

# social sport competitions information booklet



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**UNIVERSITY | HARBOURSIDE**

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[www.theforum.org.au](http://www.theforum.org.au) ABN 67 096 090 372 ACN 096 090 372

## CODE OF CONDUCT

All players and spectators are required to abide by the Code of Conduct. Penalties for breaching this Code of Conduct may include verbal or written warnings, sending off for periods of time and /or remainder of game, or suspension or expulsion from current and future competitions. Newcastle University Sport reserves the right to remove individuals or teams from the premises or deny entry to individuals or teams at its discretion.

1. Abide by the rules of the match or competition.
2. Behave in a positive manner at all times and do not direct physical or verbal abuse towards officials or participants at any time.
3. Encourage and support honest effort, skilled performance and improvement.
4. Show respect for opponents and their skills.
5. Do not mix alcohol with sport. No player will be permitted to take part in any competition where there is any indication of intoxication.
6. Respect the official's decision. Do not abuse, threaten or intimidate a referee or match official and do not show dissension, displeasure or disapproval towards a referee or match official's decision in an abusive or unreasonable fashion.
7. Condemn the use of violence in any form, whether it occurs between spectators, coaches, officials or players.
8. Leave the area tidy and free from any litter or other mess.

It is considered unacceptable behaviour to constantly question official's decisions. Team captains may approach officials for rule clarification. The decision of the official on court/field is final and continued harassment of officials may result in players being sent from the court/field or excluded from competition.

## INSURANCE

NUsport recommends that each player privately covers themselves against injury. Whilst there is Public Liability and Professional Indemnity cover, there is no Personal Accident cover in place. Players participate at their own risk and participation is subject to NUsport Terms and Conditions available to view at [www.theforum.org.au](http://www.theforum.org.au) or on request at The Forum Sports & Aquatic Centre, University, or The Forum Health & Wellness Centre, Harbourside. NUsport advises patrons with existing medical conditions to seek appropriate medical clearance before participating in NUsport managed program.

## NAILS AND JEWELLERY

Nails are to be **short and smooth** and CANNOT be taped or gloved. All jewellery must be removed and CANNOT be taped (including piercings), with the exception of medic alert bracelets and wedding bands, which may be suitably taped over. Players who do not adhere to these conditions will be **unable to take the court** for safety reasons.

## REGISTRATION FEES

<b>\$550 (Summer)</b>	One-time payment that covers all fees for the competition. NO weekly fees.
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1. Fees are required to be up to date no later than Round 2 of competition.
2. Teams who pay BEFORE their first game will receive 3 BONUS POINTS.
3. Teams with outstanding fees by Round 3 will be unable to take the court and may be removed from the competition.
4. No guarantee is given for refunds should teams forfeit, be forfeited against, receive byes due to unavoidable competition changes, poor weather or other circumstances.

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## SCORING

<b>Win</b>	3 points	<b>Bye</b>	3 points
<b>Draw</b>	2 points	<b>Win by Forfeit</b>	3 points
<b>Loss</b>	1 point	<b>Loss by Forfeit</b>	0 points
<b>Bonus Points</b>	3 points – received if registration fee is paid BEFORE first game		

## FORFEITS

Forfeits MUST be communicated to the Forum **at least 24 hours** prior to a game by calling reception on **4921 7001**. Email forfeits will **ONLY** be accepted with **one week's notice**. Teams who forfeit three (3) times in a season may be removed from the competition.

A forfeit will also be awarded if a team fails to take the court within **five (5) minutes** of commencement of their game. Results given to the non-offending team for forfeits vary between each sport. See table below:

<b>Netball</b>	15 - 0	<b>Open Futsal</b>	5 - 0
<b>Basketball</b>	20 - 0	<b>Mixed Volleyball</b>	2 - 0 (sets) 21 - 0 (points/set)
<b>Touch Football</b>	5 - 0		

## PLAYER REGISTRATIONS

All players are now required to register individually into their team via the **Social Sport Registration Form - Individuals** on our website; [www.theforum.org.au/social-sport](http://www.theforum.org.au/social-sport)

All players MUST be registered into their team before taking the court (this includes fill-ins and new players).

Should a player be a late addition before a game, they will have **24 hours** after the completion of the game to register. Failure to do so (or playing any unregistered players) will result in a forfeit loss being awarded to the offending team.

