

This Form Due 10/06/2011

PLEASE COMPLETE THIS FORM NEATLY IF WRITING

Contact details

Team name: _____

Team captain: _____

Street: _____

Suburb: _____ Postcode: _____

Contact numbers: (W) _____ (H) _____

(M) _____ (F) _____

Email address (important): _____

Secondary contact person: _____

Contact number: (M) _____ (H) _____

Monday	Tuesday	Wednesday	Thursday
Soccer men's (A,B,C,D,E) <input type="checkbox"/>	Soccer men's (A,B,C,D,E) <input type="checkbox"/>	Soccer men's (A,B,C,D,E) <input type="checkbox"/>	Soccer men's (B,C,D,E) <input type="checkbox"/>
Soccer mixed (B,C) <input type="checkbox"/>			Soccer mixed (C,D) <input type="checkbox"/>
			Soccer ladies (B,C,D) <input type="checkbox"/>
Netball mixed (B,D) <input type="checkbox"/>	Netball mixed (B,C,D) <input type="checkbox"/>	Netball mixed (B,C) <input type="checkbox"/>	Netball mixed (C,D) <input type="checkbox"/>
Netball ladies (B,D) <input type="checkbox"/>	Netball ladies (C) <input type="checkbox"/>	Netball ladies (B,C) <input type="checkbox"/>	Netball ladies (C,D) <input type="checkbox"/>
Basketball men's (A,B,C) <input type="checkbox"/>	Basketball men's (C) <input type="checkbox"/>	Basketball men's (B,C,D) <input type="checkbox"/>	
	Basketball mixed (B,C) <input type="checkbox"/>		
	Basketball ladies (B) <input type="checkbox"/>		
Volleyball mixed (B,C) <input type="checkbox"/>	Volleyball mixed (B,C) <input type="checkbox"/>	Volleyball mixed (B,C) <input type="checkbox"/>	Volleyball mixed (B,C) <input type="checkbox"/>

Grade Requested: A B C D E

Notes: Please ensure the grade you have selected is available for the night and sport of your choice.
If there are not enough teams to generate a grade, teams will be combined with the nearest grade available on that night, and the grade **may** be split for finals.

Fixture Considerations:

Please specify any considerations you wish Lords to try and take into account when processing your nomination. Specific details must be identified.

Notes: These considerations are **requests only** and are not to be considered guaranteed. While attempts to accommodate requests will be made when possible, the priority of Lords is to ensure **as fair a draw for all teams as possible**. All teams should expect to play a fair spread of **all** game timeslots, and if you cannot field a team for a fixtured match you will be required to forfeit the game (with fees applying – see Conditions of Registering a Team).

Player details

Name	Phone No.	Suburb	Email	Age

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

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

If Yes, then please specify **Venue & Team Name:** _____

If No, then please specify how you heard about Lords Sporting Competitions: _____

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 any 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 undertake, on behalf of this team and its members, to abide by the Conditions of Registering a Team, as well as all Rules of our chosen sport as specified in the Competition By-Laws issued by Lords.

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 given consent 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 _____ or tick box if completing online Date _____

CONDITIONS OF REGISTERING A TEAM

In effect as of Season 7; June 27th – October 23rd 2011

Nomination forms

- These forms must be completed with as much detail as possible and returned by the due date on the front of this form. Late forms will be accepted, however there is no guarantee your team will be included in the competition in the first couple of rounds.
- Any requests for fixture considerations or byes must be made at the time of nomination. Requests for byes during the season cannot be guaranteed.
- All care is taken to ensure as fair a draw as possible for all teams.
- The early-bird re-nomination process will give existing teams first preference.
- Games are played on the nights of most public holidays.
- Team names must not be deemed offensive. Lords reserves the right to enforce a name change if a team name is deemed offensive.
- If there are not enough teams to generate a grade, teams will be combined with the nearest grade available and the grade may be split for finals.
- Any grade changes will only be considered upon request from teams within the first 3 weeks of competition. From week 5 onwards, fixtures are final.

