

TERMS & CONDITIONS OF ENTRY

Submission of an entry to the 2006 New Zealand Masters Games serves as your acknowledgement and acceptance that:

Fitness to Enter

You are in sound physical condition and health, making you capable of competing in the number and type of events for which you have registered and for which you may yet register in the 2006 New Zealand Masters Games (NZMG).

Injury Procedures

In the event that you sustain an injury or illness whilst participating in NZMG, you authorise the appointed sports injury personnel to perform and administer such emergency medical attention as they think is necessary.

Accidents

Compensation for any injury received, or for any personal expenditure made as the result of any accident during your participation in any event or activity related in any way to NZMG shall be limited to whatever, if any, compensation may be agreed to or awarded by the New Zealand Accident Compensation Corporation.

Rules

You will abide by the rules and regulations as set down by the sports body organising the event in which you have entered (The Sport). You agree that failure to comply with the designated rules may result in your disqualification from NZMG and that you are responsible for any consequences of your failure to observe the rules and regulations.

Age Policy

You shall have attained the minimum age for any sport or class that you have entered or may yet enter, by any qualification date which has been stipulated in the sport entry coupon that you have completed or may yet complete. In the absence of any age qualification date on any such sport entry coupon, you shall, by **3rd February 2006**, have attained the nominated minimum age for competition in any sport or sports or in any class or classes that you have entered or may yet enter. Your failure to produce acceptable evidence of your age if and when you are requested to do so by NZMG or The Sport may result in your disqualification from an event or from the NZMG.

Promotional Material

NZMG has the unconditional right to use at its discretion photographic material of you in any form of media, art, advertising, trade, visual documentary, promotional material, merchandise or film coverage without any compensation to you or approval by you.

Collection of Information

Information is collected and held by NZMG. Information collected will be forwarded to the individual entities organising games events. Your name and postal address may be forwarded to games sponsors and to the organisers of other masters games, who may use them for direct mailing purposes. You have the right to request access to and correction of any personal information held by NZMG.

Closing Date for Entries

The closing date for entries is **13 January 2006** and any entry received after that date will be accepted only with the approval of the Games Manager and of The Sport and, if accepted, shall be subject to a **\$20 late entry fee**.

Suspensions

In the event that you are subject to any suspension or ban imposed by any sport in which you are entering, you will make such information known to NZMG and The Sport with your registration form. Your entry may be refused or cancelled by The Sport due to any suspension or ban.

Refund Policy

In the event of your withdrawal from NZMG after your entry has been accepted, any refund of registration fees and sport fees will be made only if your written application for any such refund is received at the games office **no later than 5.00pm on 13 January 2006**. Any refund of fees will be subject to the deduction of a \$10 administration fee. The refund policy will be applied in every case without regard to the reason for any withdrawal. During Games week no refunds will be issued if sports are cancelled due to adverse weather conditions.

Disclaimer

You will not hold NZMG or any sport organiser liable for any damage in respect of any claim in relation to any event or function being held as part of or in conjunction with NZMG.

Checking In Policy and Procedure

Every individual participant and supporter is required to check in personally at the Games Village to obtain their official accreditation as well as individual sport information, games bag, etc before competing in any event. This means that every member of a team must personally check in.