

## Social Sport Terms & Conditions

(As of October 2020)

Welcome to QUT Guild Social Sport!

These Terms & Conditions (T&C's) govern the way we manage and run our social sporting competitions. Every player that participates in our competitions must read and agree to these T&C's before registering for the season.

### About Us

We pride ourselves on providing a safe and friendly environment for students to get active and have some fun! Our social sport competitions cater for all skill levels from beginner to advanced and run all year round. Playing in our social sporting competitions is a great way to meet new people while studying at university.

### Contact Us

Feel free to contact us at any time leading up to or during a season. Our contact details are:

e: [sport@qutguild.com](mailto:sport@qutguild.com)

p: 07 3138 2928

fb: <https://www.facebook.com/qutguildsport/>

Our office hours are:

8:30am-4pm Monday to Thursday

8:30am-1pm Friday

Our office is closed over the weekend. If you have an urgent enquiry outside of office hours, please flick us a message on Facebook and we will do our best to get back to you as soon as possible. Any email or phone enquiries received over the weekend will be replied to when we return to the office.

It is important that you read this document carefully as it contains all the details for our social sport seasons. If you have any questions or queries, please reach out to us and we will do our best to assist you.

Thanks for choosing to play with QUT Guild Social Sport!

## Team Registration

If you have a bunch of friends who are keen to play, then you can register a team! The sign-up process is simple and should only take you a couple of minutes. Follow the steps below and your team will be signed up in no time:

1. Head to [SportFix](#) and click on the green button *Register a team*.
2. Choose the correct competition and enter your team details.
3. Read the QUT Guild Social Sport T&C's.
4. Process payment.
5. Receive a confirmation email from SportFix.
6. Sign and submit participant waiver form.

You must enter each player's details into your team profile on Sportfix. You can register a maximum of:

- 12 players for netball, soccer, and volleyball.
- 14 players for touch footy.

## Individual Registration

If you do not have your own team but would still like to play, you can register as an individual player. We will place you on one of our friendly teams for the season with other individual players. Follow the steps below to join a team:

1. Head to [QUT Guild](#) and click on the sport you would like to play.
2. Enter your personal details.
3. Read the QUT Guild Social Sport T&C's.
4. Process payment.
5. Receive a confirmation email from us.

You can request to be placed on the same team as your friends and we will do our best to make it happen. It may not always be possible though and will depend on how many spots are available at the time when you sign up.

## Refunds

We will only process a refund in extreme or unforeseen circumstances.

A refund will not be permitted if a team/individual:

- Withdraws from the season after the first round has been played.
- Withdraws from the season due to injury or moving away.
- Is suspended or removed from the competition due to poor conduct.

A refund may be permitted if a team/individual:

- Withdraws from the season prior to the first round being played. This will incur a **\$50** administration fee.
- Withdraws from the season due to extreme circumstances. In this case, a formal withdrawal letter must be sent to [sport@outguild.com](mailto:sport@outguild.com) explaining the reasons why the team or player can no longer play. This does not include injury, moving away, change of mind etc.

A refund or transfer credit will be offered to players and teams if the season is cancelled due to unforeseen circumstances e.g. COVID-19.

## **Compliance**

We know you just want to get out there and play! But there are a few compliance procedures that need to be followed each week:

### Participant Waiver

All players must read our participant waiver and acknowledge that physical activity involves an element of risk. We will make our competitions as safe as possible, but at the end of the day, any level of sport involves risk.

Each team must complete and submit the participant waiver at the end of this document to [sport@outguild.com](mailto:sport@outguild.com) before the start of the season. Players who sign up as individuals do not need to submit the participant waiver.

### Attendance Register

All players must sign in at the venue each week before their game. Due to COVID, we are required by the QLD Government to keep track of attendance for contact tracing purposes. This needs to be taken seriously by all players and any player who does not sign in before their game will not be able to play. It is as simple as that!

### Injuries

The officials may stop a game at any time to attend to an injured player. The game clock will not be stopped during regular season games but may be for finals, depending on when the injury occurs in the game. Should an injury result in less than half a game being played, the game will be deemed a draw and each team will receive two competition points.

