

# Get in the Game

## 2018-2020



### Design Principles

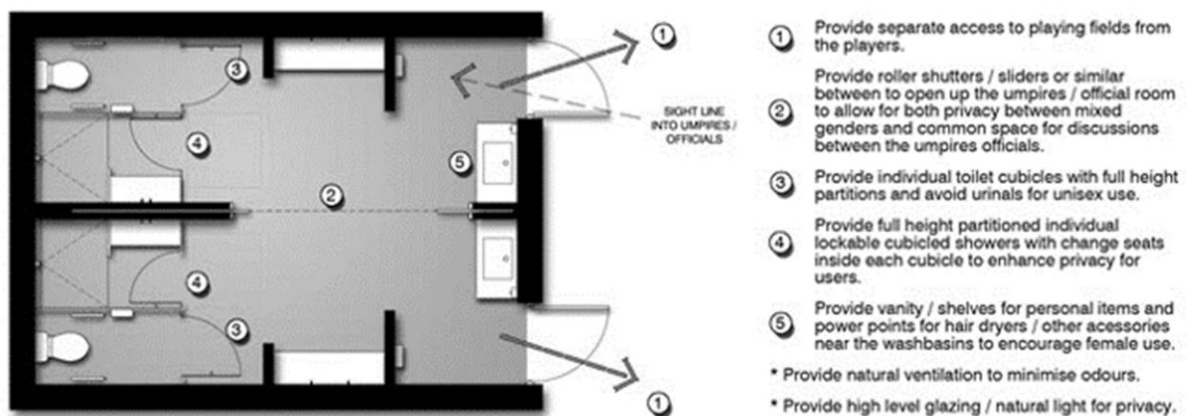
The following design principles are important to be considered when developing new infrastructure. During the design process, emphasis should be placed on understanding the needs of all users, with a focus on gender needs to ensure facilities and infrastructure meet the needs of the whole community. Following effective design principles, relevant building codes and council guidelines will ensure, facilities will be built to adapt to changes over time, supporting equality, safety and functionality, encouraging inclusive use and active participation in sport and recreation. In addition to building legislation, codes and guidelines, the following key principles will promote a facility with much greater potential and capacity.

The department encourages applicants to consult a suitably qualified professional to assist you in designing a project which accommodates these principles.

### Fit for purpose

Facilities should be built with their specific purpose in mind, if this includes multiple sports or activities and a range of user groups, this should be reflected in the design, whilst promoting a flexible and multiuse approach and catering for the changing needs a club may experience. Environmental factors should also be considered such as wind direction, location of the sun, and adverse or seasonal weather changes.

#### Officials Change Facility:



### Multi and shared use

Infrastructure should be efficiently designed to promote equitable and flexible use by a mixture of users capable of sharing facilities and usage times. In particular, the facility space planning and design of public spaces should adopt a universal and multipurpose approach. This may mean two unisex change rooms/amenities and should include facilities for able-bodied, ambulant persons and persons with a disability (PWD), which can be used equally by a male or female team, as and when required. This could also equate to multiple smaller change rooms which can be converted into a larger change room when required.

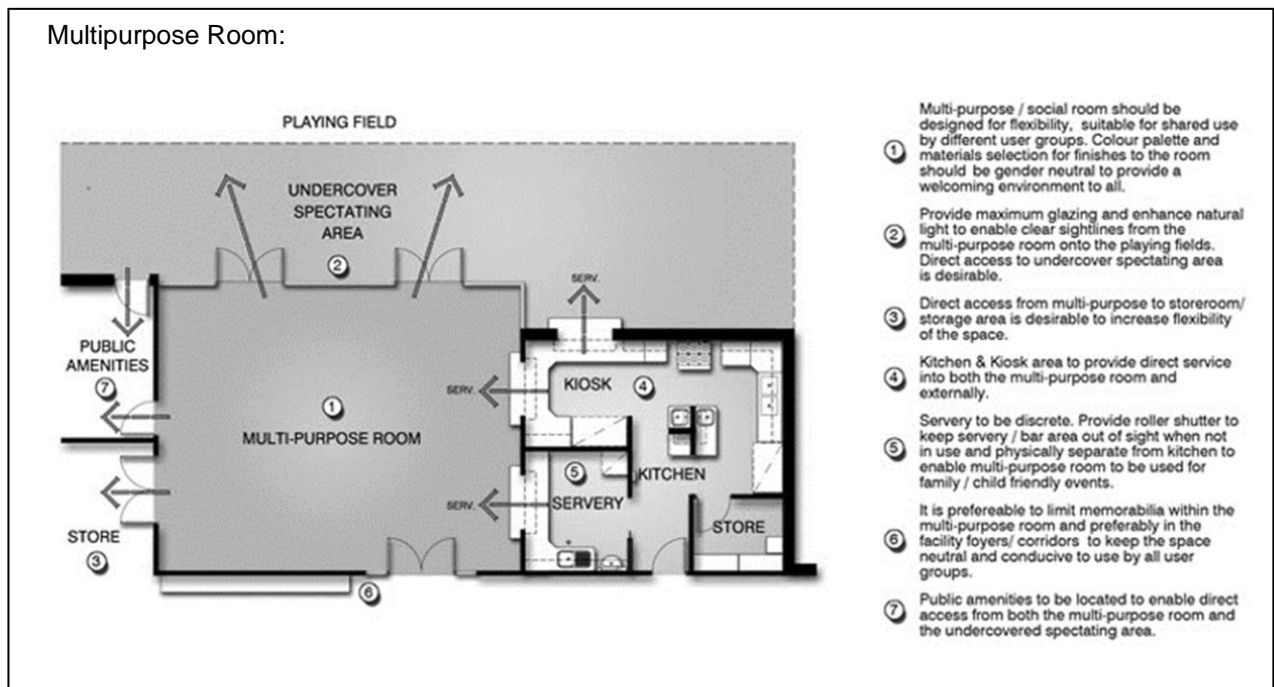
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### Compatibility

Identification of compatible sports, teams, activities, clubs or organisations with similar objectives and requirements for facility design, use and management should be promoted. Examples of this would be shared cricket and AFL facilities where they use the same pitch, or indoor sports where the same surface is used but the pitch size can be varied to suit the individual sports.



### Universal Design

The principles of Universal Design should be applied to community sport and recreation facilities as to accommodate *all* users, not only the majority users. Universal Design ensures the facility is suitably designed to allow a greater use for all active participants and visitors. See the [Universal Design Fact Sheet](#) for more information.

### Public Safety

Crime Prevention through Environmental Design (CPTED) takes into consideration the relationship between users and the physical environment in the design of public spaces in crime prevention and assists with public safety. This may include sufficient lighting in dark areas, or reducing secluded or entrapment areas.



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### Health and safety

Security and safety of users should be paramount. Community sport and active recreation facilities and their surrounds should be designed, built and maintained in accordance with relevant occupational health and safety standards. Sufficient emergency exits, suitable surfaces (non-slip where appropriate) and clear, concise signage.

### Functionality

Facility design and layout should promote optimal and efficient use of space for all forms of expected usage, with a layout demonstrating convenience for users and holistic usability. This may include easily accessible storage areas, or large entrances/hallways to accommodate busy periods.

Player Change Room and Amenities:

