

MIXED NETBALL

BY-LAWS



1. MATCHES

- a) Rules are set out as per current Netball Australia rule book.
- b) All matches are to commence at the time specified.
- c) Teams are required to take the court when requested by the umpire.
- d) For every one whole minute that the clock has elapsed before a team takes the court, that team will receive a penalty of one goal against. Where both teams are not on the court, neither team will be penalised.
- e) Any team that isn't on court within ten minutes of the game clock starting will be considered as forfeiting the match.
- f) Timing of matches is four periods of 10 minutes. There is a 1 minute break between the first and third quarter and a 2 minute half time break.

2. FORFEITS

- a) If a team is forced to forfeit a match the game shall be awarded to the opposing team.
- b) If neither team can come up with the required number of players then the match will be abandoned and no points or score will be credited.
- c) Teams are to notify the centre as soon as possible if they are unable to participate in their match.
- d) If a team forfeits a match they will be liable to pay a forfeit fee (\$70). This will be due before the commencement of their next match.
- e) If there are exceptional circumstances why a team cannot play a scheduled match the game may be postponed or cancelled at the mixed netball co-ordinator's discretion.
- f) The minimum number of players a team can play a match with is five (5).
- g) If a team forfeits a match, they will be deducted 2 premiership points and credited as having 10 goals scored against them for that game.
- h) Any team that is forfeited against will be awarded a win. They will be credited as having 10 goals scored for that game.

3. UNIFORM

- a) Players must wear matching colour shirts and matching colour shorts or skirts. Shirts need to cover the whole of a player's torso. Shorts and skirts must not fall below the knee. Clothing with stripes, patterns or logos must have at least 75% of the team's nominated colour, or they may be considered out of uniform (this is at the umpire's discretion).
- b) Pants may be worn under a player's skirt or shorts. Pants must be of matching colour to a player's shorts or skirt.
- c) Players are not allowed to wear caps, hats, visors or beanies on the court.
- d) Jewellery shall be removed or securely taped during matches.
- e) All players must use appropriate footwear with non-marking soles. The umpire has the right to ask you to leave the playing surface if you have the incorrect footwear on.
- f) Alternative uniform may be considered for players who need different uniform for medical reasons.
- g) Any player, who is not wearing their team's uniform, and their clothing clashes with the opposition's colour, may be asked to leave the court at the umpire's discretion.
- h) Players will be given until round 3 to conform to uniform requirements. From round 4 onwards, every player must be wearing matching colour uniforms or a one goal penalty will be awarded to the opposing team.

- i) During finals every player must be wearing matching colour uniforms or a four goal penalty will be awarded to the opposing team.
- j) Nails must be kept to a reasonable length whereas not to endanger fellow players. Otherwise, nails must be taped or gloves worn. Any player failing to adhere to this rule may be asked to leave the court.

4. ENTRIES

- a) Stadium 34 team fees are listed in the table below. All fees must be paid as a team. No individual money will be accepted.

Entry Costs		
SPORT	GAME FEE	REGO
	per game	seasonally
Mixed Netball	\$56.00	\$80.00

- b) Teams must pay their game fee prior to their match starting.
- c) Teams may enter the competition up until round 3. After this date teams may only enter to take up a bye, or take the position of a side that has pulled out.
- d) Any team withdrawing from the competition in the middle of a season is liable to a withdrawal fee of \$100.00.
- e) Any team which does not display appropriate sportsmanship at all times may be asked to leave the competition.
- f) Stadium 34 reserves the right to refuse or revoke entry to any player or team in any section/division for any reason.
- g) A team registration form must be fully completed. All players listed on the form are considered 'registered' to that team. The form must be updated whenever a new permanent player begins playing.

