

NETBALL BY-LAWS

1. INTERPRETATION

- 1.1 All Australian Netball Association Rules shall apply unless otherwise provided for in these By-Laws.
- 1.2 The Management of the City of Mandurah Recreation Centres reserves the right to change or amend the By-Laws at any time without prior notice. Where possible the Centre will attempt to inform teams of changes, but it is the teams' responsibility to remain up to date with the By-Laws and rules of the game.
- 1.3 Day to day interpretation of these shall be the responsibility of the senior official present at the time. Appeals against interpretation shall be lodged in writing with the Sports and Activities team within 24 hours of the incident.

2. NOMINATION

- 2.1 The Nomination Form is to be completed online, through the GameDay Registration link supplied on the Mandurah Aquatic & Recreation Centre (MARC) website.
- 2.2 This is an application to join one of the competitions at City of Mandurah Recreation Centres and no guarantee is given that this application will be successful. Where teams cannot be included they will be notified. Late nominations will be accepted subject to availability within the competition.
- 2.3 Team names must not be deemed offensive or inappropriate. Centre Management reserves the right to enforce a name change.
- 2.4 Nominations for new seasons will not be accepted from teams with outstanding debts.
- 2.5 New players may be introduced during the season. For players to be eligible for finals they will need to have played 3 games as a registered player. Team Captains are responsible for ensuring their players are registered using the correct GameDay link.

3. REGISTRATION

- 3.1 Teams are to register all players as per 2.3 above. Failure to do so will result in team members not being notified of important competition information and may result in an ineligibility for finals matches.

- 3.2 New teams joining after the start of a season can be introduced into a competition but will only be eligible to play in the finals at the discretion of the Sports Team Leader. Fairness to all participating teams will be taken into account when making this decision.

4. ELIGIBILITY OF PLAYERS

- 4.1 With the exception of the City of Mandurah Noahs Ark team, registered players are NOT eligible to play in lower grades.
- 4.2 Registered players can play in higher grades in any position.
- 4.3 Same grade players are eligible to fill-in for another team in the position of WA, WD or C only.
- 4.4 Un-registered players can play in any grade, any position.
- 4.5 The minimum age for a player to participate in the competition is 15 years of age.
- 4.6 All players must demonstrate to the officials that they possess a level of skill that is appropriate to the competition.
- 4.7 Fill-ins are not eligible for finals. Only registered players that have played a minimum of 3 games are eligible to play finals. Team Captain's must ensure players are properly registered during the season, using the link provided by the City of Mandurah Recreation Centres.
- 4.8 All registered players must take the court, if present, before utilising a substitute player, unless ill or injured.
- 4.9 A minimum of four registered players must be on the court at all times. Any fill-in players from the same grade are only eligible to play C, WA, WD. In the event that a team does not have four registered players this will be deemed a forfeit and points will be awarded to the opposing team. Teams may take part in a scratch match if they wish.

5. TEAM RESPONSIBILITIES

- 5.1 All teams must provide their own scorer for the duration of the game. Failure to provide a scorer will leave the offending teams no recourse to challenge the score.
- 5.2 A team shall be held responsible for the conduct of its members and spectators. Umpires have the capacity to penalise offending teams and teams from which

offending spectators come from. Teams with spectators not abiding by this requirement may be penalised with a cancelled match.

- 5.3 Supporters of teams must be seated during game time. Spectators and supporter's must abide by the Centre rules.
- 5.4 Any player deemed to be under the influence of alcohol* or drugs shall be denied entry to the playing area and will be subject to report by match officials. (*determined if alcohol can be detected on player's breath, or behaving in an intoxicated manner).
- 5.5 Centre Management reserve the right to automatically exclude a team from any further fixtured games, if in their view, they have persisted with verbal abuse, threats or physical intimidation.
- 5.6 Players with children under the age of 12 who are attending games must ensure that the child/ren is accompanied by an adult at ALL times. This includes being seated on the sidelines. No child is to be left on their own. Failure to ensure a child is accompanied will result in the players removal of the game. If available, the Centre recommends utilising the on-site crèche facilities.

