



# NETBALL BYLAWS

## