



Samson Recreation Centre

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NETBALL BY-LAWS

1. INTERPRETATION

- 1.1. All Australian Netball Association Rules shall apply unless otherwise provided for in these Bylaws.
- 1.2. Day to day interpretation of these Bylaws shall be the responsibility of the most senior official present at the time. Appeals against interpretation shall be lodged in writing with Management of Samson Recreation Centre.
- 1.3. Management reserves the right to change or amend bylaws at any time without notice. SRC will inform the teams of any significant changes and it is the team's responsibility to remain up to date with rules of participation.

2. TEAM RESPONSIBILITIES

- 2.1. All teams must register online for the current season by going to the City's website at www.fremantle.wa.gov.au/samsonrecreationcentre. Team captain will register and send their team players an invitation link to create an account.
- 2.2. All teams must pay their team nomination fee and team bond prior to the commencement of the third game of competition. A nominated credit card must be provided and will be held on file and will only be used if a team leaves the Centre with monies owing.
- 2.3. All teams must provide their own scorer/timekeeper for the duration of the match. Failure to do so will leave the offending team no recourse to challenge the score.
- 2.4. A team shall be held responsible for the conduct of its members and spectators.
- 2.5. All players must ensure, to the satisfaction of the Senior Match Official, that fingernails, rings and/or other apparel do not present a hazard to other players, and must tape or remove any such items as directed by the Umpire.
- 2.6. 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.

- 2.7. Whilst recognising the need for teams to introduce new players during a season, the right is reserved to not allow teams to increase their playing strength beyond the compatibility of the grade in which they play, by the introduction of such players.

3. TEAM UNIFORMS

- 3.1. All players in each team are required to present themselves in conforming team uniforms and supply their own bibs.
- 3.2. Three weeks grace will be allowed from the commencement of the season to procure conforming uniforms. After this period, players not in correct uniform will be able to participate for the loss of one (1) goal per player per quarter for each player out of uniform.
- 3.3. New players joining a team during the course of the season will be granted one weeks grace to procure a uniform.

4. ELIGIBILITY OF PLAYERS

- 4.1. A team is required to ensure that only the full name of players present and ready to play in the match are written/ticked on the official scoresheet.
- 4.2. The penalty for including the names of players who are not present and ready to play in the match will result in the loss of all premiership points accrued for that season.
- 4.3. A substitute player who is present and ready to play but does not actually participate in the match does not qualify for that game.
- 4.4. Netball Fill-ins can only play in a key position in ONE game on the same night. Any other games played on the same night they must play either WA/WD. The player may choose which game they play in a key position and which game they play as WA/WD.

Once a player has played 3 games for any one team they will be deemed to be registered for that team and can then only play for another team as a WA/WD.

- 4.5. Any player registered for one team in a competition can only play in a WA or WD position for another team BUT will not be included as one of the 5 players required by that team to qualify the game.
- 4.6. Illegal players will be defined as
- 4.6.1. Not registered after the date of their first match
 - 4.6.2. Non-observance of transfer regulations
 - 4.6.3. Non-observance of qualification criteria for finals matches
 - 4.6.4. Playing whilst under suspension
 - 4.6.5. Playing under an assumed name
- 4.7. Playing an illegal player will be treated as a forfeiture and may be reported to centre management for misconduct.

5. FINALS MATCHES

- 5.1. To qualify for the finals match selection a player must have played at least three (3) programmed matches during the season for the team that is participating in the finals.

- 5.2. All teams will continue to play throughout the finals weeks regardless of position (unless an uneven number where a bye will occur).

6. ABANDONED MATCHES

- 6.1. Decisions in relation to outcome of abandoned matches will be determined by Management.
- 6.2. Any team seen to contribute to the abandonment of a match (by either being involved in misconduct, or walking off court) will be treated as having forfeited the match, at this time no refunds will be issued and the opposing team will be awarded twenty (20) goals to zero (0) and three premiership points. The umpires decision is final.

7. PREMIERSHIP POINTS

- 7.1. Protests from teams or players are to be lodged in writing to the Management of the venue.
- 7.2. Henceforth, three (3) points will be awarded for a win, two (2) points for a draw, and one (1) point for a loss with zero (0) points for a forfeit, non offending [forfeit] team gets three (3) points and twenty (20) goals.
- 7.3. Any team joining the competition after the commencement of a season will be awarded equal points to the lowest team on the premiership ladder.

8. FORFEITS

- 8.1. With the exception of a public holiday falling on the day of evening competitions, the games will continue all year only closing consecutively at Christmas/New Year which will be advised in advance to team captains. Weekday competitions will run to school terms only.
- 8.2. When a team has five (5) players the match must start. Should the other player/s arrive ready to play before the expiration of one (1) quarter of play, the match shall proceed as a normal game. If a team has less than five (5) players then for every minute or part thereof that play is late commencing the opposing team will be awarded one (1) goal until the first (1st) quarter has expired. The score sheet must be completed and signed by the Captain and Umpire. A scratch match may be played if the team gaining the forfeit so desires. If scratch match is played full game fee will still apply and the forfeit fine still applies against the forfeiting team. (Scores from scratch matches will not be added to the active ladder).
- 8.3. If a team does not have five (5) players on the court and ready to play within Eight (8) minutes of the scheduled starting time, it shall lose the match on a forfeit and be required to pay a forfeit fine as detailed in the Bylaws. The final score awarded will be twenty (20) to nil (0).
- 8.4. A forfeit fine of one game fee will be applied in the event of any forfeit. A forfeit fee equal to 2 games may be applied with less than 24 hours notice.
- 8.5. Any team which forfeits twice in any one season without good reason and sufficient notice may be ejected from the competition.

- 8.6. No points will be awarded to forfeiting teams until such time as all outstanding fines have been paid.
- 8.7. In the event of a forfeit it is the policy of the Centre to keep the fixtures running and will endeavour to find another team to play in a friendly game. Game fees will apply. (Scores from friendly games will not be added to the active ladder).

9. WITHDRAWAL FROM COMPETITION

- 9.1 Four (4) weeks notice of withdrawal from competition is required otherwise the bond fee will apply and not be refunded.

10. RE-NOMINATION

- 10.1. Teams who are legally participating in the current season will be provided with a two (2) week period in which they can re-nominate for the next season.
- 10.2. Teams who fail to re-nominate in this time period will forfeit all guarantees of a position in the next season.
- 10.3. Vacancies in the competition will be filled by a first paid priority.

11. DRAWN MATCHES

- 11.1. In the event of an equal score at the conclusion of full time of any non-final match, then that match will be considered a draw and each team will be awarded two (2) premiership points.
- 11.2. In the event of a draw in any final match, after a rest of Two (2) minutes the team will play one (1) round of four (4) minutes each side without a rest, but changing ends between rounds. If there is still a draw the first team to be two (2) goals ahead will be declared the winning team. In any finals game the clock will be stopped at every halted play during the game.

12. TIME CLOCK OPERATION

- 12.1. In minor round matches the time clock shall not be stopped for an injury except at the Umpire/Referees discretion, or finals for a period not exceeding two (2) minutes, after this time period the time clock shall be recommenced. Any player who cannot move from the court should not do so, if due to the injury the game is abandoned then the Management of the venue shall decide the outcome of the match.

13. TIMES

- 13.1. All minor round matches shall consist of the following time unless indicated otherwise by the program.
- 13.2. Four (4) eight (8) minute quarters with a straight changeover period at quarter and third quarter time and a two (2) minute half-time break.

14. SUBSTITUTES

- 14.1. Each team shall be permitted a maximum of three (3) substitute players. Substitutions may be made at the break between any quarter, and a player substituted shall be entitled to re-enter the game at any quarter time break.

15. TRANSFERS

- 15.1. A player may transfer from one team to another team once during the season provided that:
- 15.1.1. such a player is financial with, and does not possess any assets of the team or club from which the player is transferring;
 - 15.1.2. transfers are presented to Management in writing on the night of the player playing for the new team or club.
- 15.2. Disputes on clearances will be heard upon request by the Management of the venue.

16. INSURANCE

- 16.1 All players play at their own risk. Should you feel it necessary you are required to have your own personal accident insurance. Any injuries sustained whilst playing at the centre are not covered under the Centre's insurance policy. All participants authorise SRC to obtain medical/ambulance assistance for them in the case of an accident or emergency. This cost will be borne by the participant and agree to reimburse SRC on demand for any costs that may be incurred in obtaining such assistance.

17. PLAYER AND TEAM ENQUIRIES

- 17.1. Approach umpires of the game and try and resolve issue
- 17.2. If a player is unhappy with umpire's outcome the player can then take the issue to the Competitions Supervisor.
- 17.3. Should the Competition Supervisor not be able to resolve immediately – the following steps will apply:
- 17.3.1. Supervisor to talk to umpires.
 - 17.3.2. Seek advice from Netball WA on ruling if required.
 - 17.3.3. Discuss with Centre Management.
 - 17.3.4. Take result back to player.
- 16.4 After the above steps and discussion has taken place appropriately the Supervisors decision is final.

18. PROTESTS

- 18.1. Protests from teams or players against other teams or players or umpires are to be lodged in writing to the Centre Management on the player/umpire report form.
- 18.2. Competitions Supervisor to liaise with teams or players or umpires and hear all sides.
- 18.3. Competitions Supervisor to discuss with management if the need arises.
- 18.4. An outcome via. A letter will be sent out to the team/player or umpire.

19. PLAYERS AND TEAM REPORTS BY UMPIRES OR MANAGEMENT

- 19.1. Players and team officials shall be subject to report by the Umpire or any official for any form of misconduct.
- 19.2. Misconduct shall include abusive language, unsporting conduct, undue rough play, resisting striking and attempted striking.
- 19.3. The Umpire or Management shall complete an Officials Misconduct Report Form
- 19.4. Any player or team official reported will be required to answer the allegations made, either by letter or by appearing in person with Management for a hearing and will receive the following:
 - 19.4.1. Date that the report emanated
 - 19.4.2. Date, time of Management interview if required.
- 19.5. The player will not be eligible to play until the dispute has been resolved by the players tribunal.
- 19.6. Non-attendance or response to the Management without prior notification by the reported person shall be interpreted as an admission of guilt.
- 19.7. Penalties for Player Misconduct range from Reprimands through to several weeks' suspension or expulsion from the Centre (worse-case scenario) and are dependent on the type of Player Misconduct committed and its severity.
- 19.8. A player or team found guilty by Management has the right of appeal.
- 19.9. The appellant player or team will be notified in writing of the date and time of the appeal hearing.
- 19.10. All appeals will be heard by the Centre Manager.
- 19.11. All appeal decisions will be final.

20. INAPPROPRIATE USE OF INTERNET OR ICT REGARDING COMPETITION

- 20.1 All person's at Samson Recreation Centre whether playing or non-playing, have a responsibility to ensure that all online communications are appropriate and respectful interactions of the internet and ICT use.
- 20.2 All person's must not post or send inappropriate comments via the internet or ICT about Samson Recreation Centre, any staff member, or persons from another team.
- 20.3 Disciplinary action will be taken as if the said online communication was said in person (misconduct) during the play of a netball game (detailed above).