

By-Laws

Adult Rebound Soccer Competition

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1. Overview

Foreword

The following By-Laws of the Adult Rebound Soccer Competition at Leisurelife become effective from the commencement of the competition and apply to all teams and players competing in the competition.

These By-Laws are framed with the aim of organising adults to play indoor soccer in a structured but fun competition, under conditions that are fair and reasonable to the town, players and staff.

Leisurelife reserves the right to adjudicate in the best interests of the competition, on any matters not specifically covered by these By-Laws or in the case of conflict between rulings.

Leisurelife reserves the right to amend, include, vary or set aside the application of these By-Laws where necessary to ensure the effective management and best interests of the competition and community competitions conducted by the Town of Victoria Park.

Sports & Programs Management

Leisure Facilities Programs Manager – Jennifer Angelides

Sports & Programs Coordinator – Luke McLaughlan

Sports & Programs Contacts

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Leisurelife Reception – (08) 9373 5450

2. Definitions

- 2.1. In these By-Laws, unless the context other requires, the following words and expressions have the following meanings:
 - 2.1.1. **“Management”** means the management staff at Leisurelife.
 - 2.1.2. **“Team”** means a group of four (4) to twelve (12) players.
 - 2.1.3. **“SPC”** means the Sports & Program Coordinator, who oversees all Sports & Programs.
 - 2.1.4. **“DS”** means the Duty Supervisor, who is a Leisurelife representative on duty in charge of all game night operations.
 - 2.1.5. **“Staff”** means all Leisurelife and/or Town of Victoria Park employees.
 - 2.1.6. **“Referee”** means any person acting as a Referee during a game.
 - 2.1.7. **“Town”** means the Town of Victoria Park.

3. General Provisions

- 3.1. These By-Laws may be amended by management as they see fit.
 - 3.1.1. Management reserves the right to adjudicate in the best interest of the competition, on any matters not specifically covered by these By-Laws.
- 3.2. Management has the discretion to waive the application of these By-Laws in exceptional circumstances.
 - 3.2.1. Any decision by management to waive the application of these By-Laws in exceptional circumstances shall apply to the current season only, unless it is agreed to amend these By-Laws for future seasons.
- 3.3. Any DS during competition games shall be empowered to interpret these By-Laws and adjudicate on any matter in the event that these By-Laws do not adequately resolve the matter on hand.
- 3.4. If, in the judgment of the DS, any misconduct by players, spectators and game officials is disorderly, offensive or aggressive, or in any way breach the facility Conditions of Entry, the offending party may be requested to leave the facility by the DS.
 - 3.4.1. The DS may notify management of any misconduct via their shift report or through a formal Leisurelife Incident Report, if the DS feels that further action is appropriate, or if the offending party does not immediately follow a request from the DS to leave the facility.
 - 3.4.1.1. The standard penalty for a person that does not leave the facility at the request of the DS will be a two (2) week suspension from all Leisurelife competitions, in addition to any other penalty that may be applicable.
 - 3.4.1.1.1. The DS and Leisurelife Staff may contact police if the person does not leave the facility at the request of staff.

4. Acceptance of Entry

- 4.1. Leisurelife reserves the right to accept or reject any nomination or registration from individuals or teams and may impose limits on team numbers or any other conditions deemed necessary for the effective operation and management of the competition.
- 4.2. Teams or players may be refused entry due to:
 - 4.2.1. Unpaid fees.
 - 4.2.2. Proven unreliability in previous seasons i.e. frequent no notice forfeits.
 - 4.2.3. Previous withdrawal from a fixtured competition.
 - 4.2.4. A management or Town decision taken in the best interests of the Town.
 - 4.2.5. Failure to comply with these By-Laws and/or suspensions.
 - 4.2.6. Unacceptable behaviour of players and/or spectators.
 - 4.2.7. Competition capacity.
- 4.3. Team nominations are to be lodged via the relevant software by the due date set by management.
- 4.4. In the event competition capacity is reached, Leisurelife reserves the right to give preference to teams that have registered into previous seasons.
- 4.5. Late entry will only be accepted at the discretion of management.



- 4.6. A team may be withdrawn from competition at the discretion of management, when the team and/or spectators:
 - 4.6.1. Gives a total of five (5) or more forfeits in a single season.
 - 4.6.2. Give a total of two (2) or more < **1 Hour Notice** forfeits in a single season.
 - 4.6.3. Refuses to pay any outstanding fees incurred.
 - 4.6.4. Breaches acceptable standards of behaviour.
 - 4.6.5. Breaches the facilities Conditions of Entry.