### First Aid

When an injury occurs, it is the responsibility of the player involved (if able) or their teammates to alert the convenor and seek first aid assistance. Our convenors are trained in First Aid and CPR and have access to medical supplies on site.

### Incident Report

A player must complete an incident report with the convenor if they sustain an injury during a game. The Incident report will outline when, where, and how the injury took place. The convenor will send the incident report to the Sports Coordinator and it will be kept on file in case the player decides to make an insurance claim. We will not accept incident reports that are submitted days or weeks after the injury took place.

### Insurance

A player may wish to make an insurance claim if they are injured while participating in one of our competitions. To make an insurance claim, the player must fill out an incident report with the convenor outlining the details of the injury (see above). The injured player must email [sport@outguild.com](mailto:sport@outguild.com) and provide evidence of registration including team name, competition and proof of registration (screenshot of payment).

Before an insurance claim can be made, the expenses must have already been incurred and exceeded \$50. Once the player has provided proof of registration and confirmed the expenses have been incurred, the Sports Coordinator will send the player a sports injury claim form to fill out and submit to the insurance provider.

Once the claim has been submitted to the insurance provider, all correspondence from that point forward will be between the player and the insurance provider. We cannot provide any updates regarding the claim.

## **Communication**

### Team Captain

The team captain is the point of contact for the team. We will send weekly season updates to the team captain throughout the season via email. It is the team captain's responsibility to pass this information on to their teammates. The easiest way to do this is to forward the emails on!

It is important that the team captain enters the correct contact details when registering for the season. We will not accept responsibility for a team captain not receiving updates due to providing incorrect contact information. Take that extra three seconds to make sure everything is right before submitting your team registration.

### Individuals

For teams made up of individual players, there will be no team captain. We will send weekly season updates to each individual player throughout the season via email.

Majority of the time individual players will not know anyone else in their team at the start of the season. We recommend exchanging details or creating a Facebook group/chat to communicate.

### **Uniforms**

It is more fun when your team has its own uniform! While it is not compulsory, we would recommend that each team gets their own unique uniforms created. Not only does it look more professional, but it also helps to avoid confusion during the game when teams have the same generic shirts.

### Soccer/Touch Footy

Teams should wear a set of matching playing tops with numbers on the back. At the very least, each team should choose a colour and have each player wear that colour for the entirety of the season. No team should be turning up to their game with a mix and match of different coloured shirts as this can cause confusion between players and the referees. It is a good idea for teams to bring a backup shirt that is a different colour in case the opposition team happens to wear the same coloured shirts.

*Due to the implementation of COVID health and safety measures, we will not provide bibs for teams to wear.*

### Netball

Teams should wear the same coloured shirts with a set of playing bibs over the top. The bibs should all be the same colour and have the positions clearly labelled on the front and back. Each team must bring their own set of bibs to wear each game. The only exception being the teams made up of individual players as they will receive a set of bibs for the season and must return them to the convenor after their last game.

*Due to the implementation of COVID health and safety measures, we will not provide bibs for teams to wear.*

### Volleyball

Teams should wear a set of matching playing tops.

## COVID Player Guidelines

### Education

- Keep up to date with all the latest COVID-19 information from the QLD Government.
- Download the COVIDSafe app to help with contact tracing.

### Health

- Stay home if you are unwell and have flu-like symptoms (high temperature, cough, runny nose, sore throat) or have been in contact with someone who is unwell.
- Register attendance upon arrival to the venue.
- If you have a pre-existing medical condition that places you at risk, it might be in your best interest to reconsider your involvement as a participant.
- Players asked to leave due to being unwell must not challenge the decision. Players must not return to play until they no longer have any symptoms.

### Hygiene

- Wash your hands using hand wash or sanitiser before, during and after your game.
- Place personal items (phone, wallet) in a bag rather than on the ground.
- Do not share your water bottle or towel and make sure your items are clearly labelled.
- Cover your mouth with your elbow if you need to cough or sneeze.
- Do not spit or clear your nasal passage.
- Avoid touching your face with your hands.
- Dispose of any tissues in the appropriate rubbish bin.
- Carry your own hand sanitiser if you catch public transport.
- Avoid the use of change rooms and communal areas where possible.
- Shower at home after your game.

### Physical Distancing

- Maintain physical distancing during game breaks and avoid mingling with other teams.
- Avoid unnecessary physical contact with other participants such as shaking hands, high fives, hugging and team huddles.

### Arrival & Departure

- Arrive just before your game and leave immediately after your game. Do not linger around the venue.
- Use the entry/exit points to the venue as outlined by the QUT Guild.

### Reporting

- Report any participant who is showing flu-like symptoms to the convenor.
- Report any participant or team that is not complying with COVID-19 guidelines to the convenor.
- If you are tested for COVID-19, you must immediately notify the Sports Coordinator on 07 3138 2928 or [sport@outguild.com](mailto:sport@outguild.com).

### **Player Safety**

#### Footwear

Players must always wear appropriate enclosed footwear while participating in our social sporting competitions. The officials will check footwear prior to the start of the game and anyone who is not wearing appropriate footwear will not be able to play.

#### Glasses

Players with vision impairments are encouraged to wear contact lenses or prescription sporting glasses rather than standard seeing glasses as they can easily fall off during the game.

#### Jewellery

Players must remove jewellery prior to the start of the game. This includes rings, earrings, studs, necklaces, bracelets, watches, fitness bands or any other forms of jewellery. Players may use tape to cover piercings if studs cannot be removed but must seek approval from the convenor.

#### Fingernails

The officials will check fingernails before the game starts. Any player with long fingernails will be required to either cut them or cover them with tape. Players may also wear gloves so long as they have been approved by the convenor.

#### Shin Pads

It is mandatory for players registered in our social soccer competitions to wear shin pads for their own safety and the safety of others. Any injury caused by the failure to wear shin pads will not be covered by insurance.

## Season Structure

We run four social sporting seasons throughout the year including:

- Semester One Season - 10 weeks
- Winter Season - 8 weeks
- Semester Two Season - 10 weeks
- Summer Season - 8 weeks

### Standard Season (Semester One & Two)

- 10 Rounds
- Rd 1-3: Grading
- Rd 4-8: Regular Season
- Rd 9: Semi-Finals
- Rd 10: Grand Finals

### Winter/Summer Season

- 8 Rounds
- Rd 1-6: Regular Season
- Rd 7: Semi Finals
- Rd 8: Grand finals

### Grading

Grading will occur for the first three rounds of the semester one and two seasons and is used to determine the most appropriate division for each team. Competitions with ten or less teams will not have grading rounds and will go straight into the regular season.

Summer/Winter seasons will not have grading rounds as they are only eight weeks. Teams will be placed into a division based on the skill level selected when registering for the season.

### Regular Season

Teams will be divided into divisions for the regular season once the grading rounds have finished. Once teams have been placed in a division, they are unable to change to another division during the season.

### Semi-Finals

The top four teams at the end of the regular season will progress to the semi-finals and teams that do not make the semi-finals will play friendly games.



If two teams finish the regular season on the same amount of competition points, the team with the best points differential will progress to the semi-finals.

**Semi-Final 1:** 1<sup>st</sup> vs 4<sup>th</sup>

**Semi-Final 2:** 2<sup>nd</sup> vs 3<sup>rd</sup>

## Grand Final

The two winners of the semi-finals will progress to the grand final. All other teams will play a friendly game to finish off the season.

**Grand Final:** Winner of SF1 vs Winner of SF2

## Fixtures

Fixtures can be viewed each week on [Sportfix](#). The easiest way to check the fixtures is by downloading the app.

Here are some more details about our fixtures:

- Teams must be willing to play all game time slots between 6-10pm (weekdays) and 2-7pm (Sunday).
- We do not accept any game time preferences. Each team will get their fair share of early and late games.
- There will be a bye each round if there is an odd number of teams.

Fixtures for the first three rounds will be created once registrations have closed. An email with all the details for the season will be sent to the team captain and individual players the Friday before the season starts.

## Competition Points

Win = 3 points

Loss = 1 point

Draw = 2 points

Bye = 3 points

Forfeit: Non forfeiting team = 3 points/Forfeiting team = - 3 points

## Game Results

Scores from each game will be uploaded and ready to view online within 48hrs from the completion of a game. All fixture results and ladder standings can be viewed on [Sportfix](#).

