



# SHOOT ZONE COMPETITION BY-LAWS

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## **1. INTERPRETATION**

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1.1 Day-to-day interpretation of these By-Laws shall be at the responsibility of the most senior official present at the time, including but not limited to:

- Centre Management \*\*
- Sports Management\*\*
- Sports Supervisor\*\*
- Competitions Admin
- Duty Manager
- Umpire/Referee.

1.2 Players participate in all sports competitions at Shoot Zone at their own risk.

1.3 Appeals against interpretation of these By-Laws must be lodged in writing to the Shoot Zone Sports Management Team

1.4 Management of Shoot Zone reserves the right to change or amend the By-laws at any time without prior notice. Shoot Zone will inform teams of significant changes and it is the teams' responsibility to remain up-to-date with the rules of participation.

1.5 Local Laws shall apply unless otherwise provided for in these By-Laws.

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## **2. TEAM REGISTRATION**

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2.1 The registration process is to be completed online on the PlayHQ registration system as found on the Shoot Zone website.

2.2 When registering a team at Shoot Zone, you are agreeing to participate in all fixtures and agree to payment of those game fees.

2.3 Shoot Zone reserve the right to refuse team names that may be considered offensive, inappropriate or are similar to an existing team at the discretion of the Sports Management Team

2.4 No guarantee is given that this application will be successful. Where teams cannot be included in the competition, they will be notified (no charges will be made to a nominated credit card in such instances).

2.5 Registrations must be fully completed, including full payment, full names, email addresses and contact numbers of all players.

2.6 At the conclusion of each season, teams wishing to participate in following seasons must re-register in full. There will be no rolling-over of teams into new seasons.

2.7 New teams joining the competition after the start of a season can be introduced into a competition but will only be eligible to play in the finals at the discretion of the Sports Management Team. Fairness to all participating teams will be taken in to account when making this decision.

2.8 Shoot Zone reserves the right to refuse team names that may be considered offensive, inappropriate, or too similar to other names. Inappropriate team names are defined as any name involving political, military, sexual or religious connotations. This will be decided by the Sports Management Team.

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## **3. PLAYER REGISTRATION & ELIGIBILITY**

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3.1 Teams are to register all players as per 2.3 above. Failure to do so will result in team members not being notified of important competition information (including fixtures) and ineligibility for finals games.

3.2 Team Managers must register their team ahead of every fixture on the ipad or via their online account.

3.3 To be eligible for the finals, players must play a minimum of **three (3) games** within the regular season, including grading. Illegal players will be penalised according to Clause 10 of the Shoot Zone By-Laws.

3.4 Casual/Fill in Players are required to pay a \$10 registration fee to reception before taking the court. Fill in players are not eligible Finals. Inclusive of Semi Finals and Grand Finals.

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#### **4. PAYMENTS**

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4.1 In order to complete the team registration process, teams are required to pay the team nomination through the PlayHQ registration portal at the time of nomination. This is the only formal payment method accepted.

4.2 The weekly payment amounts for Daytime Ladies must be paid prior to each game.

4.3 Any forfeit fees incurred will be applied to that team's account and debited in the next cycle in accordance to Cockburn ARC's Forfeit Policy.

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#### **5. PARTICIPATION**

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5.1 Players are welcome to feature in multiple sides during a regular season (including within the same division of the same sport). If a player qualifies for finals for two sides in the same division, he or she may only represent one team during the entire finals series (semi-finals and grand finals). In the interest of fairness, Management reserves the right to prevent a player playing across multiple teams on the same night if it is deemed unsportsmanlike.

5.2 Players from any team (regardless of division) during a regular season are permitted to fill in for another side to meet the minimum number of players required to start a game. This is only permissible when a team is short of regular players, and Management reserves the right to deny a player from filling in for a side if it is deemed unsportsmanlike.

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#### **6. GRADING POLICY**

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The intention of the grading period is to provide each team with an appropriate level of competition. Each competition will have a grading period of 2 weeks. Throughout the grading period teams will be assessed by the following:

- Previous history
- Grading game results (Winning/Losing Margin)
- Umpire Recommendation
- Sport Management Team



Grading will be conducted under the discretion of the Sports Management Team, Teams may request grades with sufficient reasoning, however, will not be guaranteed a spot in the requested grade.

Any grade change requests made by the team will only be considered within the first three weeks of the season, including the grading period. To request a grade change, submit a request to [competitions@shootzone.com.au](mailto:competitions@shootzone.com.au) by Friday of Week 3.

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## **7. TEAM RESPONSIBILITIES**

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7.1 The team will be held responsible for the conduct of its members and spectators, and all parties shall be subject to the Behaviour Management Guidelines as provided for in Appendix 1.

7.2 Any grade change requests made by the team will only be considered within the first three weeks of the season, including the grading period. To request a grade change, submit a Request to [competitions@shootzone.com.au](mailto:competitions@shootzone.com.au) by Friday of Week 3.

7.2.1 All grade change requests will be considered equally and fairly and will be subject to division availability and number of participating teams.

7.2.2 Any grade changes are at the discretion of the Sports Management Team and are in no way guaranteed.

7.2.3 Exemptions need to be made in writing to the Sports Management Team and a compelling case must be presented for exemptions to be considered.

7.3 Any player suspected to be under the influence of drugs/alcohol will be denied entry to the facility and/or asked to leave the premises immediately. If this request is disregarded the matter will be reported to the Duty Manager, Security and/or Police in accordance with Shoot Zone operating standards.

7.6 Any disputes to decisions made on-court can be made to the umpire/referee or Duty Manager at half time, or upon conclusion of the match. Any and all disputes must be communicated in line with the Shoot Zone Code of Conduct.

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## **8. TEAM MANAGER/ORGANISER**

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8.1 Responsibilities of the Team Manager/Organiser are:

a. Prior to game, Ensure sufficient player numbers to start the game;

- Check in registered players and add any fill ins.

b. During the match:

- Ensure all team members and supporters behave in a sportsmanlike manner.

c. After the match:

- Thank umpires and opposition team;
- Provide competition feedback to Sports Management Team if necessary.

## **9. UNIFORM REQUIREMENTS**



9.1 All players in each team are required to present themselves in conforming uniforms for each match. Uniforms are to have the same colour and shade.

9.2 All players participating in basketball fixtures must display a number on the backs of their jerseys.

9.3 Participants may not wear jewellery, watches, pins, or other dangerous items. Fingernails may be taped, cut or gloved at the discretion of the umpires/referees. Tape is not provided by Shoot Zone, and it is the responsibility of the player to ensure that they comply with the above.

9.4 If a player's uniform is deemed to be unacceptable by the umpire/referee or Sports Management Team, a bib must be worn by that player.

9.5 A uniform will be deemed unacceptable under the following circumstances, including but not limited to:

- Strip clashes;
- Lack of numbers and;
- Inappropriate wording and/or graphics.

9.6 Three weeks' grace will be allowed from the commencement of the season for teams to be in conforming uniforms.

9.7 Failure to comply may result in scores awarded to the opposing team, as stated below. Uniform issues will be evaluated on a case-by-case basis at the discretion of the Sports Supervisor.

- **Basketball:** 2 points per player;

9.8 New teams or individuals joining a team during the course of a season may be given some leeway with regards to correct uniform at the discretion of the Sports Management Team

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## **10. ILLEGAL PLAYERS**

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10.1 The penalty for playing illegal players is automatic forfeiture of the match in which the offence occurred.

10.2 Illegal players will be defined as follows:

- Players under suspension;
- Players participating under an assumed name and;
- Players ineligible for finals fixtures.

10.3 A player knowingly playing under an assumed name may be reported for misconduct to Management, and may result in a loss of competition points at the discretion of the Sports Management Team

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## **11. UMPIRES & REFEREES**

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11.1 Shoot Zone will endeavour to provide two experienced and/or qualified umpires/referees for each Basketball match played, one for Day Time Ladies and 3x3 Ganes. Teams are required to pay the full game fee of in the event a fixture has



one umpire or referee. Teams are expected to show patience and understanding for referees that are still developing their experience. Shoot Zone is committed to providing a safe working environment for all of its employees and will take a zero-tolerance stance on abusive or intimidating behaviour towards umpires or referees.

#### 11.2 Responsibilities of the Umpire/Referee

a. Prior to the match:

- To inspect the condition of playing area, ball and equipment;
- To ensure all players are wearing the correct uniform, and;
- To check all players' nails and jewellery.

b. At all times:

- To apply Shoot Zones By-Laws and sport-specific rules to all matches, and;
- To provide the highest customer service to all players and patrons.

11.3. During play, the umpire/referee's decision is final, and they shall not permit any discussion about their decision. However, at the request of the Team Captain, umpires/referees may provide an explanation on their interpretation of the rules. This explanation may be given at half or full time only.

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## 12. COMMENCEMENT OF MATCHES

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12.1 Games will run for the set amount of time per competition.

12.2 Teams must field a minimum number of players in order to start the match as follows:

- **Basketball:** 4 players;
- **3x3:** 3 players

12.3 If a team has less than the minimum required players to start the match, for every one minute that play is considered late, the opposing team will be awarded points/goals as follows:

- **Basketball:** 2 points per minute;
- **3x3 :** Game will be deemed an automatic forfeit

12.4 If a team does not have the minimum required players on court and ready to play within ten minutes of the scheduled starting time, it shall be deemed a "no-show", and it shall incur a \$65 no show fee at the discretion of the Sports Management Team.

12.5 The clock will not be paused during matches for any reason.

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## 13. COMPETITION POINTS

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13.1 Competition points will be awarded as follows:

- a. Win: 4 points;  
b. Loss: 1 point;



- c. Draw: 2 points;
- d. Forfeit: -2 points;
- e. Bye: 2 points and;
- f. Forfeit loss:

- Basketball: 20-0;

13.3 In the event of a COVID-19 Centrewide shutdown, and competitions have been suspended by Management, teams will not earn any competition points to ensure fairness across all teams.

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## **14. SUBSTITUTES**

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15.1 Each team shall be permitted to have an unlimited number of substitute players during a regular season fixture, provided all players are registered on PlayHQ

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## **15. ABANDONED GAMES**

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15.1 A fixture may be abandoned in the following situations, including but not limited to:

- Major injury causing immobilisation;
- Inappropriate behaviour or conduct and;
- Stadium operating standards are compromised i.e. power failure or storm damage.

15.2 The final outcome of abandoned games will be determined by Management.

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## **16. FINALS**

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16.1 To participate in semi-finals and finals, a player must be registered on PlayHQ and have participated in a minimum of **three (3) games**, including grading fixtures.

16.2 Finals will be in the following format for all sports unless Management decides otherwise:

### **Semi Finals**

- Game 1: **1st vs. 4th**;
- Game 2: **2nd vs. 3rd**.

### **Grand Final**

- **Game 1** winner vs. **Game 2** winner

### **3rd vs. 4th Playoff**





- **Game 1** loser vs. **Game 2** loser

16.3 In the event of a drawn finals fixture at the end of the match, the sport-specific rules shall apply as follows:

- **Basketball:** Teams shall play one round of five (5) minutes without rest. If a further draw occurs, after extra time, a further period will be played until a minimum of three (3) points exists, with the winner being the team ahead.
- **3X3 : Golden Point** – The first team to score will be deemed the winner

16.4 Any team with money outstanding at the end of a regular season will be ineligible to play finals.

16.5 In the event that a team which finishes in the top four at the end of a regular season informs the Sports Management Team that they are unable to play in the finals prior to finals fixtures being produced, the team which finishes fifth will be brought into fourth position.