5. Fees

- 5.1. All fees and charges are determined in accordance with the ***Town of Victoria Park's Fees and Charges.***
 - 5.1.1. Where the ***Town of Victoria Park's Fees and Charges*** is amended, the revised fees will apply from the commencement of the next competition season unless otherwise advised by Leisurelife.
- 5.2. Each team is required to pay their Team Nomination fees at the point of nomination.
 - 5.2.1. Team Nomination Fees are non-refundable, except where required by law or otherwise approved by Leisurelife in exceptional circumstances.
- 5.3. Each team is required to pay their game fee prior to the commencement of their fixtured game.
 - 5.3.1. Games will not commence until both teams have paid their relevant game fee.
- 5.4. A team becomes unfinancial when any of its team nomination, game or forfeit fees or any other fees related to the team have not been paid by the due date as detailed by management.

6. Team Nomination

- 6.1. Team nominations must be entered into the relevant software by the closing date as communicated and specified by management each season.
 - 6.1.1. Teams are considered to be nominated once the nomination fees and any outstanding fees have been paid in full.
 - 6.1.1.1. Upon payment of these fees, the team contact agrees that they have read, understood and agrees to be bound by these By-Laws.
- 6.2. Any nomination received after the specified closing date is not guaranteed a place in the competition.
 - 6.2.1. All nominations received after the specified closing date will be subject to competition availability.
- 6.3. Where a team intends to withdraw from a season, the team contact must inform management via email or phone immediately and pay all outstanding fees.
 - 6.3.1. A team's withdrawal will not be confirmed until all outstanding fees, including the ***Team Withdrawal Fee*** have been paid in full.
- 6.4. Management will endeavour to place all teams in the appropriate divisions as per team nominations, however, management reserves the right to allocate teams to a division deemed most suitable for the competition.

7. Divisions

- 7.1. Within each game night, the competition is divided into divisions. Team contacts will nominate their team into a specific division at the point of team nomination.
 - 7.1.1. Management will evaluate all team nominations and allocate teams to divisions in the best interest of the competition.
- 7.2. Divisions are ranked from A, B, C and D, etc. with the most skilled teams placed in A and the least skilled at the lower end of the range.
 - 7.2.1. In the case of only one division, it will be classed as "Open".
- 7.3. Adult Rebound Soccer Competition divisions have the following competition categories:
 - 7.3.1. Mixed
 - 7.3.1.1. There is no limit to a specific gender being able to play.
- 7.4. Re-grading of the competition will occur at the discretion of management with feedback from the teams when necessary.
 - 7.4.1. Leisurelife reserves the right to grade/re-grade team nominations to ensure fair competition at management discretion.
 - 7.4.2. The usual grading period will be during the first four (4) weeks of the season.
- 7.5. Teams that are regraded are credited the average competition points of their new division.
- 7.6. Management shall have the power to alter or grade teams and thus the fixtures during the season.

8. Player Registration

- 8.1. All players must complete their registration online via the relevant software and complete all questions during the process.
 - 8.1.1. Failure to register as a player will result in that player's games not counting towards finals eligibility.
- 8.2. Players must be between the ages of sixteen (16) and ninety-nine (99).
 - 8.2.1. Any player that is outside of this age must complete a **Competition Age Exemption Form**.
 - 8.2.1.1. The minimum age of a player completing a **Competition Age Exemption Form** is fourteen (14).
- 8.3. Players must nominate their Gender Identity at the time of registration.
 - 8.3.1. The player's gender identity will determine their competition category.
 - 8.3.1.1. Players identifying as male can play in the Men's or Mixed category.
 - 8.3.1.2. Players identifying as female can play in the Ladies or Mixed category.
 - 8.3.1.3. Players who wish to identify as neither trans or gender diverse and non-binary can choose the category they play in.
- 8.4. Players are permitted to play for more than one team regardless of division during the regular season.
- 8.5. Team contacts are responsible for ensuring that each player's personal details are accurate in the relevant software.



- 8.6. Fill In players are to be added to the scoring device prior to the game commencing.
 - 8.6.1. Players registered to our competition software can be selected to have their game allocated to their profile and will count towards finals eligibility.
 - 8.6.1.1. Unregistered players in our competition will not have their games allocated to their profile and will not count towards finals eligibility.

9. Competition Structure

- 9.1. Competition points will be allocated at the conclusion of each game as follows:
 - 9.1.1. Win – Three (3) Points.
 - 9.1.2. Loss – One (1) Point.
 - 9.1.3. Draw – Two (2) Points.
 - 9.1.4. Bye – Two (2) Points.
 - 9.1.5. Win by Forfeit – Three (3) Points.
 - 9.1.6. Loss by Forfeit – Zero (0) Points.
- 9.2. Teams must be considered financial to accrue competition points and compete in any Adult Rebound Soccer Competition game.

10. Fixturing

- 10.1. Fixtures will be structured at the discretion of management.
- 10.2. Individual circumstances of players or teams will be considered but not guaranteed when constructing the fixtures.
 - 10.2.1. All individual circumstances must be supplied to management during the team nomination process.
- 10.3. There will be two (2) Adult Rebound Soccer Competition seasons each calendar year.
- 10.4. Should a team withdraw from the competition prior to the completion of the season, management shall determine the fairest way to adjust the competition so that teams that have played or are yet to play the withdrawing team are not disadvantaged.
- 10.5. Team contacts may be notified via SMS, email or phone call regarding any fixture changes throughout the season.

11. Playing Rules

- 11.1. All games shall be played in accordance with the following rules, save for the variations agreed by management, and distributed via these By-Laws.

11.2. Height Rule

- 11.2.1. A free kick will be awarded when the ball comes directly off the body (foot, knee, chest, etc.) of a player and goes above the painted line (roughly shoulder height), unless:
 - 11.2.1.1. the goalkeeper makes a stop/save that raises the ball above shoulder height.
 - 11.2.1.2. the ball rebounds off anything – including floor, goal posts, wall – other than a player. If the ball hits any of these below shoulder height, and because of the impact then travels above shoulder height, it will be 'play on'.
- 11.2.2. The penalty for the ball going above shoulder height is an indirect free kick awarded to the opposition from the point at which the ball was played.
- 11.2.3. Heading of the ball is not permitted, whether intentional or not.
- 11.2.4. Shoulder height is at the discretion of the Umpire.

11.3. Goal Area (semi-circle)

- 11.3.1. Only goalkeepers are allowed in the goal area.
- 11.3.2. When a player on the defending team steps into the goal area and clearly affects a shot, or opportunity to shoot, a penalty kick is awarded to the attacking team.
- 11.3.3. If an attacking player steps into the goal area and gains an advantage, any shots or passes after this action will be null and void. This is at the sole discretion of the Umpire.
- 11.3.4. A player stepping into the goal circle, having played the ball outside the area and being unable to stop due to their body's motion, must then leave the goal area to play the ball again. This is at the sole discretion of the Umpire.
- 11.3.5. The penalty for an attacking player stepping into the goal area is 'goalkeeper's ball' and any shots at goal become void.

11.4. Goalkeeper

- 11.4.1. Once the goalkeeper has won possession of the ball (rolled/shot/passed into circle) they must attempt to trap/pick up the ball ASAP to avoid time-wasting. The Umpire may start a five (5) second count if they believe the goalkeeper is time-wasting.
- 11.4.2. Once under control, the goalkeeper has five (5) seconds to release the ball (staying under head height rule) in one of the following ways:
 - 11.4.2.1. kicking the ball from the ground.
 - 11.4.2.2. rolling the ball out, using hands.
 - 11.4.2.3. side throwing the ball (hands/ball not swinging above shoulder height).
 - 11.4.2.4. drop kicking the ball.
- 11.4.3. The penalty for releasing the ball in a manner not consistent with the above is an indirect free kick awarded to the attacking team two (2) metres from outside the goal area at the point where the ball exited.
- 11.4.4. The ball must touch at least two (2) players from the defending team, or any one (1) opposition player, on court before it is directed to the goalkeeper or an indirect free kick will result from the point where the ball was played back.
- 11.4.5. The wall does not count as a player.

- 11.4.6. If a team is time-wasting by using their goalkeeper as a 'free pass', initiating a pass-back, the goalkeeper cannot trap or pick-up the ball, and must kick the ball (wall pass) first (1st) time out of the circle. It is up to the Umpire to decide if they believe a team is time-wasting or if the pass-back was the result of direct pressure from an opponent. If the team is not time-wasting, the goalkeeper has five (5) seconds to release the ball, otherwise they must clear the ball to a team mate with a first (1st) time touch. The penalty for this is an indirect free kick at the point where the ball was passed back.
- 11.4.7. A penalty kick will be awarded to the attacking team if the goalkeeper steps outside the goal area to play the ball or plays the ball when it is outside the goal area.
- 11.4.8. A change of goalkeepers may only occur at half-time or at the discretion of the Umpire, if teams have requested this during game time.