Fees (2011/2012)

- New team nomination: \$30
- Existing team nomination: \$20
- Game Fee: \$56 (all sports)
- Season In Advance: \$812 based on a 16 week season. Must be fully paid for by round 5.
- Team withdrawal: \$112 (two game equivalent). Notification of withdrawal must be received in writing.
- Forfeit: game fee plus \$44 for all no shows, game fee plus \$30 for all forfeits notified less than eight days in advance, \$20 for all forfeits notified more than eight days in advance.
- Teams owing two or more forfeit fees must contact Sports Administration during office hours and make arrangements to pay off the fees or will default all future fixture matches.
- Forfeits must be phoned in to Lords at all times – email notifications will not be accepted

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.
- Team captains are to check the scoresheet at the end of the game and sign that the result is accurate.

Equipment

- ONLY NON MARKING SHOES ARE TO BE WORN.
- Game balls are provided (warm up balls may be available at the centre, no guarantees are given)
- Teams are to provide their own uniforms – see individual sport By-Laws for requirements and penalties.
- 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 the fees section above.
- If a team can not fulfil a fixtured game, they have to forfeit the match and fines apply.
- Website fixtures are correct seven days in advance, if any changes are made inside this period teams will be notified via email or telephone.

CONDITIONS OF REGISTERING A TEAM

In effect as of Season 7; June 27th– October 23rd 2011

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.
- Playing under the influence of alcohol is not permitted.
- It is highly recommended that all participants have suitable ambulance cover as a minimum.

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 (see individual sport By-Laws) 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 or the team is not prepared to play 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 & spectator code of behaviour

- The team captain is responsible for all players in his/her team, as well as spectators associated with the team.
- The team captain is the only person permitted to speak to the officials 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, and any individuals deemed to be under the influence of alcohol or other drugs may be required to leave the centre.
- Disruptive behaviour is not permitted, including unsportsmanlike conduct both on and off the field.
- 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 cannot play finals and will need to settle their debts before finals commence.
- All Grand Finals are played on a Sunday.

Forfeits (sport specific)

- Please refer to additional information for each particular sport.
- Forfeits must be phoned in to Lords at all times – email notifications will not be accepted

Team captains

- It is the team captain's responsibility to confirm their game time each week. This can be done by asking Lords staff to check the following weeks fixture sheet. Confirmation calls from Lords will cease after week four of the season.

BASKETBALL RULES - In effect as of Season 7; June 27th – October 23rd 2011

Games

Games consist of 2 x 20 minute halves, with a two minute half time break and a three minute pre game period.

Games are centrally timed and will start as per the fixtured time.

Game times: 6pm, 6.45pm, 7.30pm, 8.15pm, 9pm, 9.45pm.

Rule modifications/clarifications

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.
- Mixed – no more than 3 players from either gender on court
- Mixed – males can't block females. Cylinder principle applies (arms can extend upwards, but can't jump).

Teams/players

- All players must be sixteen years or older to play in the senior competitions.
- A maximum of ten players per team (5 playing/5 substitutes), minimum of four players to start a game.
- No additional players may be added to the scoresheet after the commencement of the second half
- 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 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

- 2 points for each player on court out of uniform

- Maximum of 10 points (or five players) Penalties must be added before the commencement of the second half.

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

Penalties must be added before the commencement of the second half.

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 forfeit maybe called after a quarter of the game time has lapsed.

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

Player & spectator code of behaviour

Any breach of the player & spectator 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 - In effect as of Season 7; June 27th – October 23rd 2011

Games

Games consist of 4 x 9 minute quarters with a two minute half time break and a two minute pre game period. There are no breaks after the 1st and 3rd quarters. The stop in play is for teams to swap ends, change positions or make substitutions only.

Games are centrally timed and will start as per the fixtured time.

