on the match scoresheet prior to the match starting, whether digital or on paper. Any players running late for a match must be listed prior to the match starting or will not be able to participate in the match.
- 2.4) A late player may not enter the court of play without acknowledgement from the match official(s).

3. Player equipment and uniforms

- 3.1) Players must not wear any form of jewellery or have piercings showing during a match.
- 3.2) Teams must wear matching coloured/designed tops and matching bibs with position labels on the front and back. Sets of bibs may be purchased at reception if required.
- 3.3) Bibs will be loaned to 1 team if 2 teams playing against each other have a uniform clash which prohibits the match official's ability to officiate.
- 3.4) All players must wear appropriate shoes (eg. Flat soled sports shoes).
- 3.5) Netball gloves are allowed to be worn, all other gloves are prohibited.
- 3.6) Teams failing to comply with uniform requirements may incur a 5-goal penalty at the discretion of officials.

4. Umpires

- 4.1) A minimum of 1 and a maximum of 2 umpires will be appointed for each match. They shall officiate the match to the best of their ability, in line with current competition by-laws. Where possible, all matches will have 2 referees officiating. However, due to referee availability and scheduling this is not always possible.
- 4.2) An umpire may eject any player or spectator from a match, if they deem it to be necessary.
- 4.3) An umpire may suspend or terminate a match, if they deem it to be necessary.
- 4.5) An umpire may report any breaches of the suspension guidelines on the part of spectators, team officials, players or substitutes prior to, during or after a match so that appropriate action can be taken.
- 4.6) In the event of an injury to the Umpire and when the game cannot continue, the score will stand if after half time, or finish as a 30-all draw before half time for social matches, or 20-all draw before half time for school matches.
- 4.7) Match officials will be responsible to check all players' names are entered correctly on the score sheet, digital or paper, and to return the score sheet (if paper) to the front desk at the end of the night.
- 4.8) In the event where the appointed official does not show for a match or is injured, an alternative official will try to be sourced for the match. If an alternative official cannot be found, the match will be declared a 30-30 draw. In this instance, teams may choose to play a scratch match on the scheduled court during the scheduled timeslot, with no league points on offer.
- 4.9) Where a match official or staff member believes that a player may be playing under a false or incorrect name, they may ask for the person to produce identification to prove their identity. If they cannot prove their identity, the player(s) in question may be disallowed from participating in the match until such a point as they can prove their identity. At the discretion of management, the match may also be declared a forfeit on behalf of the team in question and/or competition points taken away from them. Multiple instances of this may result in the team being removed from the competition.
- 4.10) All scores and player details recorded on match score sheets, paper or digital, will be final once approved by the match official(s) following a match. Any player not listed will not have played that match, for the purposes of finals qualification.

5. Match Duration

- 5.1) Social matches shall be played in 4 x 10 minute quarters, with the clock running down from 11 minutes for 1 minute break each quarter. Year 3/4 & 5/6 matches shall be played in 4 x 9 minute quarters, with the clock running down from 10 minutes for 1 minute break each quarter. Year 2/3 matches shall be played in 4 x 8-minute quarters with the clock running down from 9 minutes for 1 minutes break each quarter.
- 5.2) Referees shall start the match clock at the scheduled start time of the match.
- 5.3) Once the match clock has started, it will not stop for any reason.

6. Match Play

- 6.1) Prior to the match starting, the team captains will participate in a coin toss. The winner of the coin toss may choose to either take the first centre pass, or choose which is their attacking end. The loser of the coin toss may then choose from the leftover option.

6.2) No timeouts may be taken.

6.3) Bleeding: Any person with an open cut or abrasion will be required to leave the court immediately. They may only return when bleeding is controlled and securely covered.

6.4) Mixed Netball - A team must have a minimum of 2 and maximum of 3 males on court at any one time. Males must be spread evenly across the different zones on the court (attack, mid-court(C, WA, WD), defence).

6.5) Any person ejected from the stadium by an official or staff member will receive an automatic one-match suspension. Further penalties may also apply if deemed necessary.

7. Team Captain Responsibilities

7.1) The person who registers the team via 'GameDay' will be defined as the Team Captain.