11.5. Penalty Kicks

- 11.5.1. A penalty kick is taken from the penalty spot directly in front of goal.
- 11.5.2. The player taking the penalty kick must limit their run-up to two (2) metres from the ball (to the penalty spot).
- 11.5.3. All players must stand behind the black semi-circle (basketball 3 point line) except the goalkeeper who must be on the white goal line.
- 11.5.4. The goalkeeper cannot move their feet forward from the goal line until the ball has been kicked.

11.6. Indirect Free Kicks

- 11.6.1. Indirect free kicks must touch at least one (1) other player before entering the goal. This may include deflection off a team mate, opposition player, or the goalkeeper.
- 11.6.2. Players must release the ball within five (5) seconds once it has been placed at the point where the free kick is to be taken, provided that no opposition player is preventing the kick from being taken.
- 11.6.3. When a player is taking either an indirect or direct free kick, all opposing players must be at least two (2) metres from the ball until it is played, with the exception of kicks within two (2) metres of the goal circle. In this case, defending players may stand on the goal circle line and it is the attacking team's option to move the ball back or take the kick from that point.
- 11.6.4. Defending players may not extend forward any part of their body, e.g. leg/foot, within two (2) metres of the ball until it has been played. If the defending player extends his body towards the free kick in any way, the free kick may be retaken. The offending player may be given a yellow card – this is at the sole discretion of the Umpire.
- 11.6.5. Only one (1) person may form a wall when a free kick is awarded. Other team members must be at least one (1) metre away from the person/wall when the ball is played.
- 11.6.6. The ball cannot be rolling when a free kick is taken.
- 11.6.7. When half or full-time occurs after a free kick has been awarded, the team taking the free kick has the right to finish the play. Once half or full-time has occurred, both teams must wait for the Umpire to blow the whistle indicating the start of five (5) seconds time-limit for initiating play.
- 11.6.8. When there is an indirect free kick, the player on the ball can: (a) shoot directly for goal, hoping for a deflection; or (b) set-up a secondary player for a first time shot (note: cannot take two (2) touches or dribbles). Once a shot is made – whether a goal is awarded/missed/saved – play is immediately over. This is at the sole discretion of the Umpire.

- 11.6.9. Any team attempting to take a quick free kick does so at their own risk. If an opposition player has not been given sufficient time to retreat from the location of the free kick, the Umpire may call 'play on', regardless of the outcome.

11.7. Direct Free Kicks

- 11.7.1. A goal may be scored from a direct free kick without touching any other players.
- 11.7.2. The Umpire retains the right to over-turn any free kick that is not taken from the designated location.
- 11.7.3. Any kick-off/restart from the centre circle is considered a direct free kick – opposition players must remain outside the centre circle until the ball is kicked.
- 11.7.4. All offences will result in a direct free kick awarded to the opposition and possible further disciplinary action at the Umpire's discretion.
- 11.7.5. A penalty may be awarded if a foul occurs within three (3) metres of the goalkeeper's area – the said foul denies a reasonable chance of scoring a goal.

11.8. Additional Rules

- 11.8.1. Players may not lean against a wall or use it to support themselves in any way for more than two (2) seconds. However, players may touch the wall when:
- 11.8.1.1. a player is shielding the ball from an opponent where physical contact is made.
 - 11.8.1.2. a player chases the ball and has enough momentum to justify using hands to slow down.
- 11.8.2. There is no off-side, throw ins, goal kicks or corner kicks.
- 11.8.3. Slide-tackling is not permitted and will result in a red card.
- 11.8.4. The ball may not be played by a player who is on the ground, or a player that is in contact with the ground, with anything but their feet, excluding the goalkeeper.
- 11.8.5. Substitutions can occur at any time but must be made with the Umpire's knowledge and consent.
- 11.9. A player who has been red carded from a game must, upon being notified by staff, immediately leave the playing area and move to a location where they are no longer able to view or influence the game for the remainder of the match.
- 11.9.1. The game shall not resume until the player has left the playing area.
- 11.9.1.1. Failure to leave the playing within three (3) minutes will result in the game being forfeited however no fee will be levied.
 - 11.9.1.2. When a player has been red carded from a game with less than five (5) minutes remaining in the game, the game shall resume play immediately.
 - 11.9.1.2.1. While the game will resume immediately, the red carded player is still required to leave the paying area as directed by the DS.