Game times: 6pm, 6.40pm, 7.20pm, 8pm, 8.40pm, 9.20pm, 10pm.

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

- All players must be sixteen years or older to play in the senior competitions.
- A maximum of twelve players per team (seven playing/five substitutes), minimum of five players.
- Mixed - There must be no more than three males on the court at any one time, with a minimum of one male.
- Of the three male players on court, each one must be in the following positions: (GS or GA), (GD or GK). (C or WA or WD)
- 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 (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. Teams are responsible for organising their own bibs by either hiring them or purchasing them from Lords before the commencement of their game..

Penalties - 1 goals per player out uniform, maximum of 10 goals. Penalties must be added before the commencement of the second half.

Late arrivals

Penalties

2 minutes late = 2 goals

Every additional minute thereafter = 1 goals

Penalties must be added before the commencement of the second half.

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 forfeit maybe called after a quarter of the game time has lapsed.

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

Player & spectator code of behaviour

Any breach of the player & spectator 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.

SOCCER RULES - In effect as of Season 7; June 27th – October 23rd 2011

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.

Game times: 6pm, 6.35pm, 7.10pm, 7.45pm, 8.20pm, 8.55pm, 9.30pm, 10.05pm.

Rule modifications/clarifications

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
- Minimum distance from placed kicks is 5m for defensive team (side, corner, direct and indirect free kicks).
- The restart of play after a goal is regarded as indirect, meaning that a shot at goal is allowable, but a goal will not be awarded unless the ball has been touched.
- No sliding is permitted under any circumstance; whether it is part of a tackle or in an attempt to play the ball in a manner that is defensive (block) or attacking (shot). Any sliding will result in a free kick being awarded to the opposition
- Refer to forfeit policy outlined below

Teams/players

- For the Veterans league, all players must be 35 years or older.
- All players must be sixteen years or older to play in the senior competitions.
- A maximum of ten players per team (five playing/five substitutes).
- Minimum of three players to start the game (a fourth must join before the commencement of the second half, otherwise the match is defaulted).
- Mixed – a minimum of two females players must be on the court at all times (includes in goal).
- Sharp adornments, items of jewellery or other accessories, no matter what it's 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 identifiable (ie numbers)

Penalties - 1 goal per player out of uniform. Penalties must be added before the commencement of the second half (maximum of 4 goals).

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 (maximum of 4 goals).

Penalties must be added before the commencement of the second half.

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 and red cards.

- A yellow card will constitute a caution.
- A second caution will result in a red card.
- A red card and the player will be sent from the court for the duration of the game (can be replaced with substitution after 2 minutes or after the next goal is scored within this time).
- If the action warrants it, a report shall be made to the Coordinator of Sport and Competition and may result in a mandatory suspension.

Special situations

The attempted intimidation of a player, either by shouting or stamping feet, is unsportsmanlike and may be penalised by the umpire.

Forfeits

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

A forfeit maybe called after a quarter of the game time has lapsed. A score line of 5-0 will be recorded against the forfeiting team.

Player & spectator code of behaviour

Any breach of the player & spectator 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.

VOLLEYBALL RULES - In effect as of Season 7; June 27th – October 23rd 2011

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.

Game times: 6pm, 6.55pm, 7.50pm, 8.45pm, 9.40pm.

Rule modifications/clarifications

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

All players must be sixteen years or older to play in the senior competitions.

A maximum of ten players per team (six playing/four reserves), minimum of four players. NB Substitution at side out – rotate through the server.

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.

Penalties

1 point for each player on court out of uniform

Penalties must be added before the commencement of the second half.

Late arrivals

Penalties

2 minutes late = 2 points

Every additional minute thereafter = 1 points

Penalties must be added before the commencement of the second half.

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 forfeit maybe called after a quarter of the game time has lapsed.

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

Player & spectator code of behaviour

Any breach of the player & spectator 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.