Players must sign on weekly for their team. To qualify for finals, a registered player must have played a **MINIMUM** of three (3) games for their team. If a team has received a forfeit, a player must have played two (2) games **PRIOR** to receiving the forfeit to qualify.

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## FIXTURES, RESULTS AND DIVISIONS

Fixtures are released weekly for the opening 3-4 rounds of a competition, before divisions are finalised and the remainder of the season's fixtures are made available.

Be sure to check fixtures regularly, particularly in the opening weeks, as changes may be required as new registrations are received, and divisions are adjusted. Fixtures can be found online at [www.theforum.org/social-sport](http://www.theforum.org/social-sport) which can also be saved as an app to mobile devices.

Please note that a large amount of time and effort goes in to making grading decisions, and the greatest care is taken to make divisions as even as possible. Our senior umpires and administration staff use the first few weeks of competition as a guide to adjust divisions where required. The best efforts are made by NU sport to grade teams accordingly to create fair and enjoyable competitions for all, and their decisions are final.

## RESERVES, FILL-INS, AND ADDITIONAL PLAYERS

A large number of individuals register each season looking for a team to join. If you are able to assist, please contact the Forum via email; [competitions@theforum.org.au](mailto:competitions@theforum.org.au)

## CONTACT

For all enquiries related to Social Sport Competitions, please direct your correspondence to the Competitions Administrator; [competitions@theforum.org.au](mailto:competitions@theforum.org.au)

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## RULES

### Basketball – Men’s and Mixed

Games are played according to the **FIBA Official Basketball Rules 2017** with the following local rules for mixed competition:

#### 1. Fielding a Team

- 1.1. Teams may register up to 18 players.
- 1.2. Teams may field a maximum of five (5) registered players on court.
- 1.3. At least four (4) registered players are required for a game to commence.
- 1.4. Mixed teams may play a maximum of three (3) players of a single gender on court at any time.
- 1.5. Players must be 16 years of age or older to be eligible to play.
- 1.6. All players **MUST** be registered to play (See **Player Registrations** on page 5).

#### 2. The Game

- 2.1. Games will consist of 2 x 18 minute halves, with a break of one minute at half time.
- 2.2. Game will begin with a jump ball (for Mixed either Male v Male or Female v Female). All further jump ball situations will use the possession rule.
- 2.3. Games will start and finish on time. There will be no stoppages for time outs.
- 2.4. **MIXED BLOCKING** - A male player may take a defensive position in front of a female player but must not attempt to block her shot. The player’s feet must remain on the ground and his hands within his cylinder. Infractions of this rule may be penalised by the shooter receiving two (2) free throws.
- 2.5. Teams may substitute players at any dead ball situation during the game after notifying the referees.
- 2.6. Both team captains must sign the scoresheet at the completion of the game.

#### 3. Attire

- 3.1. Referees will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 3.2. Teams should be dressed in matching coloured tops, which **must be numbered on the back at minimum**.
- 3.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the court with bare feet. Non-Slip, non-marking indoor shoes are recommended.

## Futsal – Open

Games are played according to the **FIFA Futsal Rules** with the following local rules for open competition:

### 1. Fielding a Team

- 1.1. Teams may register up to 18 players.
- 1.2. Teams may field a maximum of five (5) registered players on court (one of whom is the Goalkeeper).
- 1.3. At least four (4) registered players are required for a game to commence.
- 1.4. Teams playing Open Futsal will not have any restrictions based on the number of male/female players on the court. It is an OPEN competition.
- 1.5. Players must be 16 years of age to be eligible to play.
- 1.6. All players **MUST** be registered to play (See **Player Registrations** on page 5).

### 2. The Game

- 2.1. Games will consist of 2 x 18 minute halves, with a break of one minute at half time.
- 2.2. Captains will begin with a coin toss; ‘paper-scissors-rock’ or other method to determine which team will receive first possession.
- 2.3. Games will start and finish on time. The clock will not stop for time outs.
- 2.4. Teams may substitute players at any time without notifying the referee EXCEPT for Goalkeepers.
- 2.5. Both team captains must sign the scoresheet at the completion of the game.