7.2) It is the team captain who is responsible for their players' and spectators' behaviours.

7.3) The team captain is responsible to fill in all players' name on the scoresheet prior to the start of the match. This can be done via 'GameDay' prior to the night, or on the scoresheet.

7.4) Each team captain is responsible to supply a scorer/timekeeper for the match. A team who does not supply a scorer prior to half-time will be penalised 10 goals. Teams may use a substitute player in this role. If both teams cannot provide a scorer, both teams will play with 1 less player and this player will be the scorer/timekeeper.

7.5) The team coach will take the role of team captain for school competitions.

8. League Points and Finals

8.1) Minor Round – Points will be awarded as follows:

- Win = Four (4) premiership points
- Draw = Two (2) premiership points
- Loss = Zero (0) premiership points
- Forfeit = Zero (0) premiership points

8.2) A team that is forfeited against will be declared as having won the match.

8.3) Finals shall be played in the week(s) directly following the end of the minor round fixture. Week 1 of finals fixtures will be released following the last minor round matches. Subsequent finals round fixtures will be released following the previous week's matches being completed. All teams participate in the final 2 weeks of games with the top 4 teams playing in the semi-finals, final and third place playoff.

8.4) During non-finals matches, if scores are even at the end of playing time, the match will end in a draw.

8.5) During finals matches, if scores are even at the end of playing time, play will continue for 2 minutes, or until a winner is determined.

8.6) Due to the nature of social sport, it may occur that a team plays 1 less match than an opposition team. Reasons for this may include team's moving divisions or the introduction or withdrawal of a team mid-season, among others. For finals, this will be considered the luck of the draw and the teams which take part in finals will be calculated on the total points for wins/draws, regardless of how many matches each team has played.

9. Late Starts, Forfeits, Withdrawal and Abandoned Matches

9.1) For school competitions, a full season fee will be charged. No forfeit fees or refunds will be issued.

9.2) Late Start: Teams must be on court ready to start at the scheduled match start time. If a team is late, the opposition team will be awarded 1 goal for every minute they are late and the game will be forfeited at the 10-minute mark of the match if they don't have at least 4 players on court. Standard forfeit rules and fines will also apply.

9.3) Forfeit: If a team needs to forfeit, the team captain/coach must notify the Centre as soon as possible by calling the SCRC front desk or processing a forfeit through the Teammo app. They must also pay any applicable fines at the time of notification.

If the centre is notified MORE THAN 168 hours (7 days) prior to the scheduled match start time, an early forfeit fee (equivalent to 50% of the match fee) will apply. If the centre is notified between 48 and 168 hours (2-7 days) prior to the match start time, a forfeit fine (equivalent to the match fee) will apply. If the centre is notified less than 48 hours prior to the scheduled match, a double forfeit fine will be charged (equivalent to 2 match fees). When a team forfeits a match, the score will be declared a 10-0 loss for the forfeiting team on the competition ladder (senior competitions) or a 10-0 loss for the forfeiting team (junior competitions).9.4) Un-notified forfeit: If a team does not contact the Centre at all to notify of a forfeit, the team will be penalised with a double forfeit fine and minus 4 premiership points.

If the team forfeits 3 times during the season or 2 games in a row, they may be removed from the competition, at the discretion of YMCA management.

9.5) Withdrawal from Competition: If a team is no longer able to continue in the Competition, the team will be required to pay the Withdrawal Fine (equivalent to a double forfeit fine). The Withdrawal Fine must be paid at the time of notification. Failure to make payment will result in the Team and/or Team Captain not being allowed to register for future competitions.

9.6) Abandoned Matches: Matches may be abandoned at the discretion of YMCA staff and/or match officials where they believe it is too dangerous for the match to continue.

9.7) In situations where the centre is forced to close, matches will be cancelled and not rescheduled.

10. Competition Fees (Social Sport Only)

10.1) Teams must register via the online 'GameDay' portal. All registration fees must be paid prior to a team being added to the competition. This is a seasonal fee and is non-refundable.

10.2) Teams must pay the competition match fee prior to playing each match. If a team has not paid the match fee before commencement of match, YMCA staff may stop the game at any point until the full match fee is received, failure to comply may result in a forfeit.