12. Uniforms

- 12.1. Teams must wear their approved playing uniform by week four (4) of the season. A team which breaches this By-Law will result in the penalty outlined below.
- 12.2. Any exemptions to these uniform rules are subject to approval of management.
- 12.3. A playing uniform must consist of:
 - 12.3.1. A playing top of the same dominant colour as the team, displaying a unique player number between double zero (00) and ninety-nine (99) on the front and/or back.
 - 12.3.1.1. One player is permitted to play without having a number on their playing top in the event their team does not already have a player with the number zero (0) or double zero (00).
 - 12.3.2. Appropriate and professional playing shorts.
 - 12.3.3. Enclosed sports shoes suitable for indoor court use that do not mark or damage the court surface.
- 12.4. The DS and Leisurelife Staff reserve the right to prevent a player from participating where clothing, footwear, jewellery, equipment or any other item is considered unsafe or may impact the safety of participants.
- 12.5. All players must ensure fingernails are trimmed or taped, and that all jewellery is removed or securely taped prior to participating.
- 12.6. Compression Garments and T-Shirts are permitted, provided they do not impact safety or uniform compliance.
- 12.7. In the event of a colour clash, the second named team (right) on the scoring device shall wear an alternative clash set provided by Leisurelife.
- 12.8. Uniform violations will be applied from week four (4) of each season.
- 12.9. Failure to comply with any uniform rules will result in the following:
 - 12.9.1. One (1) game point awarded to the opposing team for each player out of uniform.
 - 12.9.1.1. A player can only have a maximum of one (1) game points awarded to the opposing team for not complying with these By-Laws.
 - 12.9.1.2. A team can only have a maximum of five (5) game points awarded to the opposing team for not complying with these By-Laws.
 - 12.9.2. The game points must be awarded before the commencement of the second half.
- 12.10. Leisurelife reserves the right to apply further penalties or take additional action where teams repeatedly fail to comply with these uniform requirements.
- 12.11. Alternative clash sets can be hired from Leisurelife in the event a team does not have permitted uniform or wants to avoid penalties.

13. Equipment

- 13.1. Leisurelife will provide the following equipment:
 - 13.1.1. A suitable game ball.
 - 13.1.2. A suitable warm up ball.
 - 13.1.3. Scoring device or scoresheet.
 - 13.1.4. Alternative clash set.
 - 13.1.4.1. When there is no uniform clash, teams will be required to hire an alternative clash set.

14. Commencement of Play

- 14.1. The names and numbers of players must be added to the playing team list on the scoring device prior to the commencement of the game.
- 14.2. Teams are required to take the court at the published time for their game.
 - 14.2.1. All pre-game administration, e.g., payment of game fee, provision of alternate clash set, etc. should be completed before the published start time for the game.
- 14.3. A team that is not ready to commence playing when the game clock is started shall be penalised.
 - 14.3.1. If both teams are unable to commence playing, the penalty shall be disregarded.
 - 14.3.2. The penalty for a late start is one (1) game point for every minute lapsed.
 - 14.3.2.1. If a team is unable to commence play at the ten (10) minute mark of the first half, the game will be declared a **No Show** forfeit and a fee will be levied.
- 14.4. A player's name must be removed from the scoring device by the team if they are not present at the game by the commencement of the second half.
 - 14.4.1. Players that are not present at the game by the commencement of second half are not permitted to play.
- 14.5. Each team must have a minimum of four (4) players on court at the commencement of the game.

15. Game Timing

- 15.1. All regular season games shall consist of two (2) halves each of fifteen (15) minutes with the clock running.
- 15.2. Where possible, the warmup period will be a minimum of three (3) minutes, and the half-time break will be two (2) minutes.
- 15.3. No shot clock is to be used for any game.
- 15.4. No overtime is played for any regular season game.

- 15.5. Semi Finals and Grand Finals will be sixty (60) minute schedules with two (2) fifteen (15) minute halves.
 - 15.5.1. In the event of a draw at the conclusion of the second half, an interval of two (2) minutes followed by an overtime will occur.
 - 15.5.1.1. Overtime will be two (2) five (5) minute halves, and the clock will be stopped during all dead ball situations during each overtime half.
 - 15.5.1.1.1. If the match is drawn at the end of overtime, the five (5) players from each team on the court will participate in a penalty shoot-out.

