

Social Sports Terms and Conditions

1. Registrations
 - a. Teams can register their teams online or in person.
 - b. All teams must pay an upfront registration fee as outlined in their Sport Specific rules. Registrations are not final until payment is made.
 - c. The registration fee is non-refundable unless the competition is cancelled.
2. Fixtures
 - a. Upon registering, your team agrees to be available for all time slots indicated in your competition.
 - b. Murdoch Active does not take request for timeslot allocations.
3. Forfeits
 - a. All forfeits must be emailed to active@murdoch.edu.au
 - b. Teams must notify of their forfeit the 24 hours prior to their game to avoid forfeit fees.
 - c. Any forfeits notified on the day of their game will incur a forfeit fee as outlined in the Sport Specific rules.
 - d. Teams that fail to show up for their allocated game without notifying Murdoch Active via email will incur a forfeit fee.
 - e. A game will be considered a forfeit if a game does not start within 10 minutes of the scheduled start time. The team failing to produce enough players on time is the forfeiting team and will incur a forfeit fee.
4. Fees
 - a. Each team is required to pay a game fee each week prior to the start of their game. Teams will not be allowed to take the playing area until this has been paid.
 - b. All outstanding fees must be paid prior to the team's next game.
 - c. Weekly fee amounts can be found in each Sport Specific rules and is subject to change.
5. Code of Conduct
 - a. All participants that take the playing area agree to Murdoch Active's Code of Conduct
 - b. Any breaches of the code of conduct will be investigated. Outcomes of the investigation may result in disciplinary action.
6. Wet weather

In the event of wet weather, games will continue as normal. It is left up to the discretion of Murdoch Active management to determine if the playing area is safe to be played on. If the playing area becomes unsafe before a game, both teams will be awarded with a draw. If the playing area becomes unsafe during a game, the team winning at that time will be rewarded a win.