



SOCCER BYLAWS

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Competition Information

Fixtures / Grading

- Grading is at the discretion of Management.
- Re-grading will only take place during the grading period, except in exceptional circumstances, and at the discretion of Management.
- Points accumulated during the grading period will not count towards the regular season.
- Fixtures may change without prior notice.
- Management reserves the right to reschedule games, or bring in the bye team for a legal match towards premiership points.
- **Teams must attend all fixtured games scheduled between 6.10pm - 11.00pm.** Teams unable to make certain game times may put a request in writing, however Management will only grant exclusion times for games that start before 8.30pm. **Management will not accept any requests for late game exclusion** (8.30pm onwards). Management will endeavour to ensure all teams receive an equal share of late games.

Competition Points

- Win 3 points
- Draw 2 points
- Loss 1 point
- Bye 3 points
- Forfeit win 3 points
- Forfeit loss 0 points

Forfeits

- Teams are required to attend EVERY game fixtured for the entire length of the season. If unable to attend a fixtured game, teams are required to notify the Centre as soon as practicable. A forfeit will be declared if a:
 - team cannot, or does not, attend their fixtured game
 - game does not start within five (5) minutes of it being scheduled, or
 - team does not have the required number of players (3)

- The forfeit win team (team fixtured to play the forfeit-loss team) will receive:
 - Five (5) to zero (0) score line regardless of scoreboard status, and
 - Three (3) premiership points.
- In the event of a forfeit, offending teams will be sent a fourteen (14) day invoice requiring them to pay the appropriate forfeit fine.
 - If a forfeit fine becomes outstanding, teams will lose premiership point from games played during the outstanding period until paid in full.

Note: premiership points are non-redeemable upon payment of fines.

If a team fails to attend two (2) consecutive fixtures and is unable to be contacted, Management reserves the right to withdraw them from the competition.

Games

- Game fees must be paid in full and players names entered on the score sheet before commencement of the game. Delay in starting a game due to player numbers, game payment, or being late will result in 1 (one) goal for the first three (3) minutes, and one (1) goal for every minute thereafter to a total of three (3) goals.
- Game duration is thirty (30) minutes consisting of two fifteen (2x15) minute halves.
- Half-time break is approximately two (2) minutes.
- Time stoppages are not granted for any reason, except during Grand Final matches.

Finals

- Finals are played for teams placed 1st-4th, 5th-8th and 9th-12th (when grades / divisions have been split during the season, or where numbers allow) on the ladder at the conclusion of the regular season. Teams are required to attend these fixture finals.
- Teams with outstanding forfeit fines will not be permitted to play in the finals series until payment has been made.
- To be eligible for finals, players must have played in at least 25% of the rounds for the team throughout the regular season (does include grading games). Exceptions are at the discretion of management upon written application.

- Teams that forfeit during the last two weeks of the regular season (before finals) will not have player attendance recorded, however the opposing team will. Players recorded will be the names listed on the scoresheet at the time of the forfeit.
- Players are only permitted to play finals for one (1) team (the team that they nominated with, or played their first game with) and not any teams that they have acted as a 'fill-in' regardless of how many games they have played with those teams.
- During Grand Finals, normal time clock operation will occur, except in the final three (3) minutes of play, in which time the clock will stop / start at the Umpire's discretion.
- If the match is drawn at the end of full-time in a Semi Final, the five (5) players from each team on the pitch will participate in a penalty shoot-out.
- If the match is drawn at the end of full-time in a Grand Final, there will be five (5) minutes of extra time each way – this is not 'Golden Goal'. If it is a draw after the extra time, the five (5) players from each team on the pitch will participate in a penalty shoot-out.

Equipment / Officials

- Match balls are provided.
- One (1) Umpire will be provided for each game, except in unforeseen circumstances.

Feedback

- As Management is limited in terms of direct contact with teams, all participants are encouraged to provide feedback if the individual feels Management should be made aware of any lack in quality of service.
 - An *Incident Report Form* can be found, completed and returned to the Leisurelife Centre reception desk.

