

PLAYER & SPECTATOR FREQUENTLY ASKED QUESTIONS

Contacting AMCS?

AMCS is be contacted via the office line on (03) 9690 2180 or via email on ActiveMelbourne@limelightsports.com

When are games played?

Our games are played during lunchtimes and evenings within the working week (Monday-Friday). Days vary depending on the sport (refer to the 'Sports' tab in the menu bar on our homepage to determine which day each sport is offered).

Where do I need to go?

There are four venues that are used for AMCS:

- Flagstaff Gardens (309-311 William Street, West Melbourne, 3000)
- Docklands Sports Courts (80 Harbour Esplanade, Docklands, 3008)
- Ron Barassi Snr Park (Docklands Dr, Docklands VIC 3008)
- City of Melbourne Bowls Club (located within Flagstaff Gardens)
- Fawkner Park, Lawn 21 (24-88 Commercial Rd, South Yarra VIC 3141)

For court hire, call the YMCA Docklands Hub on (03) 8622 4822.

Our running program has previously used The Tan Track around Royal Botanic Gardens located at Alexandra Avenue, with the meeting point at the Pillars of Wisdom (official start line).

Please note that new venues may be added to the program at any time.

What months of the year does each season run? Autumn and Spring.

Traditionally speaking, the Autumn season runs from late February to early July, with Spring season kicking off in early August and running through until early December.

For exact dates, click on the relevant sport in the 'Sports' tab on the home page.

How long does the season go for?

Traditional Sports

Each season runs for 14 weeks (plus two weeks of finals). There are an additional two rounds allocated within each season for catch up rounds to account for any washed out games. These take place following Round 7 and Round 14. If there are no washouts prior to the catch up round, the round will be treated as a general bye. With the exception of Barefoot Bowls, which runs for 4 weeks, plus finals.

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Urban Sports

Our Urban Sports programs run for 8 weeks, plus finals.

How long do the games go for?

Traditional Sports

Soccer: each match will consist of two 12 minute halves, with a 2 minute half time break.

Netball: each match will consist of two 12 minute halves, with a 2 minute half time break.

Basketball: each match will consist of two 12 minute halves, with a 2 minute half time break.

Barefoot Bowls: each match consists of seven ends. Each match generally takes approx. 45 minutes - 1 hour to complete seven ends.

Dodgeball: each match consists of as many games that can be completed within 25 minutes of play. No single game can exceed five minutes. The final game of a match can commence any time before the 20 minute mark.

Urban Sports

Urban Caged Soccer: each match will consist of two 12 minute halves, with a 2 minute half time break.

Urban Street Cricket: each match consists of six overs. Each match generally takes approx. 30 - 35 minutes to complete.

Where can I view my game time?

You can view the season fixture on the AMCS website by clicking on your relevant sport under the 'Fixtures & Results' tab. Please check fixtures weekly as schedule changes are sometimes necessary.

What happens when we arrive to the venue on a match day?

When you arrive to the venue, team captains will sign in via the competition tablet with the venue manager 5-10 minutes prior to play. Any players who have not yet registered for AMCS will need to complete their registration form and sign a waiver prior to taking the court.

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There will be balls available to warm up. At the conclusion of your match, Team Captains will need to sign the score sheet to confirm final scores and the winning team is correct.

How much does it cost to enter a team?

*Autumn 2017 prices are listed below (please note, these prices are likely to increase for Spring 2017 season):

Traditional Sports

Soccer: \$670

Netball: \$938

Basketball: \$530

Barefoot Bowls: \$112

Dodgeball: \$670

Urban Sports

Urban Caged Soccer: \$384

Urban Street Cricket: \$480

Please note, there are no individual costs for entry.

How do I register a team?

Team captains can register their team via the AMCS website by clicking 'Register Team'. In order to complete registration, the fee must be paid in full.

If you wish to be invoiced for registration, please contact the AMCS office on (03) 9690 2180. Invoices are due to be paid within a 7-day period.

Once your team is created, you will be issued with a team code which you and your teammates can use to sign up as a participant.

How do I register as a participant?

Players can be added to team lists at any stage during the season (prior to finals) by using your team code and following the link on the AMCS website. In order to complete your registration, you must accept the terms and conditions of the waiver.

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Players who have not registered online will be required to complete a new participant form (hard copy) prior to playing their first game.

If you do not know your team code, you can either contact your team captain or the AMCS office.

Please note, there is not a limit on the amount of players that can register for each team.

Insurance?

AMCS event organisers do not provide any insurance, whether life, medical or liability, for any illness, accident, injury, death, loss or damage that may arise in connection with the attendance, and/or participation in any AMCS events by each participant. Each participant is advised to obtain and organise such insurance themselves if required.

What happens if there is bad weather on match day?

If the weather is looking questionable, an SMS notification will be sent to the team captain of your team at 11:00am.

If play suitability is still to be determined, we will send a second SMS at 11:15am with the final decision on your game.

The final decision will also be posted on our Twitter account, which can be viewed on the right hand side of the AMCS home page.

If matches need to be cancelled after the final SMS is sent out, your Venue Manager will call the team captain directly.

What happens if there is bad weather during the match?

If a scheduled match has to be cancelled before half time, the match is considered a washout and it shall be rescheduled as a catch-up round if feasible.

If rain causes the match to be cancelled and half time has been reached, the score line will stand and be recorded as the official final score.

If a competition is cancelled during scheduled competition time (11:30am onwards), all relevant captains in proceeding matches will be notified by the relevant Venue Manager by a phone call.

What if our team cannot play on a match day? Forfeits.

If your team is unable to play, we ask that the team captain contacts AMCS by phone prior to 10:00am on the day of the scheduled competition.

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In the event of a forfeit, AMCS will contact the captain of the opposing team by phone; or via email if there is no answer. It is the captain's responsibility to notify their team members of the forfeit.

Teams that forfeit more than four matches in a season will have their position in the competition reviewed and may be excluded for the remainder of the competition.

If a team forfeits and then matches are cancelled due to inclement weather, they will have their forfeit overturned. Your match will therefore be rescheduled with the other cancelled matches (if a catch up round is available).

Applications for compensation for any team receiving four or more forfeits throughout the season should be made in writing to: The Director, Active Melbourne City Sports, 86 Tope Street, South Melbourne, 3205

We suggest you make your team members aware of the length and dates of the season to get maximum commitment from them. Please do not consider forfeiting as an easy option when numbers are low. AMCS understands that unforeseeable circumstances sometimes make fielding a team difficult, however teams should try their utmost to get a team on the court each week, as it can cause an inconvenience to your opposition and their work day.

If your team captain changes throughout the season, it is your responsibility to inform the AMCS management team so that they can update the team captain contact details.

AMCS is to be contacted via the office line on (03) 9690 2180.

What happens if we are late to our game?

Traditional Sports

Soccer: One goal awarded to opposing team for every 2 minutes late. Any team arriving 10 or more minutes late will automatically forfeit the match.

Netball: One point awarded to opposing team for every 2 minutes late. Any team arriving 10 or more minutes late will automatically forfeit the match.

Basketball: One point awarded to opposing team for every 2 minutes late. Any team arriving 10 or more minutes late will automatically forfeit the match.

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Barefoot Bowls: One point awarded to opposing team for every 2 minutes late. Any team arriving 10 or more minutes late will automatically lose three ends (or 10 points), this will be the decision of the opposing Captain. Any team arriving 15 or more minutes late will automatically forfeit (unless agreed by the opposing team captain).

Dodgeball: One game awarded to opposing team for every 2 minutes late
Any team arriving 10 or more minutes late will automatically forfeit the match

Urban Caged Soccer: One goal awarded to opposing team for every 2 minutes late. Any team arriving 10 or more minutes late will automatically forfeit the match.

Urban Street Cricket: 10 runs awarded to the opposing team for every 2 minutes late. Any team arriving 10 or more minutes late will automatically forfeit the match.

What is provided at the weekly matches?

Soccer, Netball, Basketball, Dodgeball, Urban Caged Soccer and Urban Street Cricket: A Venue Manager, qualified referees, water & sports drinks, balls and alternate bibs for all matches.

Barefoot Bowls: A Venue Manager, mats, jacks, chalk, tape and water will be provided.

How many teams can my organisation enter?

Organisations can enter as many teams as they like. However, players are NOT permitted to play in more than one team within the same competition.

Please note, there is no discounts offered for multiple teams registered.

How many points will be awarded for games?

POINTS FOR	# OF LADDER POINTS AWARDED
Win	2 points
Loss	0 points
Draw	1 point
Bye	1 point
Win on forfeit (FF)	2 points
Loss on forfeit (FA)	-1 point

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The following score line will be awarded for Loss on forfeit (FA):

Soccer: teams that cannot attend their scheduled match will be given a score line of 0-3.

Netball: teams that cannot attend their scheduled match will be given a score line of 0-13.

Basketball: teams that cannot attend their scheduled match will be given a score line of 0-18.

Barefoot Bowls: teams that cannot attend their scheduled match will be given a score line of 0-5.

Dodgeball: teams that cannot attend their scheduled match will be given a score line of 0-5.

How are the Ladder positions determined?

The ladder positions are worked out in the following order:

- Total Points
- Number of wins - includes Forfeits For
- Percentage (%) based on Points For and Points Against.

The top 4-placed teams in each competition will progress into the finals.

What matches are played during the finals series?

The top four teams from each competition will play off in a two week final series as follows:

Week one:

Semi-final one: 1st placed vs 4th placed

Semi-final two: 2nd placed vs 3rd placed

Week two

Grand final: winner semi-final one vs winner semi-final two

What happens if there is a draw in finals?

Traditional Sports:

Soccer: one half of 5 minutes "Golden Goal" will occur - whichever team scores first in this 5 minute period wins the match. In the event that the additional five minutes does not produce a winner, then the teams will go to a Penalty Shootout. The shootout will take place with three players from either team; if scores remain tied after three players the shootout will go to sudden death.

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Netball: extra time will be played and shall consist of two (2) halves of two (2) minutes each, with an interval of 30 seconds at half-time. Teams shall change ends at half-time. The Centre Pass is taken by the team entitled to the next Centre Pass. In the event of a tie remaining at the end of extra time, the umpires will indicate that play shall continue until one team has a two (2) goal advantage.

Basketball: teams will play an extra two (2) halves of two (2) minutes each, with an interval of 30 seconds at half-time. If there is still no result after extra time, the golden goal rule will apply. Golden goal rule applies whereby the team who scores first is declared the winner. However, each team MUST have an opportunity to score. I.e. each team needs to have possession of the ball.

Barefoot Bowls: another end will be played. The winner of that end will be declared the winner.

Dodgeball: a 'sudden death' final will be played. The team that has a player eliminated first loses the MATCH (Please Note: suicide throws are permitted).

Urban Sports:

Urban Caged Soccer: one half of 5 minutes "Golden Goal" will occur - whichever team scores first in this 5 minute period wins the match. In the event that the additional five minutes does not produce a winner, then the teams will go to a Penalty Shootout. The shootout will take place with three players from either team; if scores remain tied after three players the shootout will go to sudden death.

Urban Street Cricket: An additional one (1) over will be played for both teams. Teams can choose their two batsmen or women. The team with the highest score at the end of the over is deemed the winner. All normal rules will apply.

How many games do I need to play in order to qualify for finals?

Players must play a minimum of three (3) matches to qualify for finals. Team Captains will be reminded to check player statistics both mid-season and at the end of the season in order to assess finals eligibility. Please ensure every player taking part in a particular match has been checked in. If players are late to the match, please ensure this is relayed to the Venue Manager so the player can be included on your team sheet.

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What are the different divisions?

Soccer:

- Men's

Men's teams must include five male players.

- Open

Teams can have any combination of female and male players.

- Mixed

Teams are required to have at least one (1) female on the court at all times.

Netball:

- Open

Open teams require seven players, either male or female. No restrictions apply on the male to female ratio. Each team must bring along a non-playing scorer.

- Mixed

Mixed teams are allowed a maximum of three (3) males on the court at once. There can only be one (1) male player in each third. All-female teams are permitted in a mixed Netball competition. Each team must bring along a non-playing scorer.

How many players are on court at once?

Traditional Sports

Soccer: 5 players (incl. 1 Goalkeeper)

Netball: 7 players and 1 non-playing scorer

Basketball: 3 players

Barefoot Bowls: 4 players

Dodgeball: 5 players

Please note, you can have as many substitutes for each game as you wish.

Urban Sports

Urban Caged Soccer: 5 players (no Goalkeeper allowed)

Urban Street Cricket: 6 players

What is the minimum amount of players we can play with?

Traditional Sports

Soccer: teams cannot take to the field with any less than four (4) players, one of which must be a Goalkeeper (with the others as on-the-field players).

Netball: teams must have a minimum of five (5) players to take the court for all divisions.

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Basketball: teams must have a minimum of three (3) players to take the court for all divisions.

Barefoot bowls: teams must have a minimum of three (3) players. If a team only has three (3) players for the entire match and declares this upon arrival, Bowlers 1 & 2 bowl an extra bowl each – therefore 3 bowls each, and bowler 3 has 2 bowls. Then at the conclusion of the match, 25% of the team's total score is taken away. For example – a team's score is 12, with 3 players, so the total final score is 9.

Dodgeball: teams must have a minimum of three (3) players present in order to constitute a match.

Urban Sports

Urban Caged Soccer: teams cannot take to the field with any less than four (4) players.

Urban Street Cricket: teams cannot take to the field with any less than four (4) players (if this is the case when batting, two players will each bat twice).

What do I have to wear?

Soccer, Netball, Basketball, Dodgeball, Urban Caged Soccer and Urban Street Cricket:

- Suitable sports attire including:
- Suitable sports shoes
- T-shirt/singlet and shorts/running leggings
- Matching coloured t-shirts/singlets per team (we recommend numbers for soccer however this is not a requirement)
- Similar coloured bottoms
- Soft caps and hats are allowed if not deemed dangerous by the referee/umpire
- No jewelry that may be dangerous

Barefoot Bowls:

- Footwear: Thongs, sports shoes, barefoot and other shoes permitted with exception of business shoes, heels and shoes with large grooves
- Comfortable clothes

*Note: For more detailed information relating to your sport, please click on the relevant sport under the 'Sports' tab on the homepage.