

# Terms & Conditions

Last Updated March 2021

## Introduction

Welcome to QUT Guild Social Sport!

QUT Guild Social Sport provides a safe and friendly environment for QUT students and non-students to play social sport.

This document contains important information about our competitions. Players must read these Terms & Conditions (T&C's) before participating in our competitions.

## Contact Us

**p:** 07 3138 2928

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

**fb:** [QUT Guild Social Sport](#)

Office hours are Monday to Thursday (8:30am-4pm) and Friday (8:30am-1pm). For any urgent after-hours enquiries, please send a message to our Facebook page and we will endeavour to respond as soon as possible.

## Marketing & Promotions

Participants in our social sport competitions consent to their photographs and videos being used to promote QUT Guild Social Sport.

## Privacy Statement

QUT Guild Social Sport collects and stores participants personal details only for the purposes of administering our competitions. This information will not be disclosed to third parties without the participants consent, except to meet government or legal requirements.

## Player Insurance

A player may wish to submit an insurance claim to cover costs incurred from sustaining an injury while participating in a QUT Guild Social Sport competition.

To submit an insurance claim, the player must fill out an incident report with the assistance of the Convenor. The injured player must then email [sport@qutguild.com](mailto:sport@qutguild.com) and provide proof of registration. Once the player has provided proof of registration and confirmed the expenses have been incurred, the Sports Coordinator will provide a Sports Injury Claim Form for the player to fill out and submit directly to the insurance provider.

All correspondence regarding the claim will be between the player and insurance provider once the form has been submitted.

## Registering a Team

Head to Sportfix and complete the following steps:

1. Click on the green button that says **Register a team**.
2. Select the competition you would like to join.
3. Fill out the form and read the QUT Guild Social Sport T&C's.
4. Process Payment.
5. Receive confirmation email from Sportfix.

Netball, Soccer, and Volleyball teams can have a maximum of **12** registered players. Touch Footy teams can have a maximum of **14** registered players.

## Registering as an Individual

Head to the QUT Guild website and complete the following steps:

1. Find the sport you would like to play.
2. Click on **Register here**.
3. Fill out the form and read the QUT Guild Social Sport T&C's.
4. Process payment.
5. Receive confirmation email.

## Waiting List

There are only a limited amount of team and individual spots available each season. Teams and players that miss out on a spot may request to be placed on the waiting list. If a spot becomes available, teams and players on the waiting list will be offered a spot.

## Refunds

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

- Withdraws from the season after the first round has been played.
- Withdraws from the season due to injury.
- Withdraws from the season due to change of circumstances such as moving away.
- Is suspended or removed from the competition due to misconduct.

A refund may be permitted if a team or 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. The team or individual must submit a formal withdrawal letter to [sport@qutguild.com](mailto:sport@qutguild.com) with a detailed explanation as to why they can no longer participate.

A refund or transfer credit will be offered to teams and individuals if a competition or season is cancelled due to unforeseen circumstances such as COVID.

### **Online Registration**

The Team Captain must register the *full name, phone number, email address* and *residential address* of each player on Sportfix before the season starts. Individual player details will automatically be added to Sportfix when they register.

### **Participant Waiver**

Players must read and sign our participant waiver form to acknowledge that playing sport involves an element of risk. Each team must complete and email the participant waiver at the bottom of this document to the Sports Coordinator before their first game. Alternatively, they can hand it in to the Convenor on the first night of competition.

### **Attendance Register**

Players must sign in at the venue before they play for contact tracing purposes. The Team Captain is responsible for acquiring the Attendance Register from the Convenor desk to sign players in and must return the Attendance Register to the Convenor before the game starts. Any player who has not signed in will not be able to play.

### **Injuries**

The officials may stop a game at any time to attend to an injured player. The game clock will not be stopped during grading or regular season games but may be for finals. This is up to the discretion of the Convenor and will depend on the severity of the injury. 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**

Each venue is equipped with a first aid kit and instant ice. When an injury occurs during a game, the injured player or one of their teammates must notify the Convenor of the injury so first aid assistance can be provided, and an incident report completed. If an injury is severe, the Convenor will call an ambulance so the player can be assessed by medical professionals.

### **Incident Reports**

A player must fill out an incident report with the Convenor if they suffer an injury. If the injured player is unable to fill out the Incident Report, a member from their team must assist. The Convenor will send the Incident Report to the Sports Coordinator to be kept on file in the event the injured player decides to claim insurance. Incident Reports submitted days or weeks after the injury took place will not be accepted.

## Uniforms

It is recommended that teams wear matching uniforms. If a team does not have a uniform, they must choose a team colour and wear that colour each week.

Teams participating in our Soccer and Touch Footy competitions are encouraged to wear matching playing tops with numbers on the back so that players can be easily identified by the referees. At the very least, each team must choose a team colour and wear that colour each week. It is a good idea for teams to bring a backup shirt that is a different colour in case the opposition team wears the same colour.

Teams participating in our Netball competitions must bring their own set of bibs, except for teams made up of individual players, as they will receive a set of bibs for the season. Bibs must be in good condition and have the positions clearly labelled on the front and back. If two opposing teams have the same-coloured bibs, we will provide one team with a different coloured set of bibs to borrow for the game. The bibs must be returned to the Convenor immediately after the game.

Teams participating in our volleyball competitions are encouraged to wear a set of matching playing tops.

## COVID Player Guidelines

Please refer to our [COVID Player Guidelines](#) for more information.

## Footwear

Players must 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.

Soccer and Touch footy teams playing at the QUT Kelvin Grove stadium must not wear boots with metal tags. Moulded plastic football boots or runners are appropriate.

## Shin Pads

Soccer players must wear shin pads in our social soccer competitions.

## 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 beforehand.

## **Fingernails**

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

## **Glasses**

Contact lenses or prescription sporting glasses are recommended for players with vision impairments as standard seeing glasses can easily fall off during the game. Wraparound style glasses are another good option.

## **Season Structure**

Semester one and two seasons run for 10 weeks. This includes 3 rounds of grading, 5 rounds of regular season and 2 rounds of finals. Winter and Summer seasons run for 8 weeks. This includes 6 rounds of regular season and 2 rounds of finals.

## **Grading**

Grading will occur for the first 3 rounds of the semester one and two seasons and is used to determine the most appropriate division for each team. Competitions with 10 or less teams will skip the grading rounds and go straight into the regular season.

Winter and Summer seasons do not have grading as they are only 8 rounds. Teams will be placed into a division based on the skill level they select when registering.

## **Regular Season**

After the grading rounds have been completed, teams will be placed into divisions for the regular season. This will be based off the results from the regular season rounds. 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 all remaining teams will play friendly games. If multiple teams finish the regular season on the same amount of competition points, the team with the best points differential will advance 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-Final games 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

Players can view the fixtures on [Sportfix](#).

Teams must be willing to play all game time slots between 6-10pm (weekdays) and 2-7pm (Sunday). Game time preferences are not accepted.

## Competition Points

Win = 3 points

Loss = 1 point

Draw = 2 points

Bye = 3 points

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

## 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, 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. A player is not able to play until they have signed in.

Players must play a **minimum of 3 games** during the grading and regular season rounds to be eligible 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.

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 and notify the Convenor before the game.

## Forfeits

If a team needs to forfeit their game, their Team Captain must notify the Sports Coordinator at least **24 hours** in advance of a weekday game, or by **1pm** on Friday for games held on Sunday. Failure to provide the required notice will result in a **\$50** forfeit fee. This fee must be paid before the next round of games.

QUT Guild Social Sport reserves the right to remove a team from the competition without a refund if they forfeit on several occasions without providing adequate notice.

Forfeited games will be scored as follows:

Netball = 0-10  
Touch = 0-5  
Volleyball = 0-3  
Soccer = 0-5

### **Wet Weather**

Outdoor sports may occasionally be cancelled due to wet weather or storms. A decision will be made by **4pm** for weekday games and **12pm** for Sunday games.

Team Captains will be notified if games are cancelled and an alert will be posted on the QUT Guild Social Sport Facebook page. It is the Team Captain's responsibility to notify their teammates.

There may be occasions when games are cancelled 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.

Every effort will be made to reschedule cancelled games during the season. 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 as the courts become too slippery. There may be times when netball is cancelled while Soccer and Touch Footy go ahead.

### **Player Behaviour**

Players must conduct themselves in a respectful manner towards their teammates, the opposition, and officials. Unsportsmanlike behaviour such as rough or forceful contact, derogatory language towards players or officials and intimidation will not be tolerated.

Team Captain's must ensure their team plays within the spirit of the game. The Match Officials and Convenor have the right to send players off if they are behaving inappropriately. It is up to the Match Officials 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 misconduct during a game. 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 **one game**. The team will also lose **one competition point** and receive an official warning.

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 misconduct will not receive a refund.

### **Complaints Procedure**

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

The Convenor or Match 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 involved parties. A decision will be made and the necessary action will be taken.

### **Alcohol and Drugs**

Players or spectators must not be under the influence of alcohol or drugs while participating in our competitions. Any player or spectator found to be under the influence will be removed from the premises immediately.

## 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 email this form to [sport@outguild.com](mailto:sport@outguild.com) before the season starts.

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

No	Player Name	Player Signature	Date
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