

## Contact Details

**Team Name:** \_\_\_\_\_

**Team Captain Contact:** \_\_\_\_\_

Street: \_\_\_\_\_

Suburb: \_\_\_\_\_ Postcode: \_\_\_\_\_

Contact numbers: (W) \_\_\_\_\_ (H) \_\_\_\_\_

(M) \_\_\_\_\_ (F) \_\_\_\_\_

Email address: \_\_\_\_\_

**Secondary Contact Person:** \_\_\_\_\_

Street: \_\_\_\_\_

Suburb: \_\_\_\_\_ Postcode: \_\_\_\_\_

Contact number: (M) \_\_\_\_\_ (H) \_\_\_\_\_

Email address: \_\_\_\_\_

## Competition Nomination

*Please circle the appropriate competition for which you are nominating.*

Monday	Tuesday	Wednesday	Thursday	Friday
Soccer mixed	Soccer men's	Soccer men's	Soccer ladies	Volleyball men's
Soccer men's	Floorball mixed	Netball mixed	Soccer mixed	Volleyball mixed
Netball mixed	Floorball men's	Netball ladies	Soccer men's	
Netball ladies	Netball mixed	Basketball men's	Netball mixed	
Basketball men's	Netball ladies		Netball ladies	
	Basketball mixed			
	Basketball men's			
	Basketball ladies			

Grade requested: A B C D E

Note: not all grades are available every night

**Special requests** (Note: *If you can't field a team for a fixtured match you must forfeit the game –forfeit fees apply*)

Dates to be excluded: \_\_\_\_\_

Further requests: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Player Details

Name	Phone	Address	Pcode	Email	D.O.B.

*(Please complete in full. Details can be used to further develop programs offered at Lords)*

Has the majority of the team played in a similar competition before?     No     Yes

If yes, then **Venue:** \_\_\_\_\_ **Team Name:** \_\_\_\_\_

## Uniform Details

Primary (Shirts/Singlets) \_\_\_\_\_ Secondary (Numbers/Bibs) \_\_\_\_\_

## Declaration

I declare that I have the authority to make this declaration and accordingly on behalf of the team names on this form, I declare that the team will participate in all matches programmed for the duration of the season (including finals matches) and undertake to honour and fines that may be imposed as a result of this team withdrawing or causing a match to be forfeited or any other fines allocated by Lords' Staff.

I acknowledge that the members of the team agree to indemnify the City of Subiaco against any and all claims however arising as a result of our team's use of the services, facilities and equipment at Lords.

I confirm that the players named above have consented to their names and details being provided by me to Lords and that I have informed them that they can access their personal information held by Lords in accordance with Lords' access policy.

Signature \_\_\_\_\_ Date \_\_\_\_\_

## CONDITIONS OF REGISTERING A TEAM

### Nomination forms

- These forms must be completed with as much detail as possible and returned no later than one week prior to the new season commencing.
- Any requests for byes must be made at the time of nomination. Requests for byes during the season can not be guaranteed.
- If your team has problems with 6.00pm games, please note that on the nomination form and allowances may be made if possible. All teams are expected to play late games from time to time. All care is taken to ensure a fair draw for all teams.

### Fees (2009/2010)

- New team nomination: \$30
- Existing team nomination: \$20
- Game Fee: \$56 (all sports)
- Team withdrawal: \$112 (two game equivalent)
- Forfeit: Game fee + \$30

### Scoring

- It is each team's responsibility to provide a scorer/check scorer to ensure the accuracy of the scoresheet.
- The electronic scoreboard is to be used as a guide only - the scoresheet will be used as the official result.

### Equipment

- ONLY NON MARKING SHOES ARE TO BE WORN.
- Games balls are provided (warm up balls maybe available at the centre, no guarantees given)
- Teams are to provide their own uniforms.
- Bibs are available for hire and must be organised prior to the commencement of the game. If team colours clash, the team mentioned second on the scoresheet must wear bibs and will be allowed to do so at no cost.

### Fines

- Refer to fees section above. If a team can not fulfil a fixtured game, they have to forfeit the match.

### Blood, injury or illness stoppages

- Play will be stopped if a player is bleeding, injured, ill or any other cause. The decision to stop play shall be at the discretion of the official.
- When a player is bleeding, injured or ill, a stoppage of up to one minute will be allowed from when time is called. If the incident has not been rectified after one minute the player must be substituted and play continued. The game clock will continue running and no time will be added. Any article of clothing containing blood shall be replaced.
- A player deemed to be under the influence of alcohol or other drugs will be required to leave the centre.

### Late arrivals

- Not only does it keep the other team waiting, late starts affect the whole evening's fixtured times, therefore the clock will start running at the scheduled time. If a team is late, they will be penalised accordingly and the game will continue.
- Please arrive 15 minutes prior to your game start time to ensure your registration card is filled out and your game fee is paid before the game. A team will be considered late if payment hasn't been received before the commencement of the game. Games will not start unless a receipt showing payment of the game fee is produced for inspection to the court official.
- Be ready to move on to the court at the conclusion of the previous game.

### Player code of behaviour

- The team captain is responsible for all players in his/her team
- The team captain is the only person permitted to speak to the umpires during the half time break or at the end of the game.
- Foul and abusive language is not permitted.
- Playing under the influence of alcohol is not permitted.
- Disruptive behaviour is not permitted.
- Fighting of any nature is not permitted.

### Furthermore:

- Food or drinks are not to be taken onto the courts. Exceptions are made for drinks in a plastic sealed container.
- Please do not use the passageways as warm-up areas as it is dangerous for both players and spectators.

### Finals

- Players are required to play the equivalent of a quarter of the regular season to be eligible for finals.
- Un-financial teams can not play finals and will need to settle their debts before the game commences.
- Each grade may be further broken down into divisions consisting of four teams. Each set of four teams will play off in a final series. For example, if there are eight teams in "B" grade, teams 1-4 will playoff for division 1 while teams 5-8 playoff for division 2.

### Forfeits (sport specific)

Please refer to additional information for each particular sport.

## BASKETBALL RULES

### Games

Games consist of 2 x 20 minute halves, with a two minute half time break and a three minute warm-up. Games are centrally timed and will start as per the fixtured time.

### Rule modifications

All rules per official 'FIBA' rule book, with Lords amendments as detailed in this document.

- One 50 second time out per team per half is allowed . During a time out the clock will continue to run.
- No time-outs may be called in the last 3 minutes of either half. Time outs must conclude by the 3 minute mark of either half.

### Teams/Players

- A maximum of 10 players per team (5 playing/5 substitutes), minimum of 4 players to start a game.
- No additional players may be added to the scoresheet after the commencement of the second half
- Mixed – there must be a minimum of 2 females on the court at any one time.
- Mixed – there will be a designated "male" and "female" only keyway. Entering the wrong keyway will be called as a violation.
- Sharp adornments or items of jewellery shall be removed or taped. No slide combs are to be worn. Fingernails are to be cut short or taped.
- Fill in players may only come from one grade above and any lower grades from the grade you are playing.
- All players play at their own risk.

### Uniforms

All players must be in singlet/t-shirt uniform by the fourth week of fixtures. Uniform to be of same colour and 'shade' with numbers on the front and back. Numbers shall be in the range 4-15, 20-25, 30-35, 40-45, 50-55. Each player shall be individually numbered (numbered bibs are acceptable).

### Penalties

- 4 points for one player out of uniform

- 2 points for each additional player out of uniform. Maximum of 12 points (or five players)

In the event of a uniform clash, the team mentioned second on the scoresheet shall wear coloured bibs provided by Lords.

### Late arrivals

#### Penalties

2 minutes late = 4 points

Every additional minute thereafter = 2 points

After the equivalent of one-quarter of the game time elapsing the official may declare the game a forfeit if a team can not field the minimum amount of players to start a game.

### Forfeits

If a team can not field enough players for a fixtured game, it becomes a forfeit.

A score line of 20-0 will be recorded against the forfeiting team.

### Players code of behaviour

Any breach of the player's code of behaviour may result in the offender(s) being required to leave the facility. Any breach deemed serious may result in the team's removal from the competition.

**For more details about the code of behaviour and other information important to your team's participation at Lords, please refer to the conditions of registering a team.**

## NETBALL RULES

### Games

Games consist of 2 x 18 minute halves with a two minute half time break and a two minute warm-up. Games are centrally timed and will start as per the fixtured time.

### Equipment

Bibs are available to hire, however teams should not rely on a complete set being available. It is recommended teams provide their own bibs for hygiene reasons.