Game Rules

Height Rule

- 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:
 - the goalkeeper makes a stop/save that raises the ball above shoulder height
 - 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'.
- 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.
- Heading of the ball is not permitted, whether intentional or not.
- Shoulder height is at the discretion of the Umpire.

Goal Area (semi-circle)

- Only goalkeepers are allowed in the goal area.
- 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.
- 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.
- 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.
- The penalty for an attacking player stepping into the goal area is 'goalkeeper's ball' and any shots at goal become void.

Goalkeeper

- 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 avoiding time-wasting. The Umpire may start a five (5) second count if they believe the goalkeeper is time-wasting.

- Once under control, the goalkeeper has five (5) seconds to release the ball (staying under head height rule) in one of the following ways:
 - kicking the ball from the ground
 - rolling the ball out, using hands
 - side throwing the ball (hands/ball not swinging above shoulder height)
 - drop kicking the ball
- 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.
- 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.
- The wall does not count as a player.
- If a team is time-wasting by using their goalkeeper as a 'free pass', initiating a pass-back, the goalkeeper can not 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.
- 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.
- 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.

Penalty Kicks

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

Indirect Free Kicks

- 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.
- 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.
- 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.
- 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.
- 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.
- The ball cannot be rolling when a free kick is taken.

- 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.
- 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.
- Any team attempting to take a quick free kick do 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.

Direct Free Kicks

- A goal may be scored from a direct free kick without touching any other players.
- The Umpire retains the right to over-turn any free kick that is not taken from the designated location.
- 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.
- All offences will result in a direct free kick awarded to the opposition and possible further disciplinary action at the Umpire's discretion.
- 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.

Additional Rules

- 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:
 - a player is shielding the ball from an opponent where physical contact is made
 - a player chases the ball and has enough momentum to justify using hands to slow down
- There is no off-side, throw ins, goal kicks or corner kicks.
- Slide-tackling is not permitted and will result in a red card.
- 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.
- Substitutions can occur at any time but must be made with the Umpire's knowledge and consent.

Teams / Players

Team Captain

- The team Captain is the first point of contact. Contact details must be current and if changes occur the team / Captain must inform Management of these changes. It is important for lines of communication to remain open as changes frequently occur in competition management. The second contact is required if / when contact can't be made with the first contact.
- The Captain must sign the score sheet at the end of the game.
- The Captain is the only player that can query, or have a call explained, by an Umpire and then only at the Umpire's discretion.
- These queries can only be done during an interval.
- If a regular player approaches the Umpire for an explanation on a previous call, the Umpire may give the player a warning or a yellow card.

Team Players

- To play in adult competition players must be at least sixteen (16) years of age unless otherwise approved by Management before commencement of the game. All new players must be aware of rules prior to commencement of their first (1st) game.
- Teams are permitted a maximum of five (5) players on court at any time and a maximum of five (5) substitutes.
- Teams entered into a mixed competition must have no more than four (4) males on court at any time with a minimum of one (1) female, or vice-versa.
- A game may commence with a minimum of three (3) players on court.
- If player numbers fall below three (3), due to injury or disciplinary action, then the game shall be considered a forfeit.
- Teams must have a goalkeeper on court at all times.
- Players are only permitted to nominate for one (1) team per sport per day.
- Players are permitted to 'fill-in' for other teams, but not in a lower grade. Players may only play for their nominated team during season finals (including semi-finals).
- Teams must ensure that all players names are written in full on the score sheet at the commencement of the game as failure to do so may result in the team forfeiting the match.

Score Sheets

- Once the game is finished the final score can not be altered. Management reserves the right to adjust final scores if there has been significant reason, forfeit or an abandoned game.
- Teams must ensure that all players names are written in full on the score sheet at the commencement of the game with a 'C' next to the Captain's name. Failure to do so may result in your team forfeiting the match (if a nickname is used, it will not count toward the player's game total requirement for finals).
- Player numbers must be recorded next to names as they appear on shirts.
- It is the responsibility of the Umpire to check the score sheet is correct and sign-off once captains have signed-off at the end of the game.

Player Uniforms

- All teams must be in matching playing tops by the end of grading period, i.e. matching in colour with different numbers (**note:** numbers must not be drawn-on or taped-on). Each player must have a unique number. Goalkeepers that are not playing 'on the field' may wear an alternative strip, provided it has a unique number on it.
- New players introduced during the season must be in matching playing tops by their second game.
- **Penalty for any team member/s not conforming is ONE (1) goal**, awarded to the opposition, at the commencement of the game or, if more convenient, at half-time.
- If there are issues with opponent's uniforms, the team complaining must inform the Umpire during the first half, or before the second half begins. Penalty goals will not be awarded under the uniform rule after the end of a game.
- Players will not be permitted to play unless wearing appropriate sports clothing (e.g. no board shorts or denim).
- Only non-marking sports shoes are to be worn.
- No jewellery to be worn at any time during the game.
- Jewellery that cannot be removed must be taped or covered. Please note, sticky-tape is not acceptable.
- Bracelets, watches and wristbands (rubber) must be removed before entering the court area.
- Glasses may be worn at the player's own risk. Sports goggles / glasses are recommended.
- Players must ensure that nails are either taped with suitable tape or cut to below finger-tip length. **Please note, sticky-tape is not acceptable.**

Late Arrivals

- The time clock will commence at the scheduled game time regardless of whether teams are ready to commence or not.
- Penalties for teams delaying the commencement of a game will be: one (1) goal for the first three (3) minutes and one (1) goal for every minute thereafter to a total of three (3) goals. Points are awarded to the opposition at the commencement of the game, including delays due to late payment of game fees or failure to correctly complete the score sheet.
- Games must commence within five (5) minutes of the scheduled start time, or a forfeit will result.

Alcohol Policy

- No alcohol is to be brought onto the premises.
- No alcohol is to be consumed on the premises.
- No player is to play on the premises under the influence of alcohol.
- If an Umpire or the Program Controller believes a player or spectator is under the influence of alcohol, they will be required to leave whether or not they are intoxicated.

Injuries/Blood Rule

- All players play at their own risk.
- Time stoppages will not occur for injuries.
- Injured players (where able) are required to leave the court so the game may continue (the safety and comfort of injured players always takes precedence over continuing a game).
- Any player with blood on their body or clothing – whether bleeding or not – is required to leave the court immediately and may not return until the blood has been removed. The return of players to the game will be at the sole discretion of the Umpire.

Abandoned Games

- If a match is abandoned due to any circumstance beyond the control of either team, the current score will stand as the final result.
- If a match is abandoned due to a melée/significant incident, Management will decide whether the score stands or is to be amended.
- All staff (including Umpires, Program Controllers or CSOs) directly (on the court) or indirectly (witness only) involved must fill out an *Incident Report Form* for the Program Controller who will forward to the Sports Program Manager/Officer.
- It is also recommended that players involved in incidents on court fill out an *Incident Report Form*.

NOTE: Management may hold a tribunal hearing based on information provided.

WARNING

- Indoor sports may expose you to a higher risk of injury than outdoor sports due to:
 - playing on a hard surface
 - the surface being smooth, therefore shoe grip on the court will be dependant on shoe quality and player experience
 - courts often closely surrounded by walls
- To reduce the risk of injury to yourself and others:
 - you must abide by the game rules at all times
 - choose to play wearing sport specific appropriate protective equipment, e.g. mouth-guard, shin-guards.

Cards, Disciplinary Actions, Tribunal Hearings & Penalties

Yellow Cards – Cautionable Offence

- Yellow cards may be used to control aggressive or unsportsman-like play. A player is cautioned and shown a yellow card in, but not limited to, the following circumstances:
 - persistent infringement of the laws of the game
 - dissent by word or action
 - swearing for any reason (a warning will be given before cards are issued)
 - unsportsman-like behaviour
 - intentional time-wasting by not retreating from the position of the free kick
 - intentionally/consistently extending the wall towards the location of the free kick before the kick can be taken
- Each player will be allowed a total of five (5) yellow cards for the season.
- Once a player receives five (5) yellow cards they will automatically receive a one-week suspension.
- Any yellow cards thereafter will incur an additional one-week suspension.

Amber Card – Temporary Send Off

- Subsequent to being awarded a yellow card, amber cards may be used to temporarily send off players for continued dissent toward the umpire/yellow card infringements. The umpire has the authority to send the player off for a maximum of three minutes to enable the player to calm down and re-think their behaviour.

Red Cards – Sending-Off Offence

- A player is dismissed from the court and shown a red card if they commit any of, but not limited to, the following offences:
 - serious foul play (deliberate and dangerous)

- violent conduct
- use of abusive language and/or gestures
- spitting
- performing a slide-tackle
- deliberate hand-ball when an obvious goal scoring opportunity occurs
- denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by deliberately fouling the player (dangerous or not) – this is called a professional foul
- receiving a second yellow card
- Any player who receives a red card cannot be replaced on the pitch for the remainder of the game.
- Any player that receives one (1) red card gets an automatic one-week suspension.
- Offences are recorded across all sports in all competitions at the Leisurelife Centre and have a cumulative effect.
- Cards/offences are recorded by the Umpire – explaining who/what/when/why so that Management can monitor all card-able offences.

Disciplinary Actions

- Disciplinary action may be taken if a player/team behaves in a manner not consistent with the Codes of Conduct. Disciplinary action may take the following forms:
 - ejection
 - official report
 - tribunal
 - tribunal hearings
- When **Incident Reports** are submitted by staff members supervising evening team sports, Sports & Program Management will decide if a tribunal hearing is required. Tribunals are held to determine if further action, such as player suspensions, are required.
- Tribunal hearings may be required if a player/team/spectator behaves in a manner not consistent with (1) the Rules of the Game (FIBA) or, (2) the Codes of Conduct and, (3) an **Incident Report** has been submitted. The following rules apply:
 - players and spectators are subject to **Incident Reports** by staff members of the Leisurelife Centre
 - a team shall be held responsible for the conduct of its members, players and spectators
 - staff members will complete an **Incident Report Form** to be lodged with Leisurelife Centre Management

- Any individual or team (see note below) with an **Incident Report** lodged against them (and Sports & Program Management believe a tribunal is required) shall receive the following:
 1. Notification of the report outlining the allegation/s and possible penalty that may be imposed.
 2. Twenty-four (24) hours notice to respond in writing for the opportunity to defend the allegations.
 3. Evidentiary investigations from sports Management asking questions to clarify/expand on any evidence presented by all parties

NOTE: Team Captains shall be (1) the primary contact with all tribunal dealings, and (2) responsible for all correspondence to players/spectators involved in the tribunal.

Tribunal Hearings

- When reports are received from any staff member when evening team sports are played, sports management decide if a tribunal hearing is required. Tribunals are held to determine if further action such as player suspensions are required. Tribunal hearings may occur should a player, team or spectator behave in a manner not consistent with (a) the rules of the game or, (b) the Players Code of Conduct and, (c) a report has been submitted. The following rules apply:
 - Players and spectators shall be subject to incident reports by any staff member of the Leisurelife Centre,
 - A team shall be held responsible for the conduct of its members (players) and spectators,
 - The staff member shall complete a report form which shall be lodged with Centre Management,
 - Any individual or team who has an incident report lodged against them may receive the following:
 - Twenty fours (24) hours notice to respond in writing providing the opportunity to defend the allegation(s).
 - Evidentiary investigations from sports management asking questions to clarify/expand on any evidence presented by all parties,
 - Team captains shall be (a) the primary contact with all tribunal dealings, and (b) responsible for all correspondence to players / spectators involved in the tribunal.

After all evidence has been presented, Sports & Program Management will hold a closed tribunal. Parties involved will be notified of the final outcome verbally and in writing.

Tribunal findings are subject to an appeal process.

- If Centre Management receives a written complaint about any player, team, spectator or staff member, from any member of the public or staff, a Management enquiry will proceed. Evidence will be collected and the final outcome will be at the discretion of the Leisurelife Centre.
- Should any team receive more than three written complaints within a season, management reserves the right to eject the team from the competition. This is up to the discretion of management.
- A copy of the outcome will also be located on the Soccer Noticeboard, near the court.

Tribunal Penalties

The following guidelines will be observed:

- Suspended player(s) may not play, attend, watch any games or be present at the Leisurelife Centre whilst senior games are fixtured during the period of suspension (see Local Government and Property Law).
- Prior suspensions will count negatively against offenders.
- Continued poor treatment of officials and patrons will count negatively.
- A risk assessment will take place and a player will be assessed on a scale ranging from low, medium, high and very high. The penalty imposed will depend on the seriousness of the incident.
- Damage to Town property will be rated as severe.
- Vilification and/or discrimination of gender, race, religion or disability will not be tolerated by the Town.
- If any team or player, over a two year period, is suspended from match play for a period greater than five (5) weeks, Management then reserves the right to not accept future nominations for competitions. Furthermore, players or teams who are continually suspended from match play for sentences less than five (5) weeks, over two (2) seasons, may also be subject to the above condition of nominations refusal.

Codes of Conduct

Spectators Code of Conduct

As a spectator I will:

- Always respect the match officials decisions.
- Encourage the players to respect the opposition and match officials.
- Never engage in, or tolerate, offensive, insulting, or abusive language or behaviour.
- Not use foul language, sledge or harass players, coaches or officials.
- Remain outside the field of play and within the designated spectators area.
- Applaud good performances and efforts from all individuals and teams.
- Congratulate all participants on their performance, regardless of the game's outcome.
- Show respect for my team's opponents as without them, there would be no game.
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
- Avoid criticising a player for making a mistake as mistakes are part of learning.
- Report inappropriate behaviour to the Sports & Programs Management team.

Players Code of Conduct

On and off the court, I will:

- Adhere to the *Laws of The Game*.
- Display and promote high standards of behaviour.
- Promote fair play.
- Always respect the match officials decisions.
- Have my Captain or Coach seek clarification at a break in play.
- Never engage in public criticism of the match officials.
- Never engage in offensive, insulting or abusive language or behaviour.
- Never engage in bullying, intimidation or harassment.
- Treat all participants in my sport as I wish to be treated.
- Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.
- Speak respectfully to my team-mates, the opposition and coach / team manager.
- Work equally hard for myself as my team – my team's performance will benefit and so will I.
- Remember that we all make mistakes.
- Accept responsibility for my own behaviour and performance.
- Never enter the field of play without the Umpire's permission.
- Win or lose with dignity and shake hands with the opposing team, and Umpire, at the end of every game.
- Be a good sport by applauding all good plays, whether they are made by my team or the opposition.
- Thank the opposition and official at the end of each game.
- Cooperate with my coach, team-mates, officials and opponents – without them, there would be no competition.
- Report inappropriate behaviour to the Sports & Programs Management team.

Officials Code of Conduct

I will:

- Be consistent, objective and courteous when making decisions.
- Encourage and promote rule changes that will make participation more enjoyable.
- Keep up to date with the latest rule changes in officiating.
- Give all people a 'fair go' regardless of their gender, ability, cultural background or religion.
- Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.
- Always respect, remain loyal to, and support my fellow officials.
- Place the well-being, safety and enjoyment of each player above everything, including winning.
- Never engage in, or tolerate, any form of bullying.
- Co-operate fully with officials in the Leisurelife Centre (i.e. Program Controller, Sports & Programs Manager and Sporting Life Manager) for the best interests of each player.
- Condemn unsportsman-like behaviour and promote respect for all opponents.
- Emphasise the spirit of the game rather than the errors.
- Compliment and encourage all participants.
- Develop mutual trust and respect with every player to build their self-esteem.
- Encourage each player to accept responsibility for their own behaviour and performance.
- Set a positive and supportive example of behaviour for participants.
- Accept responsibly for my actions and decisions.
- Refrain from any form of personal abuse towards players or other officials.
- Communicate clearly with my voice, whistle and signals.
- Ensure a safe playing environment.
- Report inappropriate behaviour to the Sports & Programs Management team.
- Remove patrons (player, spectators, coaches, parents) from the field of play, or venue if necessary, to ensure a safe playing environment.
- Suspend play until the environment is safe for all, or abandon the game when a safe playing environment is not possible.

Sports & Programs Staff Code of Conduct

We will:

- Organise and run a fair and fun competition.
- Promote healthy living and lifestyle.
- Ensure the safety of all players, umpires, coaches and spectators and remove / penalise those that endanger our patrons.
- Create pathways for people to participate in sport, not just as a player, but as a coach, umpire, administrator, etc.
- Involve participants in planning, leadership and evaluation related to the activity.
- Distribute the Codes of Conduct to spectators, officials and players, and encourage them to follow it.
- Make it clear that abuse in sport, of any kind, is unacceptable and will result in disciplinary action.
- Promote fair play and high standards of behaviour.
- Always respect the match official's decision.
- Never enter the field of play without the Umpire's permission.
- Never engage in public criticism of the match officials.
- Never engage in, or tolerate, offensive, insulting or abusive language or behaviour.
- Emphasise fair play rather than winning at all costs.
- Set an example for fellow patrons and members of the community.
- Respect the rights, dignity and worth of every person, regardless of their gender, ability, cultural background or religion.
- Show respect to others involved in the game including match officials, opposition players, coaches, managers, other officials and spectators.
- Adhere to the laws and spirit of the game.
- Report and take action against inappropriate behaviour.

Local Government and Property Law – Behaviour on all Local Government Property

Part 4, Division 1 – Behaviour on, and interference with, Local Government Policy

Behaviour which interferes with others

- 4.1 A person shall not, in or on any Local Government property, behave in a manner which:
- a. is likely to interfere with the enjoyment of a person who might use the property;
 - b. interferes with the enjoyment of a person using the property;
 - c. may be considered disorderly, or offensive, or use indecent or improper language; or
 - d. is likely to interfere with the amenity of occupants of adjoining and nearby properties.

Behaviour detrimental to property

- 4.2 (1) A person shall not behave, in or on Local Government property, in a way which is, or might be, detrimental to the property (2). In sub clause (1) *detrimental to the property* includes:
- a. removing anything from the Local Government property such as a rock, a plant or a seat provided for the use of any person; and
 - b. destroying, defacing or damaging anything on the Local Government property, such as a plant or a seat provided for the use of any person or a building.

Intoxicated persons not to enter Local Government property

- 4.4 A person shall not enter, or remain on, Local Government property while under the influence of liquor or a prohibited drug.

No prohibited drugs

- 4.4 A person shall not carry, consume, or use a prohibited drug on any Local Government property.

Entry Rules and Behaviour on, or in, Community Facilities

5.1 (1) A Manager or authorised person:

- (1a) may make rules and conditions for:
 - a. entry into;
 - b. hire of;
 - c. use of equipment and facilities; or
 - d. the playing of or participation in organised sport and recreational activities in, or on, any community facilities.
- (1b) shall refuse admission to, may direct to leave, shall remove, or cause to be removed from a community facility, any person who:
 - a. in their opinion is (i) under the age of thirteen (13) years and who is unaccompanied by a responsible person over the age of sixteen (16) years; (ii) suffering from any contagious, infectious disease or complaint, or is in an unclean condition; or (iii) under the influence of liquor or prohibited drugs.

Or

- b. is to be refused admission under, and in accordance with, a decision of the Local Government for breaching any clause of this Local Law.
- (1c) may refuse admission to, suspend admission for, a specified time period to direct to leave, or shall remove or cause to be removed, from a community facility any person who in their opinion is:
 - a. in contravention of the, rules and conditions of use referred to in sub-clause (1a);
 - b. in contravention of any provision of this Local Law, or any other written law; or
 - c. by the person's past or present conduct within, or about, the community facility, undesirable.

(2) Upon being directed by the Manager, or an authorised person, any person/s must quietly and peaceably leave the community facility, or pool area, immediately.

(3) At any time, and at the discretion of the Manager, the community facility or pool area, or any part thereof, may be set aside for the use of certain persons to the exclusion of all others.