

# SOUTH WEST SPORTS CENTRE NETBALL BY-LAWS

## **1. INTERPRETATION:**

- 1.1 The Netball Australia Rules of Netball shall apply unless otherwise provided for in these By-Laws.
- 1.2 Interpretation of these By-Laws shall be at the responsibility of the Venue Officer present on the night.

## **2. NOMINATIONS**

- 2.1. Teams must be nominated and have paid the nomination fee by the date indicated by the Sports Management Team.
- 2.2. Failure to pay the nomination fee may result in team replacement or a with-holding of premiership points towards the ladder. Points are not redeemable.
- 2.3. Nomination forms must be fully completed. It is also the team captain's responsibility to take ownership of the teams financial responsibilities.

## **3. REGISTRATION**

- 3.1. Each team must register all players prior to the commencement of the first week of the season.
- 3.2. A player may only register in one team in each competition. I.e. Ladies and/or Mixed.
- 3.3. Players are permitted to "fill in" for other teams on the same night as long as they are not playing in a grade lower than the grade they are registered in. This will result in an automatic forfeit to the non-offending team.
- 3.4. A non registered player can only "fill in" 5 times during the season. On the 6<sup>th</sup> time they must be registered to a team to play and can continue to "fill in" as per 3.3.
- 3.5. Fill in players need to be registered in a team 5 weeks prior to finals to be eligible to play finals for that team.
- 3.6. New players may be introduced at anytime during the season provided they comply with By-Law requirements. The Sports Management Team must be notified of this introduction.
- 3.7. Players must be a minimum of 15 years of age for all Senior Netball Competitions.

## **4. TRANSFERS**

- 4.1. A player may transfer from one team to another team only once during the season provided that:
  - Such a player is financial with and does not possess any assets of the team from which the player is transferring.
  - Transfers are to be presented in writing to the Sports Management Team prior to the next fixtured game of the player playing for the new team.
- 4.2. Disputes on transfers will be heard upon request by the Sports Management Team.

## **5. ELIGIBILITY OF PLAYERS**

- 5.1. Penalty for including the names of players who are not present and ready for play in the match is loss of all premiership points accrued for that match.
- 5.2. Late arrivals of players who are ready to play may have their name included on the official scoresheet or during the play without penalty (as long as play has already commenced). Should it be discovered during the course of a match that the name of an on-court player does not appear on the scoresheet, this players name may be added without penalty.
- 5.3. A substitute player who is present and ready to play but does not actually participate in the match shall be considered a legal player.
- 5.4. Whilst the Sports Management Team recognises the need for teams to introduce new players during the season, they reserve the right not to allow teams to increase their playing strength beyond the compatibility of the grade in which they play, by introduction of such players.
- 5.5. The South West Sports Centre accepts no responsibility of injury to anyone who is deemed to be pregnant whilst playing, all players play at their own risk.

## **6. TO PLAY**

- 6.1. A team must have a minimum of 5 registered players for netball entered on a scoresheet who are ready to take the court at the commencement of the game. In the case of mixed netball it shall comprise of no more than 3 males with a minimum 1 male required on the court at all times (with 4 females) and only 1 male being allowed in each attacking or defensive goal circle i.e. GS or GA, GK or GD.
- 6.2. If a prepared team has less than 5 players, then for every minute that play is late commencing, the opposing team will be awarded 1 goal for every minute that goes by. If a team does not have enough players on the court and ready to play within 10 minutes of the scheduled starting time, they must forfeit the game and be required to pay a forfeit fee as detailed in the By-Laws Section 17. The final score awarded will be 20 to nil. Please note: The clock must be counting down and the rule is enforced by the controlling umpires.
- 6.3. A scratch match may be played if the teams involved so desire. Normal game fees will still apply and charged to the forfeiting team. If it is the last game of the night then no umpires will be provided.
- 6.4. Participants must behave respectfully and courteously to the umpires, opponents, team mates and spectators. No foul language or unsportsman like conduct under any circumstance shall be displayed on the court. Players may be asked to leave the court if foul language or unsportsman like conduct continues. Players may also be reported due to this misconduct.