Bibs are also available to be purchased direct from Lords.

Shirts must be worn under bibs made available by Lords.

### Rule modifications

All rules per official 'Netball Australia' rule book with Lords amendments as detailed in this document.

### Teams/Players

- A maximum of 12 players per team (7 playing/5 substitutes), minimum of 5 players.
- Mixed - There must be no more than 3 males on the court at any one time, with a minimum of 1 male.
- A maximum of 1 male player may play positions allowing entry in to either goal circle. i.e. 1 Goal Shooter OR Goal Attack. 1 Goal Defence OR Goal Keeper.
- Sharp adornments or items of jewellery shall be removed or taped.
- No slide combs are to be worn.
- Fingernails are to be cut short or taped (Note gloves are acceptable).
- Fill in players can come from up to two grades above and any lower grade from the grade the team is playing.
- Players must have played a minimum of 4 games to qualify for finals.
- All players play at their own risk.

### Uniforms

All players must be in T-shirt uniform by the fourth week of competition. Uniform to be of the same colour and 'shade'. Teams are responsible for organising their own bibs by either hiring them or purchasing them from Lords.

**Penalties** - 2 goals per player out uniform, maximum of 10 goals.

### Late arrivals

#### Penalties

2 minutes late = 4 goals

Every additional minute thereafter = 2 goals

After the equivalent of one-quarter of the game time elapsing the official may declare the game a forfeit if a team can not field the minimum amount of players to start a game.

### Forfeits

If a team can not field enough players for a fixtured game, it becomes a forfeit.

A score line of 10-0 will be recorded against the forfeiting team.

### Players code of behaviour

Any breach of the player's code of behaviour may result in the offender(s) being required to leave the facility. Any breach deemed serious may result in the team's removal from the competition.

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# **SOCCER RULES**

## **Games**

Games consist of 2 x 16 minute halves with a 2 minute warm-up and 1 minute half time break.  
Games are centrally timed and will start as per the fixtured time.

## **Rule modifications**

All rules per official 'FIFA (FUTSAL)' rule book with Lords amendments as detailed in this document.

- Field markings are those of the netball court (approximately 30m x 15m)
- Accumulated fouls are not recorded, therefore walls can be set against all associated free kicks
- Green cards are given, where in the opinion of the official, the offending action does not warrant a red card.
- Refer to forfeit policy outlined below

## **Teams/Players**

- A maximum of 10 players per team (5 playing/5 substitutes). Minimum of 3 players to start the game.
- Mixed – a minimum of 2 females players must be on the court at all times (includes in goal).
- Sharp adornments, items of jewellery or other accessories, no matter what its made of, shall be removed or taped.
- Shin guards are highly recommended (not compulsory) and must be completely covered by the player's socks.
- Fill in players may only come from one grade above and any lower grades from the grade you are playing.
- Players must have played a quarter of the regular season to qualify for finals.
- All players play at their own risk.

## **Uniforms**

All players must be in singlet/t-shirt uniform by the fourth week of fixtures. Uniform to be of same colour and 'shade'. Each player shall be numbered (numbered bibs are acceptable).

**Penalties** - 1 goal per player out of uniform.

In the event of a uniform clash, the team mentioned second on the scoresheet shall wear coloured bibs provided by Lords.

## **Late arrivals**

### **Penalties**

2 minutes late = 1 goal

Every additional minute thereafter = 1 goal

After the equivalent of one-quarter of the game time elapsing the official may declare the game a forfeit if a team can not field the minimum amount of players to start a game.

## **Cautions and dismissals**

Umpires will be issued with yellow, red and green cards.

- A yellow card will constitute a warning.
- A green card, and the player will be sent from the court for the remainder of the game and no substitute can enter the game for two minutes or until a goal is scored. A yellow card (warning) does not need to precede a green card.
- The third card shown to the same player in one match shall be a red card.
- A red card and the player will be sent from the court for the duration of the game (no substitutes allowed) with an automatic suspension of one (1) week minimum.
- A yellow or green card does not need to precede a red card.
- If the action warrants it, a report shall be made to the Coordinator of Sport and Competition and may result in longer suspension.

## **Forfeits**

If a team can not field enough players for a fixtured game, it becomes a forfeit.

