

<b>These <i>Social Sport Participation Conditions</i> must be read together with</b>	<input checked="" type="checkbox"/> The Curtin Stadium Conditions of Entry <input checked="" type="checkbox"/> The rules for the relevant Social Sport ( <b><i>Social Sport Rules</i></b> ). See links on the <a href="#">Curtin Stadium Website (Website)</a> .
<b>Contacting Curtin</b>	Any written notice to Curtin under these Participation Conditions must be made by email to the Curtin Sport Program Team   <a href="mailto:socialsports@curtin.edu.au">socialsports@curtin.edu.au</a>

**1. TEAM REGISTRATION**

- (a) Teams can nominate to play in a Social Sport by fully completing the online process on the Website by the closing date specified on the Website (**Registration**) and paying the relevant Registration Fee.
- (b) Teams must complete a new nomination each season.
- (c) Curtin may accept or reject any Registration.
- (d) If Curtin receives more Registrations than places available for that Social Sport, it will allocate places in that Social Sport according to the time on which the Registrations were completed and Registration Fees paid, on a first in basis.
- (e) By completing a Registration, all Teams and players will:
  - o Be bound by the Curtin Stadium Terms and Conditions; these Participation Conditions; and the relevant Social Sport Rules.
  - o Ensure that their spectators are made aware of and comply with those documents as they apply to them.
- (f) Curtin may change Team names for any reason before the season starts for any reason including if there are duplications or if in Curtin’s discretion the name is offensive or inappropriate.
- (g) Captains must ensure Team sheets are completed correctly, scoresheets are signed and payments are up to date.

**2. PLAYERS/ELIGIBILITY**

- (a) Players must be over 18 years to play and be included in the Registration for a Social Sport.
- (b) Players must be included in the Registration for the Team they ordinarily play for and must only be Registered to one Team in each Social Sport.
- (c) Registered players may fill in for other Teams during the season but can only play finals for their Registered Team.

**3. TIMING**

- (a) Games will be held between 5.30pm – 10:00pm at Curtin Stadium.
- (b) Games will start on the stated time according to Curtin Stadium clock.
- (c) Game times are specific to each Social Sport and details are set out in the relevant Social Sport Rules.
- (d) All games are played a running clock: this means the clock will not be stopped during fixture games.

**4. DRESS STANDARDS/TEAM UNIFORMS**

- (a) Players must wear appropriate sporting attire for the relevant Social Sport and must meet any additional uniform requirements in the relevant Social Sport Rules.
- (b) Teams must wear a common shirt (at a minimum, in the same colour) by the end of grading (if any) or by the third week of competition. Curtin may determine in its discretion whether Team shirts meet the minimum requirements and may impose point penalties if Team players are wearing incorrect shirts. Point penalties are described in more detail in the Social Sport Rules.
- (c) Players must wear non-marking sports shoes in good condition (other than for beach surface Social Sports). Curtin may prevent players wearing incorrect shoes from playing.
- (d) Curtin will provide bibs for colour clashes between Teams. All netball Teams must provide their own bibs.
- (e) Players must remove objects such as watches/jewellery that may be dangerous to themselves or other players. A wedding band or medic alert bracelet may be worn if appropriately taped. Curtin will not supply tape.
- (f) Players must cut their nails to an appropriate length as deemed by umpires and/or supervisors.

**5. GRADING & FIXTURES**

- (a) Grading games may occur at the beginning of each season to enable Curtin to determine the most appropriate divisions for each Team.
- (b) Curtin in its discretion may change a Team’s grade.
- (c) Curtin will load the fixtures for the start of the season onto the Website the Friday before the start of the competition and will email a copy to all Captains.
- (d) Curtin will load the season fixture onto the Website after grading is completed and finals fixtures will be made available at the end of the season fixtures.

- (e) Curtin will endeavour to ensure an even spread of time slots for each Team over the season.
- (f) Fixtures are not negotiable, but in extraordinary circumstances, a Captain may request a change and Curtin may accept or reject the request in its discretion.
- (g) Curtin may add and change any game times where necessary and will:
  - o email Captains if a change is made more than 48 hours before a scheduled game; or
  - o telephone Captains if a change is made less than 48 hours before a scheduled game.

**6. RESULTS/LADDERS AND POINTS**

- (a) Curtin only uses electronic scoreboards as a guide and instead uses the scorecard for the official results.
- (b) Captains must check and sign the score card at the end of the game. Once the Captains have signed, the score is final, no further changes can be made and Curtin will not accept any protest regarding the score.
- (c) Teams will be awarded points under following point system and Curtin will update the results and ladder and publish them weekly on the Website:

Win	Draw	Loss	Forfeit/no show
4 points	2 points	1 point	0 points (Opposition gets win points)

**7. UMPIRES**

- (a) Curtin will provide umpires for all games.
- (b) Umpires’ decisions and instructions must be followed by all Teams, players and spectators.

**8. FINALS**

- (a) Where possible the final 2 weeks of competition will be finals for all sports. All Teams will play in both finals weeks.
- (b) The semi-finals will be 1<sup>st</sup> vs 4<sup>th</sup> and 2<sup>nd</sup> vs 3<sup>rd</sup>.
- (c) To be eligible to play finals, a player must have played at least 3 games for their Team during the season.
- (d) If Curtin determines that an ineligible player is playing in a final, that Team will automatically forfeit the game.
- (e) Curtin will only determine 1<sup>st</sup> and 2<sup>nd</sup> place in the season rankings.