11. Reports, Suspension and Sanctions

Any breach of by-laws may result in sanctions, as per the suspension guidelines table.

11.1) Players and team officials may be reported by the umpires, match officials and YMCA staff for any breach of the by-laws.

11.2) Any player, spectator or coach may be reported.

11.3) Any suspended player may lodge an appeal, in writing to YMCA management, against that suspension within 48 hours otherwise the original sentence will stand.

11.4) The final decision on the length of suspension will be made by centre management.

11.6) Suspensions imposed by the YMCA will be carried over to following seasons, sports and other YMCA centres at the discretion of management.

11.7) Where a player plays in two or more leagues administered by the YMCA:

- Suspensions will apply and must be served in the league in which they occurred.
- Suspensions may be widened to include all YMCA leagues at YMCA discretion.

11.8) Team misbehaviour may result in warnings, suspensions or indefinite bans.

11.10) Team Captains are responsible for the behaviour of their spectators.

11.11) An individual may be charged with multiple offences during the same match.

11.12) A player that is suspended for an accumulative total of 16-matches or more, over the course of any period of time, may incur a life ban at the discretion of centre management.

11.13) If 2 or more players from the same team are involved in a reportable incident, sanctions may be applied to the team as a whole, in-line with the suspension guidelines. These sanctions may include team suspensions, bans, withdrawals and forfeits.

11.14) Offences may occur at any time, including when the ball is out of play, during half-time and before and after the game.

11.15) Previous history will be taken into account when sentencing.

11.16) A person receiving a suspension may not enter the stadium area of the facility during the competition they are suspended from or spectate. Bans may be extended to include other days or the whole facility at management discretion.

11.17) Any individual that violates the rules of their suspension will have their suspension period extended, at discretion of management.

11.18) Where a player is found guilty of striking or attempted striking against a match official or YMCA staff member, an automatic life ban will occur.

11.19) Any player found guilty of an offence will be sentenced according to the Suspension Guidelines Table. Where there are any instances throughout the by-laws which contradict the Suspension Guidelines Table, the by-laws will take precedence.

12. Eligibility of Players

12.1) Players must be a minimum of 16 years of age (social competitions only).

12.2) A player must play in 6 matches to be qualified to play in finals matches for that team.

12.3) Teams may submit their team list for a match that is forfeited against them, to count towards finals qualification. This must be submitted within 24 hours of the scheduled match start time, via email to competition management, or it will not be accepted.

12.4) An individual may only be a registered player of 1 team per competition (ie. Wednesday ladies netball). Different divisions in the same sport are still classified as the same competition. An individual that is registered to 2 teams during a season will have their tally of matches for that season reset to zero, from the point that management become aware of it.

12.5) A player may not fill-in for a team that is in their own division or any lower divisions. For example, if a player is registered in Division 2, they may fill in for a Division 1 team but are prohibited from filling in for any teams in Divisions 2,3, and 4.

12.6) A fill-in is classified as *“someone who is not registered to the team they are playing for, and is temporarily being used to fill the team to avoid a forfeit”*. A fill-in may only be used if the team using them has less than 6 players to begin a match.

12.7) No fill-in's may be used during finals matches.

12.8) Exemptions may be granted for individuals to play in finals under exceptional circumstances, at the discretion of management. Reasons for which exemptions may be granted include, but are not limited to, injuries and player unavailability. To apply for an exemption, the team contact/captain must do so via email to competition management.

12.9) Matches played as a “fill-in” do not count towards finals qualification if that player later transfers to a team.

12.10) Teams may register mock-player's as 'Fill In' (First name, last name) via *GameDay* for last minute inclusions of players who are not registered. A player may only play 1-match as 'Fill In' for a team during a season and must also comply with all other by-laws while doing so (i.e. must not be suspended or banned and must comply with fill-in and player registration rules). Any matches played under the moniker 'Fill In' do not count towards a player's finals qualification.

12.11) A player registered to a team may transfer to another team up until round 10 of a season. After round 10 has been played, no further transfers may occur. A team may apply for an exemption to this, in writing, to competition management. An exemption must be approved by management for this to happen.

12.12) A player or team found to be playing an unregistered, unqualified (finals), fill-in (finals), suspended or banned player will automatically forfeit the match in which they are playing.

13. Match Score Sheets

13.1) The match score sheet, whether digital or on paper, is the official document for which scores and player match recording is taken from. Once signed off on by match officials at the completion of a match, no further changes will occur to either.

13.2) All player's names must be correct on the score sheet prior to the match starting. This is the responsibility of the team captain for each team.

13.3) A player must be listed on the score sheet for that match to count towards finals qualification. If their name is not listed, it will not count towards finals qualification. The player's full first and last name must be listed correctly and legibly or the match will not count towards their tally for the season. This is the responsibility of the team captain.

13.4) Team captains **must** sign-off on match scoresheets after match. If a team captain fails to do so prior to the close of the centre on the night of competition, it will be final and they forfeit their right to appeal the information on the scoresheet. Once signed-off on by both captains, all details are final.

14. Competition Grading

14.1) (Social only) Teams will be given the opportunity to nominate for a division upon registration. The division for which a team nominates is a guide only and does not guarantee that team a place in that division. Factors which are taken into account for grading include, but are not limited to:

- The number of teams that register for a competition (i.e. there may not be enough teams to have the specified division)
- The team's performances in previous seasons (i.e. winning a competition the previous season may result in that team moving up)

14.2) (School only) The first 4 weeks of a season may be used for grading purposes. After the first 4 weeks, teams will be graded based on their results as evenly as possible. Fixtures will be released for the remainder of the first term of that competition, at which point results will be reviewed and teams regraded if deemed necessary by management. Fixtures for the second term of each season will be released prior to the start of that term.

14.3) In competitions where there are dedicated grading rounds, match results and scores from these rounds may be wiped following the grading period to ensure a level playing field. An example of this would be if 15 teams nominate for a division 2 competition and the competition needed to be split into two divisions; an initial 4-week grading period may be used to split the teams into appropriate competitions, after which point all teams in each division would start on a level playing field at zero points.

- (Social only) Scores will be monitored over the course of the season for grading purposes. Teams that are consistently winning or losing over an extended period of time will be considered to move up or down divisions at management's discretion. Team captains/contacts will be notified if their team has changed divisions. No teams will change divisions after the half-way point of the season, unless under exceptional circumstances.
- Teams moving up a division will be assigned ladder figures (points and percentage) equal to that of the competition average. Teams moving down a division will keep their current ladder figures from the competition they are moving from.

15. School Competitions

15.1) The rules outlined in by-law 16 will take precedence over any other by-laws for all school competitions.

15.2) Up to 3 players may play as fill-in's on the same day for their school teams IF the matches are during different timeslots and the player(s) are present before commencement of the second half. If a team fields more than 3 fill-in players the match should go ahead, but count as a forfeit by the offending team on the competition ladder. The definition of a fill-in is outlined in by-law 12.6.

15.3) All players must be in the year levels specified by the name of the competition (eg. Someone playing in a year 3/4 competition must be in year 3 or year 4). Any underage or overage players must be approved to play

by centre management PRIOR to playing in a match. If a team fields players without approval, centre management may declare the match a forfeit if deemed necessary.

15.4) An individual may be registered to play for more than 1 team if the teams are in different age groups. This must first be approved by competition management however.

15.5) In the year 2/3 competition only, coaches may be on the court for the sole purpose of assisting their own players to learn the game and develop their skills. The coach must do their utmost to not get in the way of players or officials, and must not attempt to influence the match in any way. If the umpire(s) deem that the coach is not on the court for the sole purpose of helping their players learn the game and develop their skills, the officiating umpire(s) may remove the coach, by way of request, from the court. If the coach refuses to leave the court or takes an unreasonable amount of time to leave the court, the officiating umpire(s) may declare the match a forfeit for the perpetrating coach's team.

15.6) No finals matches shall be played. The overall winner of each competition shall be the team that finishes on top of the ladder after all matches have been played for the season. Due to the nature of the school sport competitions, some teams may play less matches than others which comes down to luck of the draw.

In the situation that one or more teams finish equal on points with the top team, but have played one less match during the season, the winner will be decided on countback; the team that won the most matches between them head-to-head when they played during the season will be declared the winner. If more than 1 match was played between them and each side won an even number, the winner will be decided on percentage from those matches. In the situation where there are more than 2 teams and different teams played more head-to-head matches against each other than the other(s), only the first match up between each team will count. If teams cannot be separated via this method, they will be declared joint-winners. Any grading matches which didn't count towards season points will not be included.

15.7) The first 4 weeks of a season may be used for grading purposes if required. After the first 4 weeks, teams will be graded based on their results as evenly as possible. Fixtures will be released for the remainder of the first term of that competition, at which point results will be reviewed and teams regraded if deemed necessary by management. Fixtures for the second term of each season will be released prior to the start of that term.

15.8) No forfeit fees or refunds will apply for school competitions.

16. Interpretation

16.1) The responsibility for interpreting these laws rests with the match referee(s) and YMCA duty staff.

16.2) Where a dispute arises the following procedures will apply:

- The match is to continue as normal, after notifying YMCA staff
- Written protest to be lodged within 48 hours of the match, by team captains only.
- The matter will be reviewed by centre management.

16.3) The YMCA reserves the right to remove a team from a competition at any time for breaches of the competition by-laws, Code of Conduct or Terms and Conditions.

The decision of centre management is final.

Suspension Guidelines Table

Name of Offence	Description of Offence	Minimum Outcome (First offence)	Minimum Outcome (Repeat offence)	Maximum Outcome
Offensive Language	Hurtful, derogatory or obscene comments made by one person to another person.	Warning	1 match	2 matches
Abuse	Abusive language or behaviour made by one person to another.	Warning	1 match	4 matches
Disobeying Instructions	A person that deliberately disobeys match official or YMCA staff instructions.	Warning	1 match	2 matches
Misconduct	Any conduct by a player which is deemed by the referee to warrant a disciplinary sanction. Anything that is deemed as 'unsporting' or that violates the spirit of the game may be reported as misconduct.	Warning	1 match	2 matches
False Identification	A player participating in a match under a false name.	Team forfeit / individual warning	1 match	4 matches
Playing unlisted or disallowed player	A player that plays for a team that is not listed on the match scoresheet (digital or paper) prior to the match beginning.	Warning	Match forfeit (team)	Match forfeit
Playing unqualified or fill-in player without exemption	A player that plays for a team, without having played the required number of matches for that team, to qualify for finals as per competition by-laws.	Warning	1 match	4 matches
Intimidation	Behaviour intended to create fear or harm.	Warning	2 matches	4 matches
Undue Rough Play	To treat an opposing player with unnecessary roughness.	Warning	2 matches	4 matches
Attempted Striking	An attempted attack with an object or part of the body intended to cause harm.	3 matches	3 matches	6 matches
Fighting	A physical conflict between two or more individuals.	3 matches	6 matches	12 matches
Striking	An attack with an object or part of the human body intended to cause harm.	6 matches	Life ban	Life ban
Other	Any other incident that is not described in the guidelines that may be dangerous or damaging to a person or people not already described in the guidelines.	Warning	TBD	Life ban

- Suspension "outcomes" refers to number of matches an individual may be suspended for, or the outcome for the team for committing a particular offence.

YMCA St Clair Recreation Centre

Code of Conduct

We encourage all participants to enjoy themselves while at the YMCA whether they are players, parents or spectators. We will be taking firm action to address unacceptable behaviour.

All persons entering this facility are required to comply with our Codes of Conduct.

Players:

- Never argue with an official. If you disagree, have your captain approach the referee during a break or after the game in an appropriate manner.
- Control your temper. Verbal abuse to officials, other players or staff is not acceptable or permitted.
- Be a good sport. Acknowledge all good plays, whether they are by your team or the other team.
- Treat all players as you would like to be treated.
- Condemn the use of violence in any form.
- Play by the rules.
- Be prepared to lose sometimes. Everyone wins and loses; be a fair winner and a good loser.
- Remember; our competitions are **social** competitions. Everyone is there to enjoy playing sport, not play professionally.

