

DEFAULT & FORFEIT POLICY

While it is each team's prerogative to decide whether or not to play each game, it is the Event Organiser's expectation that as part of registering for the Event, all teams will play all games allocated to them in the draw. Remember, when one team forfeits or defaults, it means another team misses out on game time.

FORFEIT POLICY

A forfeit occurs when a team can participate in a game against their opponent, but their nominated team was unable to participate. This means that the team had to use players from other teams within the competition.

It is up to the opponent to agree that the recorded score will be the actual game score.

CONSEQUENCES OF FORFEITING MORE THAN ONCE

Forfeiting is disruptive to the Event experience. If a team continuously forfeits (2 times), they may be removed completely from the game schedule.

NOTIFYING EVENT ORGANISER ABOUT A FORFEIT

If a team provides 2 days' advance notice to the Event Organiser, the Event Organiser will do its best to reschedule the game so neither team needs to miss out on the game. There are limitations with availability on the day, so there is no guarantee this can happen.

If a team does not notify the Event Organiser about a forfeit and simply doesn't show up, it will have defaulted.

DEFAULT POLICY

A default occurs when a team is unable to provide a game to their opponent with the minimum required number of players within 5 minutes of the scheduled start of the game. Simply speaking a default means no game was played.

If the opponent of a non-defaulting team is otherwise present, ready and willing to play at the scheduled start time, that team will be awarded 3 points, based on a notional score of 3 goals.