



## Active Teams Challenge

### Introduction

Active Teams is a University wide competition for University of Hertfordshire staff (and UH subsidiary companies' staff) where SBU / Schools compete against each other in a programme of monthly recreational-level events in some friendly sporting rivalry!

The aim of Active Teams is to create a healthy level of competition across staff at UH and to provide an opportunity for staff to get active, build team cohesion and enjoy doing something together!

Each event will be scored. SBU / Schools can claim bonus points by the Head of SBU / Dean of School participating or spectators coming along. Teams also can also play a 'joker' card on one event!

To find out more about Active Teams please [click here](#).

### General Rules

If a SBU / School enters a team into an event and does not fulfil this commitment without giving at least 24 hours' notice, they will have 10 points deducted from their overall points tally.

HertSquad has the right to award a walkover against any team they deem to be displaying behaviour not in line with the spirit of the Active Teams Challenge.

HertSquad have the right to amend any event format or rules if they deem necessary for the smooth running of each event.

HertSquad has the right to adjust the pre-determined walkover score following the event if the score is deemed to be too high or low based on other team's actual scores.

### ***Illegal Teams***

A team will be considered illegal under the following conditions:

1. Minimum team gender criteria is not met if applicable.
2. There are more than two individuals taking part for a team who are not from that SBU / School (e.g. you are allowed to borrow two players, per fixture, from another school).

If a team plays a fixture with an illegal team (based on points 1 and 2 above) the results of that fixture will result in a walkover for the legal team.

The pre-determined walkover score will be that outlined in the event specific rules (and for the purpose of this document, in the table below).

If a legal team has exceeded the pre-determined walkover score, the actual score will be recorded so as not to disadvantage the legal team, although the illegal team will still have their goals/points recorded as 0.

If both teams in a fixture are illegal, then both teams will record a loss but goals for and goal difference will be recorded to differentiate the two teams.

If a SBU / School completes all their fixtures with an illegal team, they will not be able to place higher in the event standings than a SBU / School that has fielded a legal team for that event.

It is the responsibility of the teams competing in the fixture to alert the event organisers if their opposition is an illegal team.

If there is a disagreement over the status of a team being legal or not, the issue must be brought to the attention of a member of HertSquad staff as soon as possible.

## Points

### *Spectator Points*

Points will be awarded for every three spectators a SBU / School brings to the event. The maximum number of points available is 5.

Number of Spectators	Points Available
3	1
6	2
9	3
12	4
15+	5

If a team exceeds the maximum squad size for an event, each additional player may be counted as a spectator.

### *Academic Support Points*

Academic Support	Participating	Spectating
Head of Department / Dean of School	5	3
Wellbeing Champion	4	2

If a Head of Department / Dean of School and Wellbeing Champion are both at an event, only the highest point scorer's points will count towards the leader board. E.g. a spectating Head of Department / Dean of School's points won't be counted if the Wellbeing Champion is participating.

### ***Fixture Points***

<b>Results</b>	<b>Points</b>
Win	5
Draw	3
50% Loss	1
Outright Loss	0

The team that scores the most fixture points places first for that event. In the event of a tie on points, goals scored will be compared, followed by goal difference if there is still a tie.

Events that do not have fixtures and are participation focused will be scored as per the event specific rules.

## **Overall Leader Board Points**

### ***First Team Points***

<b>Placing</b>	<b>Active Teams Points Awarded</b>
1 <sup>st</sup>	122
2 <sup>nd</sup>	120
3 <sup>rd</sup>	118
4 <sup>th</sup>	116
5 <sup>th</sup>	114
6 <sup>th</sup>	112
7 <sup>th</sup>	110
8 <sup>th</sup>	108
9 <sup>th</sup>	107
10 <sup>th</sup>	106
11 <sup>th</sup>	105
12 <sup>th</sup>	104
13 <sup>th</sup>	103
14 <sup>th</sup>	102
15 <sup>th</sup>	101
16 <sup>th</sup>	100
17 <sup>th</sup>	99
18 <sup>th</sup>	98
19 <sup>th</sup>	97
20 <sup>th</sup>	96
21 <sup>st</sup>	95

### ***Second Team Points***

For events that allow a 2<sup>nd</sup> team to be entered, each team entering a 2<sup>nd</sup> team will receive 7 bonus points. Additionally, the top 3 placing 2<sup>nd</sup> teams will receive extra points detailed in the table below:

<b>2<sup>nd</sup> Team Placing</b>	<b>Points</b>
1 <sup>st</sup>	7 + 3
2 <sup>nd</sup>	7 + 2
3 <sup>rd</sup>	7 + 1
4 <sup>th</sup> and below	7