



These by-laws apply to each individual Mixed and Ladies Netball competition at Stadium 34.

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1. GAME RULES

- 1.1 All games are played as per the [Netball Australia Rule Book](#). Except where these by-laws contradict those rules in which case, the by-laws shall take precedence.
- 1.2 All games consist of four 10 minutes quarters with two 1-minute quarter time breaks and a 2-minute half time break. All game times are scheduled in Spawtz and played with a running clock.
- 1.3 Time will not be stopped for injuries and no extra time will be allowed. There are no time outs.
- 1.4 An electronic tablet will control the score and is operated by the umpires. If at any time a team believes the score is incorrect, they must seek clarification from the umpires in an appropriate manner. The two captains and umpire shall convene on the matter; however, the umpire's decision is final.
- 1.5 Scores are automatically recorded and updated to Spawtz once the game is complete.
- 1.6 If a team disagrees with the score, they have 48-hours to lodge a dispute in writing to Stadium 34 management.

2. PLAYER REQUIREMENTS

- 2.1 Players are required to participate in good spirit and always show good sportsmanship. Management, Staff and umpires reserve the right to remove players from games (and the facility) in any circumstance. Players who are aggressive towards other players and/or staff members may be asked to leave the facility and a suspension or ban may be enforced. Management reserves the right to ban anyone from the sports facility. We take threats and abuse very seriously.
- 2.2a All players must be **14 years of age or older** at the time they take the court in any senior **MIXED** competition.
- 2.2b All players must be **13 years of age or older** at the time they take the court in any senior **LAIDES** competition.
- 2.3a Pregnant players must provide a signed medical certificate from their doctor stating they are fit to participate in any of our competitions.
- 2.3b Any person who participates in a game while pregnant accepts full and sole responsibility for any injury sustained to themselves or an unborn child because of play and may not make any claim against Stadium 34, its officials, staff, or any other player now or in the future.
- 2.4 All players must behave in an appropriate manner and adhere to all by-laws, terms and conditions and any instructions given to them by umpires, supervisors or management.
- 2.5 Any player who is bleeding or has blood on their body or uniform, must leave the court immediately. A player that has had all blood removed and/or covered, may return to the court (once checked by the umpires or supervisor) the moment a stoppage of play occurs, including any penalty called by the umpires.
- 2.6 There is no sports insurance for any Indoor Netball competitions. Players are advised to ensure they are covered through a private health insurer while participating in any sporting competitions. Insurance indemnity is agreed upon under our terms and conditions when players sign up to Spawtz.

3. PLAYER UNIFORM

- 3.1 Stadium 34 supplies clean bibs for each game. Teams are welcome to use their own bibs. Stadium 34 has access to a supplier should teams wish to purchase their own sets.

- 3.2 All players in a team must be wearing the same colour top that is predominantly 90% of the chosen team colour.
- 3.3 All players must be wearing either shorts, skirts, or active wear leggings of matching colour.
- 3.4 Excessively loose-fitting singlets and tops are NOT permitted.
- 3.5 The following items are NOT permitted: Denim, belts, shoes with marking soles, hoodies, hats or beanies, jewellery and anything that an umpire, umpire supervisor or management deem dangerous as per their duty of care requirements.
- 3.6 Fitness trackers (Fitbits, Smart Watches etc): Can NOT be worn on the wrist. They may only be worn under the following conditions. They must be secure and discreetly placed under clothing on the body; this can include bra strap, bra between the cups, hidden pocket, zip pocket, belt loop or shoelace.
- 3.7 Teams are encouraged to be wearing uniforms during the Grading Rounds. However, allowances will be made for teams during the grading rounds ONLY.
- 3.8 Fingernails are to be cut short and smooth; However, Stadium 34 approves the use of netball gloves to cover nails should they be needed. Netball gloves are available to purchase from Stadium 34 on any netball night, should they be required.
- 3.9 Shoes with non-marking soles must be worn on all courts.

4. TEAM REGISTRATION

- 4.1 Teams must be registered by the captain/organiser via stadium34.spawtz.com
- 4.2 Teams are considered registered to the competition once their first instalment of season fees have been paid.
- 4.3 Approximately 5-days prior to a team's first game for the season, the captain/organiser will receive notification of their first game time.
- 4.4 Teams will NOT be accepted after the Grading Rounds unless to remove a "BYE". This is at the discretion of Stadium 34 management.
- 4.5 Our main form of communications with Captains and players is via email through our Spawtz administration system. Players are expected to supply and confirm their email addresses upon registration to our competitions (once only process). The Spawtz system sends emails for game reminders and allows Stadium34 Management to communicate competition updates with all players.

5. PLAYER REGISTRATION / QUALIFICATIONS

- 5.1 Individual players who do not have a team must register themselves via stadium34.spawtz.com
- 5.2 A player is deemed to be solely registered with one team once they have played four (4) games in a season. This is determined by both Grading Rounds and Regular Season Rounds in total.
- 5.3 Once grading has been finalised and the "Regular Season" commences, a player who is registered with a team, cannot play in a lower division of the same competition (or night) or for a team in the same division. In doing so, the team they have filled in for will be deemed to have forfeited the match and a 10-0 win will be awarded to the non-offending team.
- 5.4 A player who was first registered with a team in a lower division and then plays enough games to be registered with a team in a higher division, cannot continue to play for both teams and must play with the team in the higher division.

- 5.5** All Mixed and Ladies netball competitions are classed as separate competitions. Example: A player who is registered on any Monday night mixed team may play for any Tuesday night mixed team (from any division) as well as any Ladies netball team if it does not conflict with by-law 5.3 and 5.4
- 5.6** Stadium 34 reserves the right to monitor and relegate teams and players in the best interests of the competition and its players/teams.

6. FEES

- 6.1** There are no refunds for season fees, unless suitably determined by Stadium 34. Credits are issued towards finals and upcoming seasons.
- 6.2** In the event of your team Forfeiting, the full match fee is payable to Stadium 34.
- 6.3** In the event of your opponent Forfeiting, the full match fee is credited to your team's account.
- 6.4** In the event of your team receiving a Bye, the full match fee is credited to your team's account.
- 6.5** In the event of your team Withdrawing from a competition, the total administration fee payable will be determined by Stadium 34.

7. GRADING ROUNDS

- 7.1** 'Grading Rounds' are used at the start of the season to determine the appropriate divisions that teams will play in during the 'Regular Season'.
- 7.2** Divisions are then created with a group of teams who Stadium 34 believe are the best fit to play together for the Regular Season.
- 7.3** The amount of 'Grading Rounds' will be determined by management and established once registrations are closed.
- 7.4** During the 'Grading Rounds' only, fixtures will be released week by week. A team's game time and their opponent will be listed on the Spawtz website. An email will be distributed to the players when the fixtures are live each week. Automatic reminders will be emailed to teams the day before their game.
- 7.5** There will be no positional ladder during grading rounds. Management will use game results, team compositions, previous competition experience and umpire feedback on all games in determining divisions.
- 7.6** Full season fixtures will be produced at the end of Grading Rounds.
- 7.7** By-Law 13.3b does not apply during grading.
- 7.8** Generally, there are NO Grading Rounds for our Ladies Competitions.

8. REGULAR SEASON ROUNDS

- 8.1** Once the fixture has been released, it is the responsibility of the team to keep up to date with their fixtures. Please note: Fixtures are considered fluid and may be subject to minimal change throughout the season. If your game is affected with less than 48 hours' notice, captains/organisers will be contacted by management.

9. POSITIONAL LADDER

- 9.1 A positional ladder will be kept for each division for each competition. The ladder will be automatically updated after each game and available to view on stadium34.spawtz.com
- 9.2 The ladder will be determined by a win-draw-loss, with teams being awarded four (4) premiership points for a win, two (2) premiership point for a draw and zero (0) premiership points for a loss. In the event of a forfeit, the forfeiting team will be deducted two (-2) premiership points whilst the opposing team will receive four (4) points
- 9.3 Premiership points will be awarded for official competition games only.
- 9.4 In the rare scenario that a team withdraws from a competition/division, all previous results against this team will stand and the ladder will remain untouched. Future games against a withdrawn team will be treated as a 'bye' in the event where a division has an even number of teams.
- 9.5 Competitions that include a BYE within a division will not be awarded premiership points for the BYE round.
- 9.6 In the event that two (or more) teams are equal on premiership points, they will be separated on the ladder by goal % (goals for / goals against), followed by goal difference, then total matches played.

