

CABOOLTURE INDOOR SPORTS CENTRE
PLAYING CONDITIONS & RULES - INDOOR CRICKET

REGISTRATION/INSURANCE: Season Registration Fee is \$64.00 per team; Teams must be fully registered by week three (3) of the season to be eligible to continue to compete. As part of the team registration the centre now offers participant insurance for every player. Players must have their full details on the team card (including fill-ins, unless they registered in another team.) For full coverage details or to find out how to claim please see centre noticeboards or look on our website: www.cisc.net.au

GAME FEES: Weekly Game Fees are set at \$112.00 per team (\$1.00 discount per secondary/primary student), regardless as to the number of players taking the court; (IT IS STRONGLY SUGGESTED THAT ALL TEAMS HAVE A ROSTER OF 9-10 PLAYERS TO ALLOW FOR ILLNESS/WORK/HOLIDAYS ETC + EACH PLAYER PUT IN A LITTLE EXTRA EACH GAME TO BUILD A TEAM 'KITTY'; TEAM CAPTAINS MUST TICK OFF THE TEAM CARD & PAY FULL GAME FEE OF \$112.00 PRIOR TO THE COMMENCEMENT OF PLAY).

FORFEIT FEES: Any team forfeiting with less than 24 hours notice must pay a forfeit fee of \$224.00 (double game fee); If you have problems with player numbers for a game, contact the Centre ASAP to have the game re-scheduled or to have provided fill-ins - DON'T FORFEIT!!

FILL-INS: From time to time, all teams may need to use fill-in players; it is the TEAM responsibility to extract game fees from fill-ins, or to chip in and make up the difference; Fill-in players must be recorded on the team card; If a fill-in is from a higher grade, a 10 run penalty per grade (to the fill-ins highest grade) to a maximum of 30 runs is to apply, so teams should choose fill-ins carefully.

UNIFORMS: Matching team shirt colours (as per the current rulebook) must be worn on & from week 5, after which a team penalty of 5 runs per player (to a maximum of 20 runs) will automatically be applied by the umpire. Different small logos/insignia's are acceptable.

QUALIFICATION: To qualify for finals, players must play 1/3 of the total fixtures for the season, (Including 2 out of the first five games played, unless approved by us.) It remains the responsibility of the TEAM CAPTAIN to ensure the team has at least 8 qualified players for finals.

RULEBOOK: Games are played according to the A.I.C.F. RULEBOOK (April 1998), a copy of which is available to captains on request, unless varied by management.

POINTS: Skins rules - 3 points for win; 1 point for each skin, for entire season.

TEAM PRACTICE: Any teams (particularly new ones) wanting to practice can hire the courts at an agreed time at a cost of \$3.00 per player per hour (weekends a minimum of \$20 applies); team coaching can be also negotiated. A Bowling Machine is also available for hire (\$25 per hour).

CAPTAINS MUST SIGN NOMINATION FORM AS ACCEPTANCE OF THESE RULES AND
CONDITIONS! IT IS THE CAPTAINS RESPONSIBILITY TO ENSURE ALL TEAM
MEMBERS ARE INFORMED!!