Any concerns regarding the game results can be raised via email with the Social Sport Coordinator at [sports@qutguild.com](mailto:sports@qutguild.com).

## Player Eligibility

Players must be registered on Sportfix to be able to participate in our competitions. It is up to the team captain to register each member of their team prior to the start of the season. Individual players are automatically registered online when they sign up.

In response to COVID-19, the QLD Government requires social sporting competitions to record the attendance of players each week for contact tracing purposes. All players must sign the attendance register at the venue and answer the COVID questions before their game. Any player that does not sign in will not be able to play.

Players must play a **minimum of 3 games** during the grading and regular season to qualify to play finals. The convenor will check the attendance register before the finals and any player that has not played at least 3 games will not be able to play.

If for any reason you have players away and will be short for your finals game, you must contact [sport@qutguild.com](mailto:sport@qutguild.com) as soon as possible so that alternate arrangements can be made.

Unregistered players will not be permitted to play. If a team fields an unregistered player, they will forfeit their game. Registered players may fill in for other teams if they are short on players so long as they fill out the attendance register.

## Forfeits

If a team needs to forfeit their game, they must inform the Sports Coordinator at [sport@qutguild.com](mailto:sport@qutguild.com) at least 24 hours in advance of a weekday game or by 1pm on Friday for games that take place over the weekend. Failure to provide the required notice will result in a **\$50** forfeit fee, which must be paid before the next game.

We reserve the right to remove any teams from the competition without a refund if they forfeit on multiple occasions without giving sufficient notice.

Scores for forfeited games will be:

Netball = 0-10

Touch = 0-5

Volleyball = 0-3

Soccer = 0-5

## Wet Weather

Sports played outdoors may be cancelled occasionally due to wet weather or storms. We monitor BOM radar throughout the day and make a judgement call by 4pm (12pm Sunday) on the day of competition.

If we decide to cancel games due to weather, we will post on our [Social Sport Facebook Page](#) and notify team captains and individual players via email or text. It is the responsibility of the team captain to let their teammates know if games have been cancelled.

There may be occasions when we cancel games at 4pm and then the weather clears up later in the afternoon. In these circumstances, the original decision to cancel will stand to avoid any confusion among teams and players.

We will aim to reschedule any cancelled games during the season. Our season aligns with the university calendar so it may not always be possible. In most cases, cancelled games will be rescheduled to the following week. If for any reason we are not able to reschedule cancelled games, the result will be considered a draw and teams will be awarded two competition points.

Some sports can be played in the rain, while others cannot. For example, soccer and touch footy can be played in the rain (if it is not torrential or storming) as we play on astroturf and the field drains quickly. On the other hand, netball cannot be played in the rain due to the type of surface we play on. There may be occasions when netball is cancelled while soccer and touch footy go ahead.

## **Code of Conduct**

### Player Behaviour

We pride ourselves on providing a safe space for people of all backgrounds and skill levels to play sport in a fun and inclusive environment. We expect all our players to conduct themselves in a respectful manner towards their teammates, the opposition team, and the officials. We do not tolerate unsportsmanlike behaviour such as:

- Rough or physical play
- Derogatory language towards a player or official (swearing, insults, back chat)
- Intimidation

The team captain must ensure their team plays within the spirit of the game. Game officials have the right to send players off if they are behaving inappropriately. It is up to the game official to determine the period in which the player must sit off and whether the player can be replaced.

### Discipline Procedure

Players may be penalised, sent off, suspended, or removed from the competition for unsportsmanlike behaviour. This is up to the discretion of the officials and will depend on the seriousness of the breach.

If a player is sent off in a game, they can take no further part in that game and will be suspended for the following game. The team will also lose one competition point and receive an official warning for their behaviour.

Serious infringements will be investigated by the Sports Coordinator and further action may be taken if deemed necessary.

Any player or team that is suspended or removed from the competition due to poor conduct will not receive a refund.

### Complaints Procedure

Teams or individuals may submit a formal complaint about an opposing player or team by emailing [sport@qutguild.com](mailto:sport@qutguild.com).