16. Scoring

- 16.1. Each Team is responsible for correctly confirming players on the scoring device located at the score bench prior to the commencement of the game.
- 16.2. Each team will supply a competent person to act as score bench official for all games, including finals.
 - 16.2.1. The competent person may be a substitute player.
- 16.3. In the case of one (1) team having only four (4) players and no competent person to act as a score bench official, the opposing team shall perform the functions of both score bench officials to the best of their ability.
 - 16.3.1. In these cases, the result of the game cannot be protested.
- 16.4. In the case of both teams having only five (5) players and no competent person to act as a score bench official, each team will only play with four (4) players.
- 16.5. Only if both teams have not supplied a competent person to act as a score bench official and only have four (4) players each will the rostered game officials score while performing their duties.
 - 16.5.1. In these cases, the result of the game cannot be protested.
- 16.6. Scoring queries must be raised with Leisurelife Staff during the course of the game.
- 16.7. If there is a conflict between the score recorded on the scoreboard and the score on the scoring device, the scoring device will take precedence unless both score bench officials agree to the error.
- 16.8. In the event the scoring device fails, or a scoresheet was not completed correctly, individual stats will not be recorded.
- 16.9. During the game, a score bench official is a game official and must act impartially and refrain from challenging referee decisions or bring the game into disrepute.
- 16.10. Score bench officials and referees may not leave the score bench until the final score is checked, agreed upon and confirmed on the scoring device.
 - 16.10.1. Once the scoring device has been confirmed, individual stats cannot be updated.

17. Finals Eligibility

- 17.1. For a player to be eligible to play in finals for any team, the player must have played in at least six (6) qualifying games for that team.
- 17.2. A player may only play for one (1) team in the same division during finals games.
- 17.3. Byes are not considered to be qualifying games.



- 17.4. When a game is forfeited, registered players for the team which did not forfeit will be deemed to have been in attendance and to have participated in the game for finals eligibility.
- 17.5. It is the responsibility of the team contact to check the eligibility of players prior to allowing them to play in finals.
 - 17.5.1. Any ineligible player that participates in a finals game will cause the game to be declared a forfeit however a fee will not be levied.

18. Finals Format

- 18.1. Finals will be played in each division.
- 18.2. The teams that shall play in the finals for each division shall be determined by:
 - 18.2.1. The top four (4) teams with the highest competition points recorded at the end of regular season.
- 18.3. In the event two (2) or more teams are tied on points at the end of the regular season, their position on the ladder shall be decided by:
 - 18.3.1. Overall percentage (%), which is calculated by points for and against.
 - 18.3.2. Head-to-Head result of the tied teams.
 - 18.3.3. Overall percentage (%) of the Head-to-Head games.
- 18.4. Finals fixtures are under the control of management and will be played at the times decided by management.
 - 18.4.1. Individual circumstances of players or teams will be considered but not guaranteed when constructing the finals fixtures.
 - 18.4.1.1. All individual circumstances must be supplied to management via email prior to any publication of the finals to be considered.
- 18.5. Finals shall be played as follows:
 - 18.5.1. Semi Finals:
 - 18.5.1.1. SF 1 – 1 vs 4
 - 18.5.1.2. SF 2 – 2 vs 3
 - 18.5.2. Grand Final:
 - 18.5.2.1. Winner of SF 1 vs Winner of SF 2
- 18.6. Where possible, conciliation games will be played for teams that did not make finals.

19. Forfeits

- 19.1. A forfeit will be declared a notified forfeit when a team contact either phones Leisurelife Reception or emails sports@vicpark.wa.gov.au regarding their team forfeiting.

- 19.2. A forfeit fee shall be levied as per the below:
 - 19.2.1. Prior to Game Day – Game Fee
 - 19.2.2. > 1 Hours Notice – Game Fee + \$20
 - 19.2.3. < 1 Hours Notice – Game Fee + \$60
 - 19.2.4. Team Withdrawal Fee - \$130
- 19.3. The applicable fee must be paid prior to the next fixtured game.
- 19.4. It is the responsibility of the team contact to pay all fees associated with their team.
- 19.5. Teams have up until the ten (10) minute mark of the first half to commence the game, after which the game will be declared a forfeit and a fee levied.

20. Cancellation of a Fixture

- 20.1. Where a game cannot be played as scheduled due to circumstances beyond the control of Leisurelife, excluding forfeits, the game will be declared a draw and competition points will be awarded accordingly.
- 20.2. Where an entire round of fixtures is cancelled due to circumstances beyond the control of Leisurelife, the round will be declared a washout. Cancelled games will not be rescheduled, and no competition points will be awarded to all teams in the relevant divisions.