**9. GAME FEES**

- (a) Teams must pay the game fee at least 5 minutes before the start of play. Game fees can be found on the Website.
- (b) Curtin may hold the Captain **personally liable** for the Team’s outstanding fees or fines.

**10. FORFEITS AND FINES**

- (a) Curtin will declare a game a forfeit when:
  - o A Team is not ready to play within 10 minutes of the scheduled start time.
  - o A Team has notified Curtin in writing by midnight (night before game) that they are unable to play.
  - o A team has notified Curtin in writing anytime on game day that they are unable to play.
- (c) If Curtin declares a game a forfeit then Curtin’s Sport Program Team will try to organise a scratch match. The non-forfeiting Team must still pay a game fee and play as normal but will be awarded an automatic win.
- (d) If Curtin declares a game a forfeit then the following fines must be paid by the forfeiting Team:

<i>Circumstance of forfeit</i>	<i>Fine to be paid by forfeiting Team</i>
Curtin notified in writing of forfeit by midnight (night before game)	Normal game fee for the relevant Social Sport.
Curtin notified in writing of forfeit anytime on game day. Team does not show up to a fixture game (including if Team is more than 10 minutes late for start time)	2 x game fee for the relevant Social Sport.

- (e) Teams must pay any fine in the week after the forfeit.
- (f) Curtin will not award any competition points to a Team with overdue Fines and may prevent a Team from continuing to play in the competition if any fine is overdue.

**11. WITHDRAWALS AND WITHDRAWAL FEE**

- (a) A Team must notify Curtin in writing if it wants to withdraw from the competition.
- (b) If a Team withdraws from the competition it must pay to Curtin:
  - o a withdrawal fee of \$200; and

- any outstanding fines or Registration Fees.
- (g) Curtin may engage debt collectors to collect any outstanding fee or fine. Curtin may impose sanctions on Curtin student records if a Curtin student is responsible for an outstanding fee or fine.

**12. CONDUCT AND BEHAVIOUR**

- (a) The Conduct and Behaviour requirements of the Curtin Stadium Conditions of Entry and of these Participation Conditions are together referred to as **the Conduct Rules**).
- (b) Curtin puts players, spectators and Teams on notice that Curtin has a zero tolerance policy for anyone who fails to act in the spirit of social sport including displaying any of the following:
  - Verbal abuse (towards other players & umpires)
  - Physical abuse (towards other players & umpires)
  - Rough play
  - Intimidation
  - Refusal to obey umpires/supervisor instructions
  - Intoxication
  - Other unsporting behaviour

**13. DUTY OF CARE PENALTIES**

- (a) During any game, an umpire may immediately award a Duty of Care Penalty against any player who deliberately or recklessly plays in a manner that harms or could potentially harm another player (in the umpire’s discretion).
- (b) Depending on the severity, a Duty of Care Penalty may result in an immediate point penalty or send-off for any period deemed appropriate by the umpire. Where the umpire or a Curtin staff member also recommends a suspension or ban from the competition, the Sports Program Coordinator will promptly email the Team and the player of the suspension or ban and the time frame during which it will apply

**14. SUSPENSIONS AND BANS**

- (a) Curtin may, in its absolute discretion, at any time ban from its premises or the competition (or temporarily suspend) a person or Team who receives a duty of care penalty or who breaches the Conduct Rules.
- (b) Curtin will ordinarily apply the following rubric to suspensions or bans but may increase or decrease a penalty based on the severity of the behaviour; if it is a case of repeated breach of any of the Conduct Rules; or more than one Conduct Rule is breached.

Behaviour	Suspension guideline (may be applied to players, Teams or spectators as applicable)
3 x yellow cards/official warnings in one season	1 week ban
1 red card/ejection from game	1 week ban
Verbal Abuse	1 - 4 weeks
Racial abuse or vilification	4 weeks - lifetime ban
Physical Abuse	4 weeks - lifetime ban
Rough Play	2 - 4 weeks
Intimidation	2 - 6 weeks
Refusal to obey umpire or Curtin staff instructions	1 - 3 weeks
Intoxication	4 weeks - lifetime ban
Other unsporting behaviour	1 – 6 weeks

- (c) Where the behaviour breaches any State legislation, including but not limited to the Criminal Code or any discrimination or harassment legislation, Curtin may report the contravention to the relevant authorities and will cooperate with the authorities in any investigation.
- (d) A player or Team may appeal a ban in writing to the Curtin Sport Program Team. Curtin will review the decision within 10 working days (or as otherwise advised by Curtin) and will advise the outcome in writing. Curtin’s decision is final and no further internal appeal is available.



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## 15. WEATHER

- (a) Games will continue as scheduled during rain and/or windy conditions but may be cancelled by Curtin at its discretion when unsafe or extreme weather conditions occur (this may occur after the game start time).
- (b) If Curtin cancels a game before the start time, it will contact Captains by phone or email from 4pm on the game day.

## 16. INJURY STOPPAGES

- (a) If a player is injured or ill, the umpire will stop play for first aid to be applied (but the game clock will not be stopped).
- (b) If the injured player cannot be moved safely from the playing area for 10 minutes or longer:
  - the umpire will declare the score at the time of the injury as the final result; except
  - during a final where the scores are drawn at the time of the injury in which case the umpire will award the win to the Team which placed higher on the ladder during the season.

## 17. AMENDMENTS TO THESE PARTICIPATION CONDITIONS OR ANY SOCIAL SPORT RULES

Curtin may amend these Participation Conditions and any Social Sport Rules at any time and will update the Website with any changes.