5. PLAYING REQUIREMENTS

- a) Registered players can only play for one team per night, per season.
- b) Teams must pay their full game fees before their game commences. If a team hasn't paid by the time the game is supposed to start, the clock may be started and the offending team will incur all normal late penalties.
- c) There is no players insurance. Every player is required to fill out an insurance indemnity form before they step on the court. Stadium 34 reserves the right to not allow a player to play if they have not returned a completed and legible form. Stadium 34 reserves the right to penalise a team in retrospect if a player is found to have played without fulfilling this requirement.
- d) Only the captain may approach an umpire during an interval or after the game. If there are any questions or concerns please bring them up with the sports coordinator after the game. It is not acceptable to harass, taunt, use offensive language or rudely question an official's decision. When given an instruction by an umpire/referee or a sports coordinator you are expected to respect their decision and follow the order.
- e) Players playing in a match must be present by the halfway mark of the game and have their name on the score sheet or the umpire may not permit them to take the court (at umpire's discretion).
- f) Teams are allowed a maximum of three males on the court at any one time. Males can play any position, however only one guy can play in the goal circle at either end.

6. FILL-INS

- a) Players may fill-in for a side that has less than the minimum amount of players. This rule overrides any other rule.
- b) Players in higher sections may not fill in for teams in lower sections.
- c) Players in lower sections may fill in for teams in higher sections.
- d) Players may fill-in for any team playing in a competition where they are not registered to a team on that night.

- e) Players filling-in for a team, may only do so a maximum of three times. If a player plays any more than three games for a team without registering, that team will be considered as forfeiting each game in which that player plays.

7. DISCIPLINE

- a) Any player sent off in two games within a season will serve a compulsory one-week suspension.
- b) Players should not use any foul or abusive language. Doing so (even towards one's self) out loud will attract a verbal warning from the umpire. Any second offence may result in a send-off. A third offence may result in being excluded from the match. Serious offences may attract tougher penalties.
- c) On receipt of the umpire's report, or on sighting by a competition official, a player may be suspended from the competition dependant on the factors involved in the incident.
- d) A player may also be suspended on receipt of a player's incident form if the sports coordinator believes there is sufficient evidence to suggest the player is guilty of the alleged offence.
- e) Players wishing to use the centre will not be under the influence of any drugs or alcohol. Any umpire, referee or stadium official may remove players believed to be under the influence from the court at any stage of a match.

8. FINALS

- a) Qualification. In finals, teams may only use players that have played a minimum of four games for their registered team in the current competition.
- b) In the event of a drawn final, two periods of extra time will be played. Teams will play five minutes each way. If the game is still tied after extra time, then play will continue until one team is two goals ahead.

9. PROTESTS AND APPEALS

- a) Any team wishing to lodge a protest or appeal must:
 - i) Lodge the protest or appeal in writing to the sports coordinator within 48 hours of the conclusion of the match.
 - ii) In the case of a protest, notify the opposing team captain of their intention to do so within the 48-hour limit.
- b) The sports coordinator will review such cases, and a decision will be reached within seven days.
- c) The sports coordinator may appoint a panel if they believe it's necessary to resolve the matter.
- d) Incident report forms must be lodged within 48 hours of the incident in question.

10. STANDINGS

- a) Standings will be calculated following the completion of each round.
Points will be given as follows: WIN=4pts, DRAW=2pts, LOSS=0pts, FORFEIT=-2pts.
- b) A Bye will be treated as a win.
- c) If two or more teams are equal on points, they will be separated by percentage.
- d) If two or more teams are equal on points and percentage, they will be separated by wins.
- e) If two or more teams are equal on points, percentage and wins, they will be separated by goals for.

11. MISCELLANEOUS.

- a) The sports coordinator, officials and players will enforce these by-laws where applicable. If at any time there is a question over the by-laws it will be the sole responsibility of the coordinator to determine suitable action. The centre reserves the right to remove, add or alter any of these laws whenever or wherever it sees fit.
- b) Stadium 34 reserves the right to ban or suspend any player or team from any competition, or from the centre itself, wherever it sees fit.
- c) All regular competitions run by Stadium 34 are considered social by nature. All players need to act accordingly. All players are encouraged and have the right to lodge a player incident form if they believe any player, playing any sport acted in an un-sportsmanlike way.