

Social Sport Policies and Code of Conduct

By participating in our sports competitions, you are agreeing to terms outlined in this document. It is important that you read and understand the Sport Policies and the Code of Conduct to enjoy the season to the fullest.

Social Sport Policies

Safety

As the sports played at the Y Leisure City are of an active nature with moving equipment (balls, netting, etc.) and participants, all players must be aware that injuries/accidents may occur. Please follow the rules of your sport to keep yourself and others as safe as possible.

Game Fees

Match fees are to be paid in full prior to the game via the TeamPay app. Play will not begin until full payment has been made. For more information regarding TeamPay, please see a member of staff.

Uniforms

Teams must comply with the relevant uniform requirements for their sport, as outlined in the relevant sports rulebooks. Incorrect uniforms may incur penalties.

Forfeits

For team's forfeiting a fixtured match, a forfeit fee will apply. A forfeit fee is equivalent to one full game fee which is due before the next fixtured match. A forfeit will be recorded as a loss for the forfeiting team, as per the rules of the relevant sport. Team's forfeiting twice or more in a season may be removed from the competition.

Player Registration and Finals Eligibility

All senior players are required to be registered to a team. Teams must pay a team registration fee at the beginning of every season. This fee covers competition administration, equipment, and trophies for finals.

Players under 18 must seek permission from management to play in senior competitions. To be eligible to play in final's matches, players must have played a minimum of 3 matches and be a registered player. Players may only play for the team with which they are registered in final's matches.

Junior Futsal Teams must pay the \$50 team registration fee to be entered into the competition. This fee covers competition administration, equipment, and trophies for finals. This fee does not include player insurance. Players must be registered for their team online, and may only register for one team per division.

The Y Leisure City Sports Code of Conduct

While we understand that teams and individuals have different levels of passion and competitiveness, the purpose of our programs and events is to promote enjoyment and the benefits of physical activity. By participating in sports competitions at Leisure City, participants are agreeing to conduct themselves in accordance with the Code of Conduct.

Code of Conduct

Players, supporters and spectators must always observe the Stadium Sports Code of Conduct. Teams are responsible for any supporter or spectator that is associated with their team and must make sure their supporters and spectators follow the same guidelines as players. Penalties may apply to teams for unruly spectators.

The Y enforces a **no tolerance** rule with regards to violence of any kind in their sporting programs and competitions. The centre reserves the right to remove anybody they feel is breaking this rule.

This includes:

- Abusive, discriminatory, or unacceptable/coarse language towards any player, umpire, official, spectator, customer or centre representative on or off the playing court.
- Physical or verbal threatening of any player, umpire, official, spectator, customer or centre representative on or off the playing court.
- Physical violence.

Players, officials, or spectators under the influence of drugs or alcohol may be asked to leave the facility.

Penalties for breaching of the code of conduct

The Y Leisure City referees and management shall use their discretion in adjudicating penalties for breaches of the code of conduct, in accordance with the rules of each sport. Penalties are most commonly a suspension for a period of time (i.e. a two-match suspension) or an in-game reprimand (i.e. a yellow card), however The Y Leisure City has the right to take any action deemed necessary in the best interests of all participants and all decisions relating to discipline are final.