The convenor or officials may submit a formal complaint about a player or team that is not playing within the spirit of the game.

The Sports Coordinator will review all complaints and consult with the players involved as well as the convenor. Once all involved parties have been contacted, a decision will be made, and the necessary action will be taken.

## **General**

### Spectators

No player or spectator can be under the influence of alcohol or drugs while attending our competitions. Any player or spectator found to be under the influence will be removed from the premises immediately.

### Media & Publications

Social sport participants consent to the use of their name, photograph or video in any media and publications used to market QUT Guild Social Sport.

### Privacy Statement

We collect, store, and use participants personal information only for the purposes of administering our competitions.

The information collected will not be disclosed to third parties without the participant's consent, except to meet government, legal or other regulatory authority requirements.

## Participant Waiver

This Agreement is between:

**QUT Guild Sport**  
(ABN 777 134 153 82)

&

**QUT Guild Social Sport Participants**

In consideration for QUT Guild Sport permitting the Participants to take part in activities organised by QUT Guild Sport (the “Activities”), or to use facilities and equipment owned or operated by QUT Guild Sport, the Participants agree with QUT Guild Sport as set out below.

1. Each Participant acknowledges that the Activities involve physical exertion and physical risk and could result in the Participant’s (or another party’s) death, physical injury, mental injury, or other impairment.
2. To the maximum extent permitted by law, each Participant voluntarily agrees to take part in the Activities at the Participant’s risk.
3. Each Participant understands that the Participant may at any time refuse to take part in an Activity.
4. Each Participant warrants to QUT Guild Sport that the Participant has informed QUT Guild Sport in writing of the existence of any medical condition or impairment that may affect the Participant’s ability to safely take part in the Activities. The Participant must inform QUT Guild Sport in writing if any such medical condition develops during the term of this Agreement.
5. Each Participant acknowledges and agrees that QUT Guild Sport, its employees, agents or contractors will not be responsible for (and each Participant forever releases QUT Guild Sport from, holds them harmless and waives all rights in respect of) any loss or damage caused to the Participant or any other party in connection with the Activities in the nature of:
  - a. death or physical or mental injury;
  - b. the contraction, aggravation, or acceleration of a disease; or
  - c. the coming into existence, aggravation, acceleration or recurrence of any other condition, circumstance, occurrence, activity, form of behaviour, course of conduct or state of affairs that may be harmful to the Participant or the community or may result in harm or disadvantage to the Participant or the community, except where that loss or damage is caused by the reckless conduct of QUT Guild.
6. For the avoidance of doubt, QUT Guild Sport and its employees, agents and contractors will not be liable for any loss or damage of a kind described in clauses 5(a) to (c) above which is caused by their negligent conduct, unless that conduct is also reckless conduct.
7. For the purposes of this Agreement, conduct of a party is “reckless conduct” if the party is aware, or should reasonably have been aware, of a significant risk that the conduct could result in personal injury to another person and the party engages in the conduct despite the risk and without adequate justification.
8. Where QUT Guild Sport provides equipment for the use of the Participant or others taking part in the Activities, each Participant agrees that QUT Guild Sport will not be liable to the Participant for any loss or damage caused by the use or misuse of that equipment, except where QUT Guild Sport is in breach of a statutory guarantee granted to the Participant under Part 3-2 of the Australian Consumer Law (Schedule 2 to the *Competition and Consumer Act 2010* (Cth)) or the liability cannot otherwise be excluded or limited by law.
9. Each Participant indemnifies QUT Guild Sport and agrees to keep them indemnified in respect of any loss or damage suffered or incurred by QUT Guild Sport as a result of the Participant taking part in the Activities, except to the extent that QUT Guild Sport is liable for that loss or damage under this Agreement.
10. Nothing in this Agreement is intended to exclude or limit a Participant’s rights under any law that cannot be excluded or limited, and this Agreement is to be read and construed accordingly.

Teams must complete and submit this form to [sport@qutguild.com](mailto:sport@qutguild.com) before the start of the season:

<b>Team Name</b>	
<b>Competition</b>	

No	Player Name	Player Signature	Date
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