### 3. Attire

- 3.1. Referees will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 3.2. Teams should be dressed in matching coloured tops, which should be numbered on the back.
- 3.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the court with bare feet. Non-Slip, non-marking indoor shoes are recommended.

## Netball – Ladies and Mixed

Games are played according to the **International Federation Official Rules of Netball 2018 Edition** with the following rules for local competition:

### 1. Fielding a Team

- 1.1. Teams may register up to 18 players.
- 1.2. Teams may field a maximum of seven (7) registered players on court.
- 1.3. At least five (5) registered players are required for a game to commence.
- 1.4. Teams playing Mixed Netball may have a maximum of three (3) and minimum of one (1) male/s on court at any time.
- 1.5. Mixed teams may have a maximum of one (1) male per third – i.e. one only as either GS or GA (attacking third), one only as either WA, C or WD (centre third), and one only as either GD or GK (defensive third)
- 1.6. Players must be 16 years of age to be eligible to play.
- 1.7. All players **MUST** be registered to play (See **Player Registrations** on page 5).

### 2. The Game

- 2.1. Games will consist of 2 x 18 minute halves, with a break of one minute at half time.
- 2.2. Captains will determine which team will receive possession for the first centre pass, with a coin toss, 'paper-scissors-rock' or other method.
- 2.3. Games will start and finish on time.
- 2.4. Both team captains must sign the scoresheet at the completion of the game.

### 3. Attire

- 3.1. Umpires will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 3.2. Teams should be dressed in matching coloured tops.
- 3.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the court with bare feet. Netball shoes are recommended.
- 3.4. Bibs are provided at the venue. However, teams may also provide their own.



## Touch Football – Mixed

Games are played according to the **Touch Football Australia Playing Rules 7<sup>th</sup> Edition** with the following rules for local competition:

### 1. Fielding a Team

- 1.1. Teams may register up to 18 players.
- 1.2. Teams may field a maximum of SIX (6) registered players on the field.
- 1.3. At least four (4) registered players are required for a game to commence
- 1.4. Teams may have a maximum of three (3) and minimum one (1) male on the field at any time.
- 1.5. Players must be 14 years of age to be eligible to play.
- 1.6. All players **MUST** be registered to play (See **Player Registrations** on page 5).

### 2. The Game

- 2.1. Games will consist of 2 x 20 minute halves, with a 2 minute half time break.
- 2.2. Captains will begin with a coin toss; 'paper-scissors-rock' or other method to determine which team will receive first possession.
- 2.3. Games will start and finish on time. The clock will not stop for injuries/time outs.
- 2.4. Teams may use an unlimited number of substitutions at any time during the game.
- 2.5. Both team captains must sign the scoresheet at the completion of the game.

### 3. Attire

- 3.1. Umpires will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 3.2. Teams should be dressed in matching coloured tops which **must be numbered on the back at minimum.**
- 3.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the field with bare feet. Moulded football boots are recommended. Screw-in/metal studs are not permitted.

## Volleyball – Mixed

Games are played according to the **Official Volleyball Rules 2017-2020** with the following rules for local competition:

### 1. Fielding a Team

- 1.1. Teams may register up to 18 players.
- 1.2. Teams may field a maximum of six (6) registered players on court.
- 1.3. At least five (4) registered players are required for a game to commence.
- 1.4. Teams may have a maximum of three (3) and minimum one (1) males on court at any time.
- 1.5. Players must be 16 years of age to be eligible to play.
- 1.6. All players **MUST** be registered to play (See **Player Registrations** on page 5).

### 2. The Game

- 2.1. Captains will begin with a coin toss, 'paper-scissors-rock' or other method to determine which team will serve first. The winning captain will choose to serve or receive; the losing captain will have the choice of end.
- 2.2. Games will consist of 2 sets to 21 points and a final 3rd set to 15 points. All games are subject to a 40 minute time limit. Should the time limit be reached before all sets have been completed, the result will be based on the score at that time (i.e. if Team A plays Team B and the score is 25-12; 17-25; 11-8 at full time, Team A will be declared the winner). If the set score is even at full time, a draw will be declared.
- 2.3. "Rally Point" scoring will be used. This simply means a point is scored whenever a team wins a rally, regardless of which team was serving.
- 2.4. Games will start and finish on time. No injury time or "time outs" will be allowed.
- 2.5. Teams may substitute players on any rotation during the game.