16.6 Teams that fail to qualify for finals will still receive fixtures during semi-finals week and grand-final week.

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## **17. FORFEITS**

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17.1 Teams forfeiting a future regular season game at any point throughout the season will be awarded a 0-20 point loss.

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## **18. FINES**

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18.1 The Sports Management Team reserves the right to suspend a team from competition if **three (3) forfeits** occur within the same season.

18.2 It is the policy of the Sports Management Team to find a team to participate in a scratch match against the non-offending team without cancelling the fixture entirely.

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## **19. WITHDRAWALS**

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19.1 Withdrawal from a competition during a season will result in a loss of player registrations.

19.2 Withdrawal from competitions must be done by completing a Team Cancellation Form and providing it to the Sports Management Team

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## **20. STADIUM MISCONDUCT**

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20.1 Players and spectators shall be subject to the Behaviour Management Guidelines as per Appendix 1 in the event of any and all stadium misconduct, including but not limited to sport-specific conduct.



20.1.1 Application of the Guidelines during matches are at the umpire/referee's discretion and are subject to their interpretation.

20.1.2 Application of the Guidelines prior to or after matches are at Management's discretion, including but not limited to Sports Management Team, Duty Managers, or Centre Management. Management may refer to the Suspension Guidelines as provided for in Appendix 2 in the event of further escalation beyond a sport-specific consequence as stated in Appendix 1.

20.2 Misconduct shall include, but is not limited to:

- Abusive language;
- Unsporting conduct;
- Undue rough play;
- Resisting, striking, and attempted striking and;
- Violating Terms and Conditions of Entry of Shoot Zone.

20.3 Player or spectator incident reports will be reviewed by Management, which reserves the right to suspend a player, team, or spectator from the competition and/or stadium.

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## **21. PLAYER SUSPENSION**

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21.1 Reported players or spectators who are suspended will be advised by Management (where possible) or by the Team Organiser on Management's behalf in accordance to the Suspension Guidelines as per Appendix 2.

21.2 Any suspension or penalty may be appealed by the Team Organiser in writing to the Sports Management Team within 48 hours of being notified of the suspension. Should the appeal be forwarded to the tribunal, a cost of \$50.00 will be applied.

21.3 Should a player be requested to go through the tribunal process, non-attendance to the tribunal shall be interpreted as an admission of guilt.

21.4 Management reserves the rights to place players and/or teams on "**good behaviour bonds**" if their behaviour throughout the season regularly consists of anti-social behaviour. If that team and/or player is to commit any sort of offence after being placed on a good behaviour bond, it will then be dealt with in a much more serious manner, including but not limited to suspension or removal from the competition.

21.5 If a player is expelled from a scheduled game more than twice throughout a regular season, they may be prevented from playing in any future competitions.

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## **22. INSURANCE**

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22.1 All players are responsible for their own insurance.

22.2 All players play at their own risk.

22.3 All participants authorise Shoot Zone to obtain medical/ambulance assistance for them in the case of an accident or emergency involving them, and agree to reimburse Shoot Zone on demand for all costs incurred in obtaining such assistance.



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## **23. MEDICAL CONDITIONS**

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23.1 Shoot Zone recommends that all participants check with their doctor before playing or partaking in any physical activity. Shoot Zone will not be held responsible for any injuries or medical conditions sustained prior to or externally to any participation in Shot Zones competitions.

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## **24. OUTSTANDING DEBTS**

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24.1 Forfeiting teams must pay any due fines within 14 days (or next automated payment cycle) of the forfeit date.

24.2 Any teams with outstanding debt will be contacted directly by the Sports Management Team. If a payment dispute cannot be resolved by the next payment cycle, a team's participation in a competition may be suspended until the account can be settled.

