



## IMPORTANT INFORMATION REGARDING *Forfeits, Walkovers, Game Fee's & Uniforms*

### Forfeits & Walkovers

1. A minimum of 24 hours notice is required by any Team intending to forfeit their scheduled game, whatever the reason!
2. Forfeiting teams will be given the opportunity to play a "catch-up" game on an alternative date as agreed by management. "Catch-up" games will be charged at \$66 and are treated as normal games.
3. Teams that forfeit a scheduled game [without notice or prior arrangement] will incur a penalty fee of \$110 (**\$55 forfeit fee + \$55 non-refundable bond**) if a "catch-up" game is not agreed upon. Forfeiting teams must pay the penalty of \$110 fee by their next scheduled game. **NO PAYMENT** will result in **ALL PREMIERSHIP POINTS** being lost until full payment is made! There are plenty of ways & means to communicate so there are **NO EXCUSES!!**
4. Teams must understand that while we are happy to assist in many circumstances, you have made a commitment to play – all we ask is that you inform Challenge Volleyball if your team cannot play so we can make alternative arrangements (e.g. organise a "fill-in" team for the opposition or reschedule the game to the following week).
5. Another "grey area" seems to be what constitutes a forfeit/ walkover? At Challenge Volleyball if the opposition team does not show for a game then management will endeavour to organise a "fill-in" team to play. The "fill-in" team will **NOT** be charged but the scheduled team will be charged!

**Why?** Because you were scheduled to play & the bonus being you still get a game plus a "guaranteed" win (3 points & 3-0 sets). If you choose not to play against the "fill-in" team then your team will also forfeit the scheduled game & be subject to Rules 1, 2 & 3 as above! If management for whatever reason cannot organise a "fill-in" team, then you are entitled to receive the full match points (3 points & 3-0 sets) without any charges incurred.

\*Also, if a team has only (3) players show before a game, 15 minutes will be given for the game to commence otherwise it is a forfeit. The game may proceed with "fill-in" players but the forfeit remains!

6. Teams wishing to pull out after Round 18 may be liable to pay a **\$55 Team Registration Fee** if they wish to re-enter our competition!

### Game Fee's

1. Games will NOT commence until FULL GAME FEES have been paid. (\$55 per team). Try to pay your Game Fee at least 10 minutes before the game starts so you can enjoy the warm-up!
2. For every dollar short of your game fee, a 1-point penalty will be imposed & awarded to the opposition. (**E.g. Team pays \$45 ... your game will start 0-10 points down in the first set!!**)

### Team Uniforms

1. Teams are required to be in "matching coloured" tops by Round 5 of the season! No Uniform? (Then a 2-point penalty will be imposed per player, per top, per set!), awarded to the opposition!
2. What is Uniform? The general Rule is dark colours with dark colours, light colours with light colours!! **The exception?** White & light grey, dark blue & royal blue!
3. "Fill-In" players do not require a uniform! The exception being pre-organised "fill-ins", where the Team Captain is responsible for supplying the "fill-in" players re Team Uniform requirements!

### Any questions?

Call Tony on 0410 444 785 or [volleyball@optusnet.com.au](mailto:volleyball@optusnet.com.au)