## **7. TEAM/PLAYER RESPONSIBILITIES**

- 7.1. All teams must provide their own scorer for the duration of the match. Teams are therefore responsible for keeping a "check" on the scores during the game. Failure to provide a scorer will leave offending teams no recourse to challenge the score.
- 7.2. Each team will be held responsible for the conduct of its members and spectators. Further, teams are expected to conduct themselves in keeping with the ethos of participation, enjoyment and a healthy competition. Spectators can be sent from the Centre. Due to this, the game can be called off and considered a forfeit.
- 7.3. Players may not wear anything that could endanger themselves or other players.
  - (a) Adornments, wedding rings or other jewellery may be worn, however must be securely covered with tape. Please note the South West Sports Centre has defined a wedding ring as a singular flat band, no promise/engagement rings permitted to be taped.
  - (b) A medical alert bracelet may be worn provided it is securely covered with tape.
  - (c) Fingernails preferably must be short and smooth. Nails that can just be seen over the tips of the fingers or nails of a longer length are to be cut or securely covered with tape. Acrylic/false nails will be allowed as long as they are not excessively long and are securely covered with tape and nails must be cut or securely covered with tape if wearing gloves. Tape must remain on for the entire duration of the game.
  - (d) Fit Bits are not allowed to be worn on arms or legs. They may be placed securely under garments worn, but must be securely fastened.
- 7.4. Under no circumstances shall any player or spectator be allowed entry to the playing arena if he/she are deemed to be under the influence of drugs or alcohol (other than prescribed medication). If a player is suspected by another player of consuming alcohol you may be asked to leave the centre. It is the Umpires/Venue Officer's responsibility to take the appropriate action deemed necessary by the Centre. Failure to comply with this can result in the game being cancelled or for the opposing team to receive goals/points.

## **8. UMPIRES**

- 8.1. Responsibility of the umpire/s are:

Prior to the match:

- Inspect the condition of playing area, ball and equipment.
- Ensure all players are wearing correct uniform.
- Apply and inform both teams about late goals and uniform penalties if required.
- Check all players' nails and jewellery.
- Ensure scoresheets are filled out in full, including starting positions for the 1<sup>st</sup> quarter.

During the match:

- Sanction misconduct and delays, all faults and play.

- 8.2. The umpire's decision is final. He/she shall not permit any discussion about his/her decision. The team captain only may approach the umpire at an appropriate break in play to seek clarification on a call only.

## **9. TEAM CAPTAIN**

9.1. Responsibilities of the team captain are:

Prior to the match:

- Ensure team fees are paid and receipt is handed to the Umpires/Venue Officer prior to commencement of game.
- Complete the scoresheet by ticking off names or adding in any fill ins. Also adding in all player starting positions for the 1<sup>st</sup> quarter.
- Represent team in coin toss (In netball, the first team named on the scoresheet takes the centre pass).

During the match:

- If required, to ask for an explanation of umpire's decisions (at an appropriate break in play).
- To ask authorisation to change uniforms, bibs or equipment.
- To ensure their team members conduct themselves in an appropriate manner and in keeping with the ethos of participation, enjoyment and a healthy competition.

After the match:

- Thank umpires and opposition team.

## **10. TEAM UNIFORMS**

10.1. All players in each team are required to present themselves in conforming uniforms for each match. Uniforms are to have the same colour top (preference for all black). Bottoms may include sport shorts, skirts, leggings or track pants. No board shorts, denim, low-cut, mid-riff or revealing tops or bottoms permitted. This will be at the discretion of the umpire and or the Venue Officer.

10.2. Failure to comply will result in a loss of 2 goals per player. The umpires will use their discretion with regards to the suitability of uniforms.

10.3. Three weeks grace will be allowed from the commencement of the season for players to procure conforming uniforms. After this period, players not in correct uniform will be penalised 2 goals per player (as per 10.2).

10.4. A fill-in player coming from another game on the same night does not have to comply with that team's uniform and will not be penalised.

10.5. A pre-organised player who has been asked to fill-in must conform to the uniform rule of that team. Failure to comply will result in a loss of 2 goals per player.

10.6. Any team replacing another team during the season in progress will be given two (2) weeks to comply with conforming uniforms.

## **11. ILLEGAL PLAYERS**

11.1. The penalty for playing illegal players is automatic forfeit of the match in which the offence occurred.

11.2. Illegal players will be defined as follows:

- Players failing to pay the appropriate game fee.
- Players on report.
- Players participating under an assumed name.
- Non observance of transfer regulations.
- Non observance of qualification criteria for finals matches.

11.3. A player knowingly playing under an assumed name, may be reported for misconduct to the Sports Management Team. From this a penalty will be delivered.

11.4 A player may only fill-in for a team in the same or higher division than which they are nominated in. Players playing in A division can not play in any other division. Players playing in B division can play up in A division. Players playing in C division can play up in A or B division.

## **12. TIMING**

12.1. Games will be played on a time limit of:

- 4 x 10 min quarters with a 1 min break between quarters.

12.2. The clocks will start at the stated time whether teams are ready or not.

12.3. If teams are late the following penalties will apply:

- 1 goal per minute awarded to the opposing team. Games must commence within 10 minutes of the scheduled start time.

### **13. PREMIERSHIP POINTS**

13.1. Premiership points are as such:

|              |          |
|--------------|----------|
| WIN          | 3 points |
| DRAW         | 1 point  |
| LOSS         | 0 points |
| Forfeit Win  | 3 Points |
| Forfeit Loss | 0 Points |

### **14. SUBSTITUTES**

14.1. Both teams have the right to make substitutions and/or team changes:

- During an interval
- When play is stopped for injury/illness or blood.

14.2. The number of substitutions is not limited provided the players used are those nominated on the scoresheet.

### **15. ABANDONED GAMES**

15.1. The final outcome of abandoned games will be decided upon by the umpires on the court at the time.

15.2. If a team is unable to continue playing due to injury of a player/s that cannot be removed from the court, the game will be ended and the score will stand as it is at the stop of play.

15.3. If a team "chooses" to discontinue play although the game can continue after injury, then the game will be called as a forfeit by this team. A win will be awarded to the opposition team. See section 17.7 for the final outcome of the game.

### **16. FINALS**

16.1. To participate in finals a player must have played in a minimum of 3 games for their nominated team.

16.2. Finals will be played as a knockout between 1st through to 4<sup>th</sup>. All teams are expected to play and will be scheduled for finals with normal game fees and forfeits applied, no matter where they sit on the ladder.

16.3. Grand finals will be played between the winners of 16.2.

16.4. In the event of a draw in any finals match there will be a one minute break until overtime:

- 5 mins each way with no rest in between.

16.5. If a draw still occurs after this extra time:

- Teams will continue to play until a team leads by 2 goals.

### **17. FORFEITS**

17.1. Forfeit fines will be applied according to the following schedule:

- 24 hours or more notice will incur a fine of a game fee.
- Less than 24 hours notice will incur a fine of a game fee plus the opposing team's game fee.

17.2. Fines must be paid no later than 7 days of the forfeit date.

17.3. Should the fine be unpaid within the 7 day period, the team can be withdrawn from the competition and replaced by another team or teams will be removed from the fixtures until such time as the forfeit is paid or at the discretion of the Sports Management Team.

17.4. In the event of a forfeit the non offending team shall receive a credit if the game fee has been paid.

17.5. No premiership points will be awarded to forfeiting teams until such time as the forfeit fines are paid in full. Premiership points are not redeemable.

17.6. Any team who forfeits at late notice or without reason on a regular basis in any one season may be withdrawn from the competition without notice at the discretion of the Sports Management Team.

17.7. The score for a forfeited game will be 20 to 0.

### **18. GAME MANAGEMENT**

The umpires apply the Rules of the Game fairly, communicate clearly and maintain a calm, decisive controlled manner. A player who infringes any part of the foul play rule [Rule 13.2] will be disciplined. Players on the court are expected to respond to rulings by the umpires and adjust their play accordingly. Similar requirements apply to bench players and spectators.

## **18.1 ACTIONS THAT MAY BE TAKEN BY UMPIRES**

- (i) To manage a match the umpires may, in addition to the normal sanction, use any of the following actions:
- (a) Caution a player: a player is advised that the behaviour specified must change.
  - (b) Issue a warning to a player: a player is warned that suspension will follow if the player continues to infringe the foul play rule.
  - (c) Suspend a player: a player who is suspended takes no part in play for 2 minutes playing time.
  - (d) Order a player off: a player who is ordered off takes no further part in the match.
- (ii) Normally an umpire will work through these actions in the order indicated unless an offence is serious enough to require a higher level of Game Management to be applied immediately.
- (iii) A decision to give a caution, a warning, to suspend a player or order a player off will be considered to have been made jointly by both umpires.
- (iv) To give a caution, warning, suspension or ordering off, the umpire will:
- (a) Hold time.
  - (b) Use the specific term 'caution', 'warning', suspension' or 'ordering off'.
  - (c) Advise the player of the behaviour for which the action is being applied.
  - (d) State any action that will follow if the behaviour does not change.

### **18.1.1 Caution**

An umpire may give a caution to a player and advise that a specified behaviour must change.

- (i) Only one caution may be given to a player for a specific instance of foul play.
- (ii) If a player is given a caution for different instances of foul play, the umpire must consider escalating this to a warning.

### **18.1.2 Warning**

If a player continues to infringe after receiving a caution for a specified behaviour, the umpire will issue a warning to the player.

- (i) Where appropriate a warning may be given even if no caution has been issued.
- (ii) Only one warning may be given to a player in a match.

### **18.1.3 Suspension**

The umpire will suspend a player following a warning if the player continues to infringe the foul play rules.

- (i) Where appropriate the umpire may suspend a player even if no warning has been given.
- (ii) Only one suspension may be given to a player in a match.
- (iii) A player who is suspended must immediately leave the court.
- (iv) While off the court the suspended player is to be seated at their team bench.
- (v) No substitute is permitted, and the suspended player's position is left vacant unless this player is the Centre. In this case one player must move to play as Centre during the suspension.
- (vi) The suspension period of 2 minutes playing time begins when play recommences. Once the suspension period has been completed, the suspended player is able to return to the court at the next break in play (after a goal is scored, during a stoppage or interval, when a sanction is awarded, a throw in or toss up taken).
- (vii) The suspended player returns to the original playing position and any player who moved to play as Centre during the suspension returns to the previous playing position.

#### **18.1.4 Ordering off**

The umpire will order a player off the court following a suspension if the player continues to infringe the foul play rules.

(i) Where appropriate an umpire may order a player off the court even if no suspension has been given.

(ii) A player who has been ordered off may not take any further part in the match.

(iii) A player who is ordered off must immediately leave the court.

(iv) No substitute is permitted, and the player's position is left vacant for the remainder of the match, unless the player is the Centre. In this case one player must move to play as Centre and the position of this player is left vacant for the remainder of the match.

#### **18.2 FOUL PLAY**

Foul play is anything a player does within the field of play that is contrary to the letter and spirit of the Rules of the Game or does not meet accepted standards of good sportsmanship. It includes unfair play, dangerous play and misconduct.

##### **18.2.1 Unfair Play**

A player must not play unfairly. This includes delaying play, intentional infringing (including when the ball is not in play), persistent infringing, intimidation or retaliation.

(i) Delaying play

A player may not intentionally waste time or delay play.

Sanction: *Penalty pass which is advanced (unless the non-infringing team is disadvantaged) and the player is cautioned.*

1. *The sanction may be advanced up to half a third (this may be to inside the goal circle if the infringement is in the goal third).*

2. *The infringer stands out of play at the new position. If this is in an offside area the infringer moves to the edge of this area.*

(ii) Intentional infringing

A player must not intentionally infringe any rules.

Sanction: *Penalty pass and the player is cautioned. If the player continues to infringe either a warning will be given or, if considered appropriate, the umpire will suspend the player.*

(iii) Persistent infringing

A player must not persist in repeatedly infringing a rule or combination of rules.

Sanction: *Penalty pass and the player is cautioned. If the player continues to infringe either a warning will be given or, if considered appropriate, the umpire will suspend the player.*

(iv) Intimidation

A player, either with or without the ball, may not intimidate an opponent by using intentional behaviour (including verbal comments) designed to distract.

Sanction: *Penalty pass and the player is cautioned.*

(v) Retaliation

A player must not retaliate even if an opponent infringes the Rules.

Sanction: *Penalty pass and the player is cautioned. If the action is considered to be serious the player is given a warning or suspended.*

##### **18.2.2 Dangerous Play**

A player must not take any action, either reckless or dangerous that could affect the safety of another player. Such actions may include but are not limited to:

(i) Punching, kicking, tripping or striking a player with any part of the body.

(ii) Causing a player in the air to fall by moving into the path of that player.

Sanction: *Penalty pass and the player is either warned, suspended or in a serious case ordered off.*

### **18.2.3 Misconduct**

Misconduct is any behaviour that is contrary to accepted standards of good sportsmanship.

(i) Dissent with an umpire

A player may not dispute a ruling given by an umpire or direct any offensive, insulting or abusive language and/or gestures at an umpire. If an umpire's call is not clearly heard a player may ask the umpire to repeat the infringement penalised or seek clarification of where a sanction is to be taken.

Sanction: *Penalty pass and the player is either cautioned or given a warning. In a serious case the umpire will suspend the player.*

(ii) Actions contrary to good sportsmanship

A player must not act in a manner contrary to accepted standards of good sportsmanship.

Sanction: *Penalty pass and the player is either given a warning or suspended. In a serious case the umpire will order the player off.*

### **18.3 DISCIPLINE OF BENCH PLAYERS AND SPECTATORS**

During play bench players and spectators must remain at the team bench, except that bench players may leave the team bench for a valid reason (such as to warm up).

(i) During a match bench players and spectators may not:

- (a) Criticise the umpires or their decisions.
- (b) Use offensive, insulting or abusive language and/or gestures.
- (c) Use excessive noise or interruption.
- (d) Encourage foul play by on-court players.

Sanction: *Penalty pass to the non-infringing team taken where the ball was when play was stopped. If the ball was out of court the penalty pass is taken on court in line with where the ball was out of court. No player is required to stand out of play for the penalty pass.*

(ii) Either umpire may hold time and notify the person/s concerned regarding such behaviour.

The following progression of actions will normally be used:

- (a) Caution.
- (b) Warning.
- (c) Order the person's removal from the playing enclosure.

(ii) A warning may, if appropriate, be advised as applying to all team officials and bench players of the team concerned.

Sanction: *Penalty pass to the non-infringing team taken where the ball was when play was stopped. If the ball was out of court the penalty pass is taken on court in line with where the ball was out of court. No player is required to stand out of play for the penalty pass.*

(iii) In the event that team officials or bench players do not respond to the umpire actions, the umpire requests the event organiser to remove them from the playing enclosure for the remainder of the match (including any contact with the team during intervals).

### **19. PROTESTS**

19.1. All protests are to be lodged in writing to the Sports Management Team within 24 hours of the completion of the game. Teams who do not enter a protest within that 24 hour period relinquish their rights for a protest.

### **20. PLAYER REPORTS**

20.1. Players and spectators shall be subject to report by the umpires or by the Sports Management Team for any form of misconduct.

20.2. Misconduct shall include abusive language, unsportsmanlike conduct, undue rough play, resistance to obey or take reason from an umpire, striking and attempted striking.

20.3. Reported players will be required to answer allegations made, either in writing or appearing in person to the Sports Management Team.

20.4. Reported players or spectators will be advised of:

- Date and incident report arose from.
- Date, time and venue of interview with the Sports Management Team.

- 20.5. Non attendance to the interview or response in writing on the night of this offence (or the day to which they were informed of the offence) to the Sports Management Team shall be interpreted as an admission of guilt.
- 20.6. The Sports Management Team reserves the right to report and expel players or teams from the competition.
- 20.7. All Cautions, Warnings, Suspensions and Ordering Offs issued will be forwarded to the Sports Management Team. If required, team captains only may ask for an explanation of the umpires decision (at an appropriate break in play). Any player disputing these sanctions is to speak with the on duty Venue Officer, and if required, lodge a customer feedback form about the incident. A Sports Management Team member will then be in contact with them in the next 3 working days.

## **21. FIXTURES**

- 21.1. The Sports Management Team reserves the right to alter fixtures at any time. Teams will be notified within a minimum of 48 hours if there are any changes to the fixtures. Circumstances may arise if a team is not able to play and the team on a bye is called in.

## **22. INSURANCE**

- 22.1. All players are responsible for their own insurance for personal injury or property damage.
- 22.2. All injuries however, must be reported to the Venue Officer on the night.

## **APPENDIX 1: PRESCRIBED PENALTIES FOR MISCONDUCT**

| <b>BEHAVIOUR</b>   | <b>LOW</b> | <b>MODERATE</b> | <b>HIGH</b> | <b>EXTREME</b> |
|--|------------|-----------------|-------------|----------------|
| <b>Offensive Language</b>  |            |                 |             |                |
| ➤ Abusive or derogatory comments, swearing, obscene language or racial discrimination                        | 1 Week     | 2 Weeks         | 4 Weeks     | 5 Weeks        |
| ➤ Extremely foul language and uncontrollable behaviour beyond the umpire's control                           | 2 Weeks    | 3 Weeks         | 5 Weeks     | 7 Weeks        |
| <b>Unsportsmanlike Behaviour</b>   |            |                 |             |                |
| ➤ Offensive body language, intentional aggravation, baiting of opponents or throwing items                   | 1 Week     | 2 Weeks         | 3 Weeks     | 4 Weeks        |
| <b>Unjustified Rough Play</b>  |            |                 |             |                |
| ➤ Any unjustified physical action e.g. deliberate physical contact, tripping or deliberately causing contact | 2 Weeks    | 3 Weeks         | 6 Weeks     | 8 Weeks        |
| <b>Threatening Behaviour</b>   |            |                 |             |                |
| ➤ Any intimidating actions, words or gestures  | 1 Week     | 2 Weeks         | 4 Weeks     | 6 Weeks        |
| <b>Pushing</b>   |            |                 |             |                |
| ➤ Pushing of any kind that causes a person to fall   | 1 Week     | 3 Weeks         | 5 Weeks     | 7 Weeks        |
| <b>Non-Compliance With Umpire's</b>  |            |                 |             |                |
| ➤ Disobeying the umpire's instruction  | 1 Week     | 2 Weeks         | 4 Weeks     | 5 Weeks        |
| <b>Striking &amp; Attempted Striking</b>   |            |                 |             |                |
| ➤ Attempted striking e.g. slapping, punching, biting or any other striking actions intending to harm         | 4 Weeks    | 6 Weeks         | 8 Weeks     | 12 Weeks       |
| ➤ Malicious & intentional actions given with intent to injure or cause serious harm                          | 6 Months   | 1 Year          | 2 Years     | 3 Years        |