24.3 Shoot Zone reserves the right to engage a debt collection agency should an outstanding amount not be cleared by a team within a fortnight of the first failed transaction.

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## **APPENDIX 1: BEHAVIOUR MANAGEMENT GUIDELINES**

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The actions listed below are non-binding guidelines used by the Shoot Zone Sports Management Team to determine stadium misconduct in a sport-specific context, which may result in the person in question being subject to further suspension as per Appendix 2.

1. Caution: Player is notified that the behaviour demonstrated is unacceptable or unnecessary.

2. Warning: formal warning that if said behaviour continues, the relevant sport-specific consequences as detailed below will apply.

3. Sport-specific consequences:

- Basketball: technical foul, resulting in one (1) free throw and possession;

4. Final sport-specific consequences, resulting in the player no longer participating in the match, and may result in ejection from the Centre at Management's discretion:

- Basketball: second technical foul;

It is the responsibility of the umpire/referee to apply Steps 1-4 at their discretion, and participants should be aware that all sport-specific consequences are subject to the interpretation of the umpire/referee in question.

Any further actions undertaken by the participant subject to behaviour management can result in an immediate ejection from the facility and/or further suspension from the competition, in accordance to the guidelines as per Appendix 2.



## **APPENDIX 2: SUSPENSION GUIDELINES**

The actions listed below are non-binding guidelines used by the Shoot Zone Sports Management Team to determine appropriate suspension periods. Please note that any suspension handed down is at the discretion of the Sports Management Team who may consider context when determining an appropriate suspension.

<b>Misconduct</b>	<b>Penalty (Suspension Timeline)</b>
<b>ABUSIVE LANGUAGE</b>	
Abusive or offensive comments, swearing, derogatory or obscene remarks toward any player, spectator, official or Management	<b>1-3 weeks</b>
Racial abuse or swearing that cannot be contained by sensible direction from official or Management	<b>2-6 weeks</b>
<b>EJECTION FROM GAME</b>	
Any form of ejection from the game, including ejection from the venue	<b>1 week</b>
<b>UNSPORTSMANLIKE CONDUCT</b>	
Offensive gestures, deliberate provocation, baiting of opponents	<b>1-3 weeks</b>
Playing under an assumed name or playing whilst already suspended/not registered on PlayHQ System	<b>1 week</b>
Endangering players, umpires/referees or spectators with reckless or unsafe gestures and/or behaviour	<b>2-3 weeks</b>
Spitting on floor/player/officials/Management	<b>3-8 weeks</b>
<b>INTIMIDATION</b>	
Threatening gestures, words, or actions toward any player, official, or Management	<b>1-6 weeks</b>
Threatening gestures, words or actions towards an official, Management or player which may constitute as a genuine threat to their safety and/or danger to life	<b>1 year-permanent ban</b>
<b>UNDUE ROUGH PLAY</b>	
Any undue physical action used to gain unfair advantage (i.e. tripping, elbowing, jumping or running into other people, tunnelling, deliberate barging of an opponent, umpire or referee)	<b>1-3 weeks</b>
<b>PUSHING, STRIKING AND ATTEMPTED STRIKING</b>	
Pushing that causes another person to stagger or fall, and/or causes injury	<b>2-6 weeks</b>
Intentional contact with an official or Management, including but not limited to pushing, shoving, or undue physical actions	<b>4 weeks-permanent ban</b>
Attempted striking	<b>2-6 weeks</b>
Slapping, hitting, kicking, butting, or other striking actions that appears intended to harm	<b>3-15 weeks</b>



Malicious or multiple striking actions delivered with apparent intent to injure or cause serious harm	<b>1 year-permanent ban</b>
<b>RESISTING</b>	
Refusal to obey a reasonable and legal instruction given by an umpire or referee, Management, and/or Security	<b>1-3 weeks</b>