21. Abandoned Games

- 21.1. A game may be abandoned where circumstances make it unsafe, impractical, or unreasonable for play to continue. Such circumstances may include, but are not limited to, power failure, unsafe playing surfaces, a serious injury requiring an extended stoppage, insufficient staffing, facility emergencies, or unacceptable player or spectator behaviour that compromises the safety or conduct of the game.
 - 21.1.1. The DS and management shall have the authority to decide as to whether or not playing conditions are such to warrant abandonment.
- 21.2. When a game commences and the game is subsequently abandoned, all players on the scoring device and in attendance shall be deemed to have participated in the game.
- 21.3. If games are abandoned during the first half for any reason, the end result of the game will be declared a draw.
- 21.4. If a game is abandoned in the second half for any reason, management will rule to either keep the result at the point of abandonment or rule a draw.
- 21.5. Any games cancelled prior to starting will be declared a draw except in the case of **By-Law 20.2**.

22. Heat Policy

- 22.1. During the summer months, we naturally experience days of high temperatures. Therefore, it is important to consider the wellbeing of all players, spectators and staff and as such have the necessary measure in place.
 - 22.1.1. When the outdoor temperatures exceed thirty-four (34) degrees Celsius, Leisurelife staff must implement the following mitigation strategies:
 - 22.1.1.1. Ensure all fans are turned on (where applicable).
 - 22.1.2. Should outdoor temperatures exceed thirty-eight (38) degrees Celsius within two (2) hours prior to the commencement of any scheduled game, then staff are to:
 - 22.1.2.1. Abandon those scheduled games.
 - 22.1.2.1.1. Team Contacts will be notified via SMS.
 - 22.1.2.2. Any games that are cancelled due to the heat prior to commencement of the game will be declared a draw.

23. Half Time Conversations

- 23.1. We at Leisurelife believe that communication is a key aspect for a successful social sports experience. As such we provide half time conversation opportunities between the referees and teams.
- 23.2. During half time, the referees for the game will approach each team to discuss any queries a team may have.
 - 23.2.1. At this time, teams may:
 - 23.2.1.1. Seek clarification on rules or decisions made by the referees.
 - 23.2.1.2. Address gameplay concerns or bring attention of situations to the referees.
- 23.3. All discussions are to be conducted in a meaningful and respectful manner.
 - 23.3.1. Should the conversation be disrespectful at any stage, the referees have the right walk away and terminate the conversation.
- 23.4. If any infringements have been issued during the game, the Half Time Conversations will not take place.

24. Rulings/Decisions

- 24.1. Leisurelife reserves the right to interpret, apply, and make determinations on any matter arising from the competition that is not specifically addressed within these By-Laws.
 - 24.1.1. All decisions made by Leisurelife are final.

- 24.2. A team may lodge a protest regarding the result of a game where it believes these By-laws have been breached and that the breach has materially affected the outcome of the game.
 - 24.2.1. All protests must be submitted in writing to management by the team contact within forty-eight (48) hours of the incident.
 - 24.2.1.1. Protests relating to scoring errors identified after the completion of the game and confirmation of the scoring device, will only be accepted if the opposing team agrees that an error has occurred.
 - 24.2.1.2. Protests relating to referee decisions or judgement calls made during play will not be accepted.
 - 24.2.2. Management will investigate the protest and determine the outcome.
 - 24.2.2.1. Management's decision is final, and no further correspondence or appeals will be entered into unless otherwise determined by management.

25. Penalties

- 25.1. Management may impose penalties upon individual players, spectators, or teams as appropriate and after proper investigation.
- 25.2. Penalties for minor breaches of these By-Laws may be in the form of:
 - 25.2.1. Any competition points that the team accumulated up to and including the time of the breach to be removed.
- 25.3. For more serious or repeat breaches of these By-Laws, management may impose sanctions up to:
 - 25.3.1. Suspension of player/s.
 - 25.3.2. Disqualification of the team/s.
 - 25.3.3. Or any other penalty deemed appropriate by management.

26. Reports

- 26.1. Players, teams, game officials, spectators and any other person associated with the competition may be subject to report by any Leisurelife staff.
- 26.2. Reports must be made via a formal Leisurelife Incident Report Form.
- 26.3. The team contact of the reported person/s team will be advised the following facts by management within seventy-two (72) hours of the report being submitted.
 - 26.3.1. Date that the report was submitted.
 - 26.3.2. Details of the report.
- 26.4. Any reported person will have the right of reply via email.
- 26.5. Management may suspend the reported person until such time as they deem necessary.

27. Misconduct Policy

- 27.1. All players and spectators within the Adult Rebound Soccer Competition must accept responsibility for their own behaviour. Leisurelife maintains a zero-tolerance approach to abusive, threatening, discriminatory, violent or otherwise unacceptable behaviour towards players, officials, staff or spectators.
- 27.2. Any player can be issued an infringement at any given time during participant of the Adult Rebound Soccer Competition.
 - 27.2.1. A player can only receive a maximum of one (1) infringement per game.
- 27.3. Infringements include:
 - 27.3.1. Yellow Card
 - 27.3.1.1. Issued when a player contravenes the spirit of the game via unreasonable or persistent actions including dissent and/or verbal and physical misconduct towards any participant at the Leisurelife Centre, including any match official, centre staff member or player taking part in the match.
 - 27.3.1.2. Player is ordered off the court and is not able to partake in gameplay for a minimum of two minutes playing time after which they are able to return in the next stoppage of play.
 - 27.3.2. Red Card
 - 27.3.2.1. Issued when a player contravenes the spirit of the game as mentioned in the Yellow Card category in an excessive manner as adjudicated by the match official and is ejected from the game.
 - 27.3.3. Post Game Unsportsmanlike Behaviour.
- 27.4. Should a player be issued an infringement, the referees will inform the DS, and a record of the infringement shall be maintained.
 - 27.4.1. The infringement will be recorded against the player for a period of six (6) months.
- 27.5. A player who is ejected from a game, will receive a one (1) week suspension from participating in all Leisurelife competitions, commencing the day after their ejection in addition to any other suspension that may be applicable.
- 27.6. Any player that has accrued three (3) or more infringements in a period of six (6) months will be subject to the following suspensions:
 - 27.6.1. Three (3) Infringements:
 - 27.6.1.1. One (1) week suspension from participating in all Leisurelife competitions.
 - 27.6.2. Four (4) Infringements:
 - 27.6.2.1. Two (2) week suspension from participating in all Leisurelife competitions.
 - 27.6.3. Five (5) Infringements:
 - 27.6.3.1. Removal of their player registration from all Leisurelife competitions for a minimum of one (1) year from the date of the fifth (5th) infringement.
- 27.7. When a player has multiple suspensions issued, they are to be served consecutively.
 - 27.7.1. E.g. If a player were to receive a suspension for being ejected from a game and this was their third (3rd) infringement, they would be suspended for two (2) weeks.

- 27.8. If a player is serving a suspension and their team has a bye or forfeits a scheduled game during the suspension period, the player's suspension shall be extended until the player has missed the relevant number of games equal to the number of weeks they were suspended.
- 27.9. A player who breaches their suspension will be issued double their initial suspension.
- 27.9.1. Management reserves the right to remove any player registration from all Leisurelife competitions if they are found to continually breach their suspension.
- 27.10. Formal notification of suspension will be communicated to the team contact by management via email.
- 27.11. Infringement records will be maintained by Leisurelife Management and may be used when determining disciplinary action.
- 27.12. When players from the same team received multiple infringements within a short period of time or demonstrates consistent unsportsmanlike behaviour, the team will be placed on an official team warning.
- 27.12.1. An official team warning will last for a period of six (6) weeks and if any player on a team with a team warning is issued an infringement the following penalties will be issued:
- 27.12.1.1. The player issued the infringement will receive a one (1) week suspension from participating in all Leisurelife competitions.
- 27.12.1.2. The team will not receive any competition points for the game the infringement took place.
- 27.12.1.3. The six (6) week team warning period will reset for a further six (6) weeks.
- 27.12.2. If a team is issued three (3) infringements during this six (6) week period, management may decide to withdraw the team from all Leisurelife competitions.
- 27.13. Any player, team or spectator who swears at, threatens, intimidates, harasses, discriminates against, or otherwise abuses a game official, Leisurelife staff, players or spectators may be reported and may be subject to disciplinary action, including suspension, removal from the facility, or exclusion from Leisurelife competitions.
- 27.14. Spectators must not approach or confront any game officials before, during, or after the game.

28. Ignorance of By-Laws

- 28.1. A lack of knowledge, understanding, or awareness of these By-Laws will not be accepted as a defence, excuse, or grounds for appeal.