6. TEAM CAPTAIN RESPONSIBILITIES

- 6.1 It is the Captain's responsibility to collect monies and pay the applicable fees at front reception prior to the commencement of the season.
- 6.2 It is the Captain's responsibility to ensure all registered players are aware of Centre Rules and Guidelines.
- 6.3 The Team Captain is required to ensure that players are present and ready to play.
- 6.4 The Team Captain performs toss with opposition Team Captain.

7. UMPIRES

- 7.1 Two Umpires will be provided per court / where possible.
- 7.2 Responsibility of the Umpires prior to the match:
 - (a) Inspects the condition of playing area, ball and equipment.
 - (b) Inspects players nail length, and ensures all jewellery is removed or taped.
- 7.3 During the match Umpires may:

- (a) Sanction misconduct and delays.
 - (b) Call all faults and infractions of play.
- 7.4 After the match:
- (a) Collection of ball and equipment.
 - (b) Confirms game on iPad using Umpire Code.
- 7.5 The Umpire's decision is final. He/She shall not permit any discussion about his/her decision during game time. However, at the request of the game captain, he/she will give an explanation on the application of interpretation of the rules he/she has based his/her decision on, at half or full-time.

8. TEAM UNIFORMS

- 8.1 All players, where possible are required to present themselves in conforming team uniforms (tops and bottoms) for each match.
- 8.2 Teams are required to provide their own Netball Bibs. Centre Management reserves the right to request a change in colour. Teams are encouraged to seek approval for colour before purchasing bibs.
- 8.3 Fingernails must be cut short or alternatively gloves may be worn; players play at own risk.
- 8.4 Any jewellery, including hair combs and head bands are not permitted. TAPE is ACCEPTED for piercings; players choose to play at their own risk. Medic Alert Bracelets are to be taped.

9. ILLEGAL PLAYERS

- 9.1 The penalty for playing illegal players is the loss of all premiership points accrued for that season or automatic forfeit of the match or matches in which the offences occurred.
- 9.2 Illegal players are defined as follows: Failing to pay the appropriate fee; Playing under an assumed name; Playing whilst under suspension.

10. TIME CLOCK OPERATION

- 10.1 The clock will be started at the fixture game time. Teams who are ready to play will receive one (1) goal for every minute or part thereof until play begins, if the

opposition are not ready. After 10 minutes if play has not commenced, the game will be called a forfeit.

- 10.2 In minor round matches time will continue in the event of an injury.
- 10.3 Any player who cannot be moved from the court should not do so. If due to injury the game is abandoned, the Centre Manager shall decide the outcome of the match.
- 10.4 Games shall commence and finish on the whistle.

11. PREMIERSHIP POINTS

- 11.1 Points shall be awarded on the following basis:
Win 2 points; Loss 0 points; Draw 1 point; Bye 2 points; Forfeit 0 points; Forfeit against 2 points.

12. FORFEITS

- 12.1 Any team forfeiting three times in any one season may be replaced without notice at the discretion of the City of Mandurah Recreation Centres Management.
- 12.2 No refunds will be given for forfeits for or against a team.

13. FINALS MATCHES

- 13.1 To qualify for finals matches all players must be registered on GameDay and have played a minimum of 3 games. The Team Captain is advised to check with the Sports and Activities staff regarding the eligibility of team players for finals.
- 13.2 Players must have played a minimum of 3 games to be eligible for finals.
- 13.3 It is the Captain's responsibility to add new players to their team using the correct online registration form, to enable player's qualification for final matches.
- 13.4 A player may only play finals matches for the team in which they are registered.
- 13.5 The team with the highest number of points on the ladder at the end of the season maybe placed into the higher grade upon re-nomination for the next season.

14. ABANDONED MATCHES

- 14.1 In the event of misconduct by players, substitutes, team officials or spectators, the most senior match official has the authority to abandon matches. Any match abandoned due to misconduct will result in a forfeit against the offending team and a win recorded for the opposing team.
- 14.2 In the event of external circumstances (such as a power outage) which end a match before half time, the game will be deemed a washout. Should the game be abandoned after half time, the score will be recorded as it stands.

15. MISCONDUCT AND PLAYER WARNINGS, REPORTS BY OFFICIALS

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

- 15.1 A team shall be held responsible for the conduct of its members and spectators.
- 15.2 Players, team members, team officials and spectators shall be subject to report by any official of the Centre for any form of misconduct.
- 15.3 Misconduct shall include abusive language, unsporting conduct, undue rough play, resisting, striking and attempted striking and player warnings.
- 15.4 The official shall complete a Disciplinary Notice Form that will be lodged at the Centre. Upon investigation Centre Management will decide on a course of action which reflects the severity of the misconduct. Players may be excluded or suspended.
- 15.5 Any player, team, team official or spectator who has a complaint lodged against him/her shall receive the following: An email outlining the misconduct offence or offences that the player is accountable for and the penalty that applies to the offence.
- 15.6 Penalties for player misconduct range from reprimands through to several weeks suspension, or expulsion from the City of Mandurah Recreation Centres. Penalties are dependent on the type of player misconduct committed and its severity. Teams should familiarise themselves with the consequences that members may be faced with when reported by an Official for misconduct.
- 15.7 An Umpire may discipline a player for misconduct in the following ways:
- (a) Advance and/or escalate a sanction.
 - (b) Issue a warning to a player. The player is warned that suspension will follow.

- (c) Suspend a player : a player who is suspended takes no part in play for two minutes playing time.
- (d) Order a player off : offending player to leave the court and take no further part in the game, resulting in a disciplinary report form being lodged.
- (e) A team may replace this player after four minutes.

15.8 Where a spectator engages in misconduct in support of a team, the Umpire may, at his/her discretion.

- (a) Issue a warning to the spectator.
- (b) Order that the spectator be removed from the venue.
- (c) Award goals to the team not associated with the spectator.

If the spectator continues to engage in misconduct, the Umpire may award a forfeit in favour of the team not associated with the spectator.

15.9 City of Mandurah Recreation Centres may suspend a player who engages in any form of misconduct from playing the remainder of any game and or from playing any further number of games that in its discretion, thinks appropriate.

15.10 Registered players of a team that has been excluded will not be able to register for any other netball team participating in fixtured matches managed by the City of Mandurah Recreation Centres in ensuing seasons, i.e. both the team and the players will be excluded forthwith.

16. PLAYER CONDUCT

In addition to the player code of conduct the City of Mandurah Recreation Centres ask that you meet the following guidelines in regard to your conduct during your role as team player within the Centre.

- 16.1 Conduct yourself in a responsible manner relating to language, temper and punctuality.
- 16.2 Maintain a high standard of personal behaviour at all times.
- 16.3 Abide by the rules and respect the decision of the Umpires. Be courteous and use the correct process when seeking a rule clarification.
- 16.4 It is an offence for any player, on or off the court, to intentionally intimidate an Umpire or any other player before or after the game.

17. PAYMENTS

- 17.1 A team payment must be paid before the commencement of the season. Teams will not be permitted to take the court if payment is not up to date.

- 17.2 Late registrations will be accepted subject to availability within the competition and payment will be adjusted accordingly.
- 17.3 Team payment is considered a season payment. This is inclusive of Byes and Forfeits (for and against). No refunds will be given for non-played matches.

18. COMPETITION ENQUIRIES

- 18.1 Competition Enquiries regarding new players or current competitions can be made to the Sports and Activities Team of the City Mandurah Recreation Centres by email: recreationcentressportsandactivities@mandurah.wa.gov.au, or by visiting the Mandurah Aquatic & Recreation Centre (MARC) or the website.

19. COMMENCEMENT OF MATCHES

- 19.1 When a team has (5) players on the iPad, the match must start. A late player may only take the court after advising the Umpire, taking the court in the vacant position/s at the next break in play.
- 19.2 If a team has less than five (5) players, then for every minute or part thereof that team is late commencing, the opposing team will be awarded one (1) goal per minute until ten (10) minute have expired.
- 19.3 If a team does not have five (5) players on the court and ready to play within ten (10) minutes of the scheduled starting time, they must forfeit the game. The final score awarded for a forfeit will be 20-0.

20. DRAWN MATCHES

- 20.1 In the event of an equal score at the conclusion of full time of any non-final match, then the match will be considered a draw and each team will be awarded one premiership point.
- 20.2 In the event of an equal score at the conclusion of any finals match then, after a 1 minute rest, the match will be continued by two, five (5) minute time periods, with no rest, but changing ends between rounds. If a result is not achieved after this additional time, the first team to be ahead by two (2) goals will be deemed the winner.

21. LENGTH OF MATCHES

- 21.1 All matches shall consist of the following times unless indicated otherwise by City of Mandurah Recreation Centres Management: 4 x 10 minute quarters with a 1 minute half time break and 1 minute break at quarter and third quarter time.

22. SUBSTITUTION

- 22.1 Both teams have the right to make substitutions and/or team changes:
- (a) During an interval.
 - (b) When play is stopped for injury/illness of a player or blood.
- 22.2 A player substituted due to injury shall be entitled to re-enter the game at the next break in play or the next interval.
- 22.3 After injury or illness when no substitution is made, the injured or ill player may return to the vacant position after notifying the Umpire of her/his intention to return to the game at the next stop in play.
- 22.4 A player sent off for disciplinary action by Umpires, may not be substituted unless they are playing at the position of Centre (C). This includes if the suspended time frame contains a quarter break.
- 22.5 Rolling substitutions : A rolling sub can take play at any time during play.
- (a) The player about to 'roll on' must stand beside their team marker.
 - (b) The player rolling off must wait until they are off the court to remove their bib. The 'roll on' player must put the bib on fully before entering the court.
 - (c) The 'roll on' player must observe the offside rule.

23. PREMIERSHIP POINTS

- 23.1 Trophies or similar shall be awarded to winning premierships teams and runners up to a maximum of 9 players.
- 23.2 The City of Mandurah Recreation Centres retains the right to decide the nature of prizes provided, which may include trophies, glasses, drink bottles, or other products deemed suitable.
- 23.3 Only players who play in the finals match are eligible for prizes.

24. TEAM WITHDRAWAL

- 24.1 Teams withdrawing from the competition prior to the end of the season will not be refunded, unless approved by management.

- 24.2 All requests to withdraw from the competition are to be made in writing and directed to the Sports Team Leader.

25. TRANSFERS

- 25.1 A player may transfer from one team or club to another team once during the season provided that transfers are presented to Management in writing before the night/ day that the player plays for the new club or team.

26. CHILDREN AND SPECTATOR'S ATTENDANCE

- 26.1 Supporters of teams must be seated in the stadium courts during game time. Spectators and supporter's must abide by the Centre rules, teams with spectators not abiding by this requirement may be penalised with a cancelled match.
- 26.2 Children under the age of 12 must remain seated and be accompanied by an adult at a minimum age of 16. Unsupervised children are a danger to themselves, other players and Umpires and if not correctly supervised, a parent shall be required to attend to them off court with no substitution allowed.
- 26.3 Please take note that children under 12 are to be behind the netting at Halls Head Community Recreation Centre at all times, at any time the Umpire where required will stop the game and advise the parent on court to look after their child in regards, with no substitution or replacement unless playing C.

27. DURATION OF SPORTING FIXTURES

- 27.1 Day Time Competitions – Will run year round, breaking during school holidays, with no competition on public holidays.
- 27.2 Evening Competitions – Will run year round, breaking during school holidays, with no competition on public holidays.
- 27.3 The City of Mandurah Recreation Centres reserve the right to change dates, sporting fixtures and grading systems at any time without notice.

28. MEDICAL CONDITIONS

- 28.1 Pregnancy, Injury or Illness.
City of Mandurah Recreation Centres is committed to providing a safe and enjoyable environment for all its members, including injured, pregnant or ill players. Please seek medical confirmation from you doctors before playing to

eliminate yourself from any risk, if pregnant the City of Mandurah Recreation Centre advises the player to see the Netball Australia website in regards to pregnancy and playing netball.

29. **INSURANCE**

- 29.1 All players are responsible for their own insurance.
- 29.2 All players play at their own risk.
- 29.3 All participants authorise the City of Mandurah Recreation Centres to obtain medical/ambulance assistance for them in the case of an accident or emergency involving them and agree to reimburse the Mandurah Aquatic & Recreation Centre (MARC) on demand for all costs we incur in obtaining such assistance.

Play for Fun, Friendship and Fairness