

Social Sport By-Laws

Interpretation of these by-laws will be at the discretion of the appointed Court Supervisor. These by-laws work in conjunction with the UniSA Sport Code of Conduct. UniSA Sport may waive or modify these by-laws to suit any circumstances that may arise.

1. Registrations

- 1.1 Registration forms must be completed through the UniSA Sport website on the Social Sport page.
- 1.2 Late registrations will not be accepted after the close date.
- 1.3 Individual registrations will be available as well as team registrations. Individuals will be placed into teams by UniSA Sport.
- 1.4 All teams must complete a new registration each season.
- 1.5 UniSA Sport reserves the right to refuse a nomination or registration at their discretion.
- 1.6 Players must be at least sixteen (16) years or above to register for a UniSA Sport social competition. Participating players may be asked to produce proof of age.

2. Forfeits

- 2.1 Team forfeits must be communicated with UniSA Sport by calling the Pridham Hall Reception on 8302 0661 before 12:00pm on the day of the competition. This time has been designated to allow time for communication to the opposing team.
- 2.2 Any team that forfeits will not receive any refunded portion of their season fee. A team that receives a forfeit will be recorded and be given credit towards future seasons or offered a refund for any lost games at the end of the season.
- 2.3 Any team forfeiting twice in any one season can be withdrawn from the competition at the discretion of UniSA Sport.
- 2.4 A forfeit will be recorded as a loss and no points will be awarded to the forfeiting team. The forfeit score can be found in the specific rules for each social sport.
- 2.5 A forfeit will also be recorded if a team does not have the required number of players or has not arrived more than five (5) minutes after the schedule match start time.
- 2.6 A team can use players who were not on the original team registration form to prevent a forfeit.

3. Withdrawal

- 3.1 The team or individual registration fee will not be refunded if a team or individual withdraws from the competition

4. Fixtures

- 4.1 By registering into a UniSA Sport social competition teams agree to play all fixtures including finals
- 4.2 Fixtures will be communicated with team captains via email. It is the captain's responsibility to inform his/her team members.
- 4.3 Game times will commence from 5:30pm. UniSA Sport cannot guarantee specific game time requests will be able to be accommodated
- 4.4 UniSA Sport reserves the right to change the fixture and/or game times as required.

5. Finals

- 5.1 Finals will be held at the end of each season and the format will be at the discretion of UniSA Sport.
- 5.2 All players must have played a minimum of three games to qualify to play finals.
- 5.3 Teams requesting a player be made eligible for finals must apply via email to pridhamhall@unisa.edu.au. The player must have played at least one minor round game and will only be approved in order to allow the team to reach minimum numbers to form a team.

6. Results and Championship Points

- 6.1 Weekly results will be communicated to team captains via email and displayed on competition nights.
- 6.2 Championship points for each match will be awarded as:
- Winning team: 3 points
 - Drawn match: 2 points per team
 - Losing team: 1 point
 - Forfeited team: 0 points
- 6.3 In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria, in order, favours one team:
- a) The team with the highest goal difference (goals for - goals against) in all pool matches
 - b) The team scoring the highest number of goals

c) The team with the best result against the top team in their pool shall be placed above the other team(s). The best result to be determined by applying the following in order until the teams are separated:

- largest winning margin
- highest scoring draw
- lowest losing margin

d) If two or more teams are still equal their ranking shall be determined as follows:

- greatest number of points obtained in all pool matches between the teams concerned
- goal difference resulting from all pool matches between the teams concerned
- greatest number of goals scored in all pool matches between the teams concerned

7. Uniforms

- 7.1 Each player shall wear a specific colour to distinguish them from other teams. Bibs will be provided if necessary to distinguish each team.
- 7.2 Players must not wear or use anything which could be dangerous to themselves or other players. Long, sharp fingernails are not permitted. All watches and jewellery must be removed. Facial jewellery is also expected to be removed or to be taped.
- 7.3 Appropriate footwear must be worn at all times.

8. Team Duties

- 8.1 Each team will be required to supply a scorer for their game. Bench players are permitted to act as a scorer.

9. Behaviour

- 9.1 All players and spectators are expected to adhere to the UniSA Sport Code of Conduct which can be found on the UniSA Sport website memberships page, this includes but is not limited to harassment, abuse, fighting, alcohol/drugs.
- 9.2 The team captain is responsible for all players in his/her team as well as spectators associated with his/her team.
- 9.3 Complaints regarding a team or player behaviour need to be submitted in writing by the team captain to pridhamhall@unisa.edu.au
- 9.4 Official reports and sanctions may be undertaken using the following table as a guide

Incident	Minimum Penalty	Maximum Penalty
Verbal/Offensive language towards a player	Reprimand	5 week suspension
Verbal/Offensive language towards an official	Reprimand	5 week suspension
Overly aggressive behaviour/Unduly rough play	Reprimand	8 week suspension
Unsporting behaviour	Reprimand	8 week suspension
Pushing/Wrestling	1 week suspension	8 week suspension
Attempted striking	1 week suspension	12 week suspension
Striking	3 week suspension	52 week suspension
Assault	52 week suspension	Ejected from all competition

9.5 In the event of a sanction being incurred the player/s involved in the incident and the team captain will be informed.

10. Body Fluids

- 10.1 A person who is bleeding or has an open wound must immediately leave the court and must not return until the bleeding has been contained or covered.
- 10.2 If there is blood on the playing area or equipment the game will be halted until blood can be cleaned.
- 10.3 Spitting in any form will result in the offending player being immediately removed for the remainder of the game and face an official report and possible sanctions.