Spectators:

- Remember that people participate in sport for their enjoyment and benefit – not yours.
- Respect the decision of the referee and teach other people to do the same.
- Applaud good performances and efforts from all individuals and team. Congratulate all participants on their performance regardless of the outcome of the game.
- Never ridicule or scold a player for making a mistake during competition. Support and be positive.
- Condemn the use of violence in any form.
- Show respect for your team's opponents, without them, there would be no game.
- Encourage players to obey rules and decisions of officials.
- Demonstrate appropriate social behaviour by not using foul language, harassing players or officials.
- Our competitions are **social** in nature. Players are there to enjoy playing sport.

Officials:

- Interpret rules and regulations to match the skill level and needs of the participants.
- Be consistent, objective and courteous.
- Condemn the deliberate foul as being unsportsmanlike, and promote fair play.
- Emphasise play which promotes the spirit of the game.
- Be positive and supportive to players and provide feedback where required.

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Sports Competitions – Terms and Conditions

Team Registrations: The Program Director can accept or reject any registrations received. Should nominations exceed space available; places are allocated on a first in basis. Existing teams will be given first preference.

Duties of Team Captain: The team captain (as listed on GameDay) must agree to be responsible for the following:

- Ensuring the full Match Fee and any other outstanding fees are paid PRIOR to the start of the game.
- Payments of fines imposed as a result of a team forfeit or withdrawal from the competition.
- Ensure all team members are following the by-laws, codes of conduct and terms and conditions of the facility and relevant Sports Program.

Forfeit: If a team needs to forfeit, the team captain must call the Centre as soon as possible; inform the front desk of the team name and the competition the team is in. The **forfeit fine must be paid at the time of forfeit notification** – this can be done over the phone using a credit card.

Early Forfeit Fine: If the centre is notified **MORE THAN 168 hours** (7 days) prior to the scheduled match start time, an early forfeit fee (equivalent to 50% of the match fee) will apply.

Forfeit Fine: If the centre is notified **between 48 and 168 hours** (2-7 days) prior to the match start time, a forfeit fine (equivalent to the match fee) will apply.

Double Forfeit Fine: If the centre is notified **less than 48 hours** prior to the scheduled match, a double forfeit fine will be charged (equivalent to 2 match fees).

Un-notified forfeit: If a team does not contact the Centre at all, the team will be penalised with a double forfeit fine and minus 4 premiership points (for un-notified forfeits only). Full payment for this fine must be paid before the team can return to the competition.

Withdrawal from Competition: If a team is no longer able to continue in the Competition, the team will be required to pay the **Withdrawal Fine** (equivalent to 2 match fees). The Withdrawal Fine must be paid at the time of notification. Failure to make payment will result in the Team and/or Team Captain not being allowed to register for future competitions.

Dress Standards: Appropriate attire for the competition must be worn during play. All teams are to be in a common team top. Any visible piercings will not be allowed to be worn.

Grading: Competition scores will be monitored for grading purposes throughout the season. The Program Director may change a team's grade/division at any stage during the season.

Season Competition Fixture: Teams can request earlier or later games prior to the creation of the Competition Fixtures by contacting the Stadium Sports Director. It is the responsibility of all team members to regularly check the fixtures on the GameDay App or website regularly as game times may change.

Declaration:

As the team contact and/or captain, I:

- Acknowledge I am the liaison between the YMCA St Clair Recreation Centre and the team, and will ensure any communication from the Centre is communicated to all team members.
- Acknowledge that the YMCA reserves the right to remove a team from a competition at any time for breaches of the competition by-laws, Code of Conduct or Terms and Conditions.
- Shall ensure our team will participate in all matches programmed for the season, and understand I am responsible for arranging payment of registrations fees, match fees, forfeit fines and withdrawal fees.
- I have read and agree to abide by the YMCA Sports Programs Terms & Conditions, Competition By-laws & Code of Conduct.
- Understand we participate in YMCA Sports Competitions at our own risk, and understand the referee/umpire or the YMCA St Clair Recreation Centre are not liable for any injuries or losses that may arise from participating in a YMCA Sports Competition.