A score line of 5-0 will be recorded against the forfeiting team.

## **Players code of behaviour**

Any breach of the player's code of behaviour may result in the offender(s) being required to leave the facility. Any breach deemed serious may result in the team's removal from the competition.

**For more details about the code of behaviour and other information important to your team's participation at Lords, please refer to the conditions of registering a team.**

**Lords:** 3 Price Street SUBIACO WA 6008 **Postal:** PO Box 270, SUBIACO WA 6904

**Phone:** (08) 9381 6666 **Fax:** (08) 9388 2360 **Email:** [city@subiaco.wa.gov.au](mailto:city@subiaco.wa.gov.au) **Website:** [www.lords.com.au](http://www.lords.com.au)

## **VOLLEYBALL RULES**

### **Games**

Games duration is 45 minutes (preceded by a 10 minute warm up period).

The team leading at the 45 minute mark is awarded that set, if 15 or more points have been scored with a lead of at least two points (qualifying rounds only).

For finals the last set will be completed only if it is a deciding set.

Games are centrally timed.

### **Rule modifications**

All rules per official 'FIVB' rule book with Lords amendments as detailed in this document.

- No time outs may be called.
- Mixed Grades: NO Playing the ball below the knee.
- NB In all grades, deliberate kicking of the ball before or after a point will result in a point to the opposition.
- The ball must be released on service. Either tossed or the hand dropped away.

### **Teams/Players**

A maximum of 10 players per team (6 playing/4 reserves), minimum of 4 players. NB Substitution at side out – rotate through the bench.

Mixed

- There must be no more than 3 males on the court at any one time
- In a three touch play, at least one touch must be made by a female.

Fill in players can come from up to two grades above and any lower grade from the grade the team is playing.

Players must have played a minimum of 4 games to qualify for finals.

All players play at their own risk

### **Uniforms**

All players must be in T-shirt uniform by the fourth week of competition. Uniform to be of the same colour and 'shade'.

### **Penalties**

4 points for one player out of uniform

2 points for each additional player out of uniform.

### **Late arrivals**

#### **Penalties**

2 minutes late = 2 points

Every additional minute thereafter = 2 points

After the equivalent of one-quarter of the game time elapsing the official may declare the game a forfeit if a team can not field the minimum amount of players to start a game.

### **Forfeits**

If a team can not field enough players for a fixtured game, it becomes a forfeit.

A score line of 3 sets to 0 will be recorded against the forfeiting team.

### **Players code of behaviour**

Any breach of the player's code of behaviour may result in the offender(s) being required to leave the facility. Any breach deemed serious may result in the team's removal from the competition.

**For more details about the code of behaviour and other information important to your team's participation at Lords, please refer to the conditions of registering a team.**

# FLOORBALL RULES

## Games

Games consist of 2 x 16 minute halves (2 minute warm-up and 1 minute half time break)  
Games are centrally timed and will start as per the fixtured time.

## Rule modifications

All rules per official 'IFF' rule book with Lords amendments as detailed in this document.

## Teams/Players

Each team will consist of either, six field players who must have a stick in hand, or five field players and a goalkeeper who shall not have a stick. Minimum of 4 players to start a game.

Mixed includes a maximum of 3 male players on the field (includes in goal) at any time

Fill in players can come from one grade above and any lower grade from the grade the team is playing.

Players must have played a minimum of 4 games to qualify for finals.

All players play at their own risk

## Uniforms

All players must be in singlet/t-shirt uniform by the fourth week of fixtures. Uniform to be of same colour and 'shade'. Each player shall be numbered (numbered bibs are acceptable).

## Penalties

1 goal for one player out of uniform, up to five goals maximum

## Late arrivals

### Penalties

2 minutes late = 2 goals

Every additional minute thereafter = 1 goal

After the equivalent of one-quarter of the game time elapsing the official may declare the game a forfeit if a team can not field the minimum amount of players to start a game.

## Forfeits

If a team can not field enough players for a fixtured game, it becomes a forfeit.

A score line of 5-0 will be recorded against the forfeiting team.

## Players code of behaviour

Any breach of the player's code of behaviour may result in the offender(s) being required to leave the facility. Any breach deemed serious may result in the team's removal from the competition.

**For more details about the code of behaviour and other information important to your team's participation at Lords, please refer to the conditions of registering a team.**