10. FINALS & AWARDS

- 10.1 Any team that cannot participate in finals for any reason, must notify Stadium 34 management as soon as possible. Any team that fails to do so and does not field a team during finals will be deemed to have forfeited.
- 10.2 The finals will consist of two rounds over two weeks. The top four teams on the ladder of each division will participate. Divisions may be split for finals (at the discretion of management).
- 10.3 Both finals will be played in a knock-out format. Week 1 (Semi Finals) - 1st v 4th / 2nd v 3rd. Week 2 (Grand Final) - Winner (1st v 4th) v Winner (2nd v 3rd)
- 10.4 Management reserves the right to change the format based on team numbers in the division.
- 10.5 Winners and Runners-Up of Grand Finals will be awarded Premiership Medallions. League Male and Female Best & Fairest awards are awarded in all divisions.
- 10.6 It is up to players and teams to make sure that ALL players use the check-in screen when checking in for games to avoid any discrepancies come finals time. Player qualifications for finals are determined by this system. Grading games do not count towards finals qualification.
- 10.7 A player must have played a minimum one third of regular season games with one team to qualify for finals. Management reserves the right to assess and approve exemptions for an 'unqualified' player to play finals in the event of a team being short. Please note: exemptions are approved/denied on a case-by-case basis and should be applied for no less than 48 hours before the scheduled final.
- 10.8 Any team that uses an unqualified player without a proper exemption in a final will forfeit the match and be eliminated from the finals series.
- 10.9 If a final is drawn at the end of the game, teams will change ends and play an extra two halves of 5-minutes, changing ends again at half time. Team scores will continue to accrue during these periods. POSITIONAL CHANGES MAY BE MADE DURING EXTRA TIME.
- 10.10 If a final is still drawn after extra time, umpires will call "play on", then play will continue with no timer until 1 team reaches a 2-goal advantage. This team will be declared the winner.

11. FORFEITS

- 11.1** Teams must notify Stadium 34 as soon as possible to advise their intention to forfeit a match.
- 11.2** Teams who do not attend any scheduled match or are unable to field five (5) or more players by the end of the first quarter will forfeit the match.
- 11.3** Teams that forfeit regularly without notice or communication with Stadium 34 management within a season may be at risk of being removed from the competition at management's discretion.
- 11.4** If a forfeit occurs the non-offending team will be awarded a 10-0 win. The offending team will be recorded with a 0-10 loss and will be deducted two (-2) premiership points from the premiership ladder.

12. CANCELLED GAMES

- 12.1** Stadium 34 will apply the appropriate Policies and Procedures when deciding if games should be cancelled. The policies cover a range of situations including, extreme heat and venue conditions.
- 12.2** Captains/Organisers acknowledge in our Terms & Conditions when registering their team, that Stadium 34 management makes the final decision on whether a game will be cancelled or not. If it is decided that a game will be played, teams must participate, or forfeit rules will apply.
- 12.3** Should a game be abandoned due to a serious injury; a suitable outcome will be determined by Stadium 34 management.
- 12.4** If a game is unexpectedly stopped or suspended by the umpire due to unplayable conditions, players must wait until a final decision is made by Stadium 34 management. If the conditions are deemed safe to play, play will resume from where the game was stopped. If the decision is made to call the game off completely, scores will stand as they are.

13. COMMENCEMENT OF GAME

- 13.1** Teams are required to have their game fees up to date on Spawtz prior to taking to the court.
- 13.2** Players are required to sign into their game as they enter the facility via the player check in screen. A computer is provided at the entrance with all games for the night pre-loaded, select your team and then tap your name to 'log on', then hit done. This is the official tracker for finals qualification.
- 13.3a** To start a game, teams must field 5-players and be ready to play at the start time. (1 male player is required for any Mixed competitions)
- 13.3b** Failure to do so will incur late penalties of 1-goal per minute starting from the 8-minute mark, provided the opposing team was on the court and ready to play.
- 13.4** If both teams are not ready to start at the 8-minute mark no late goal penalties will apply in favour of either team.
- 13.5** Games will always start on the schedule time for every timeslot. We use an automated scoring system linked with our player check in and scoreboards. We are unable to pause or reset the clock at any stage. Please make sure you arrive 5-10 minutes prior to your game time.

14. UMPIRES

- 14.1** Stadium 34 is solely responsible for all umpires.
- 14.2** Umpires are required to wear Stadium 34 umpire uniforms, take feedback from umpire supervisors or centre management, and regularly educate themselves on any updates to the rules of the game.

15. PLAYER SUSPENSION & SEND OFFS

- 15.1** If an umpire deems that a player's conduct warrants, they may choose to remove the offending player from the court.
- 15.2** The players conduct may include (but not limited to) poor sportsmanship, persistent breaking of rules, foul/abusive language directed at an opponent or umpire, rough play.
- 15.3** As a control measure, an umpire may choose to call in both team Captains to issue a warning before sending players off.
- 15.4** A umpire is not required to issue a warning before sending players off.
- 15.5** Should an umpire choose to order off a player, the length shall be 2-goals or 2- mins and they cannot be replaced by another player during this time.
- 15.6** A player who has been removed from the court cannot be replaced nor can positions be changed (except for position 'C').
- 15.7** Should a player be removed from the court for a serious breach (or multiple times in one game), they may no longer be allowed to participate in the game and cannot be replaced. Suspensions may be enforced by Stadium 34.
- 15.8** Any player who has been removed from the court will be reported to Management.

16. DELAY OF PLAY & PERSISTENT BREAKING OF RULES

- 16.1** If an umpire feels that a player has delayed play or persistently breaks the rules, the umpire may choose from the following actions:
 - 16.1a** Manage the player and encourage a correction of behaviour.
 - 16.1b** Call 'advantage' where able to do so, or halt play to award a penalty and encourage behaviour correction.
 - 16.1c** Penalise the player by placing them out of play and advancing the penalty down the court.

17. TEAM OR PLAYER MISCONDUCT

- 17.1** Any player deemed to be involved in any misconduct will be dealt with by Stadium 34 Management and may find themselves suspended or permanently banned from participation in any Stadium 34 competitions.
- 17.2** Misconduct includes (but is not limited to) physical or verbal abuse including discrimination of any kind towards players, umpires, supervisors, staff members or spectators.
- 17.3** A team with a player or spectator who is found to be involved in any misconduct may find the whole team removed from the competition.
- 17.4** Teams that show continual bad sportsmanship or misconduct will be given a warning. Failure to improve their behaviour will result in the team being asked to leave the competition.

- 17.5** As a private enterprise, Stadium 34 has the right to suspend or permanently ban any player or team from participating in any competition. Management's decision is final, and no appeals will be considered.

18. PROTESTS & APPEALS

- 18.1** Any team wishing to lodge a protest or appeal must lodge the protest or appeal in writing to the centre manager within 48 hours of the conclusion of the match. Management will review such cases, and a decision will be reached within seven days. The centre may appoint a panel if they believe it's necessary to resolve the matter.

19. SPECIFIC RULES RELATING TO THE MIXED COMPETITION ONLY

- 19.A** A team must start with at least one male on the court.
- 19.B** A maximum of three males may be on the court at any time.
- 19.C** Teams may use more than three males during the game but must have no more than three on the court at any time with any extras being used as substitutes.
- 19.D** If during the game any males are injured which results in the team being left with no males then play may continue provided the team still has 5 players on court.
- 19.E** Male players may play in any position on the court; however, teams are not allowed more than 1 male player per goal circle.
- 19.F** It is not necessary for a male player to be opposed to another male player.

20. CONCLUSION

Stadium 34 thanks you for your support of these by-laws and trusts that your team and supporters are aware of the rules and conditions relating to our sporting competitions. All competitions run by Stadium 34 are considered social by nature. All players need to act accordingly. Players have the right to discuss any issues (in an appropriate manner) with the centre managers and staff at any time.

Please Note: The information contained herein is current but may be subject to change from time to time. Management reserves the right to alter and change its By-Laws and centre rules without notice.

Updated: 6/10/2021

PLEASE RETURN TO STADIUM 34 AT YOUR FIRST GAME

The following is to be signed and dated by the Captain/Organiser.

Team Name: _____

Competition: Ladies I Mixed

I _____ date _____

Certify that I, and my team have read and understood the Netball By-Laws for the Stadium 34 competition. I agree that my team and I we will abide by these guidelines and understand that failure to comply will result in appropriate action.

Signed: _____