### 3. Attire

- 3.1. Umpires will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 3.2. Teams should be dressed in matching coloured tops.
- 3.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the court with bare feet. Non-Slip, non-marking indoor shoes are recommended.

## Fast 5 Netball –Mixed

Games are played according to the **International Federation Official Rules of Fast 5 Netball 2018 Edition** with the following rules for local competition:

### 4. Fielding a Team

- 4.1. Teams may register up to 15 players.
- 4.2. Teams may field a maximum of five (5) registered players on court.
- 4.3. At least four (4) registered players are required for a game to commence.
- 4.4. Teams playing Mixed may have a maximum of two (2) and minimum of one (1) male/s on court at any time.
- 4.5. Mixed teams may have a maximum of one (1) male per third – i.e. one only as either GS or GA (attacking third), one only as C (centre third), or one only as either GD or GK (defensive third)
- 4.6. Players must be 16 years of age to be eligible to play.
- 4.7. All players **MUST** be registered to play (See **Player Registrations** on page 5).

### 5. The Game

- 5.1. Games will consist of 4 x 6 minute quarters, with a break of one minute at quarter time, and three minutes at half time.
- 5.2. A coin toss, 'paper-scissors-rock' or other method will determine who takes Centre pass 1<sup>st</sup> and 3<sup>rd</sup> quarter. The other team will receive centre pass on 2<sup>nd</sup> and 4<sup>th</sup> quarters. All other centre passes will go to the team who **did not** score the last goal.
- 5.3. The team that wins the coin toss may also select their **power play** quarter (double points). The other team may then select their quarter from the remaining three.
- 5.4. Fast 5 uses **rolling substitutions**, meaning you may sub at any time during the game.
- 5.5. 1 point will be awarded for goals from the inner semi-circle, two points from the outer semi-circle, and three points for any other position inside the attacking third.
- 5.6. Games will start and finish on time.
- 5.7. Both team captains must sign the scoresheet at the completion of the game.

### 6. Attire

- 6.1. Umpires will check ALL players prior to taking the court with regard to jewellery and nail length (See **Nails and Jewellery** on page 3).
- 6.2. Teams should be dressed in matching coloured tops.
- 6.3. Appropriate, closed footwear must be worn. Players will not be allowed to take the court with bare feet. Netball shoes are recommended.
- 6.4. Bibs are provided at the venue. However, teams may also provide their own.

## Multi-sports – Mixed

Games are played according to the rules of each sport outlined in this booklet with the following competition information:

- Teams may register up to 15 players
- The structure of the competition will be determined by the number of team entries
- Competition nights for Semester 1 2019 will be as follows (with the potential to change should wet weather affect Touch Football):
  - Friday 8<sup>th</sup> March – Basketball
  - Friday 15<sup>th</sup> March – Basketball
  - Friday 22<sup>nd</sup> March – Basketball
  - Friday 29<sup>th</sup> March – Touch Football
  - Friday 5<sup>th</sup> April – Touch Football
  - Friday 12<sup>th</sup> April – Touch Football
  - Semester Break**
  - Friday 3<sup>rd</sup> May – Volleyball
  - Friday 10<sup>th</sup> May – Volleyball
  - Friday 17<sup>th</sup> May – Volleyball
  - Friday 24<sup>th</sup> May – Fast 5 Netball
  - Friday 31<sup>st</sup> May – Fast 5 Netball
  - Friday 7<sup>th</sup> June – Fast 5 Netball
  - Friday 14<sup>th</sup> June – Spare night (for Touch Washout OR Novelty game night)
- Competition points and for/against statistics, will accumulate over all sports to a single competition ladder

In order to create similar weightings of for/against across all sports, each **Touchdown** in Touch football will be counted as 5 points

- The winner of the Multi-sport competition will be determined by the team with the most points on the competition ladder at the end of the four main sports (Volleyball, Basketball, Touch Football, and Fast 5)
- The final night of the competition will be left as a spare night should there be any washouts. It may also be used as a presentation/novelty sport night if it remains available.
- Prizes will be presented to the winner & runner up of the Multi Sport competition as well as to the MVP's of each sport (as adjudicated by NUSport Officials).

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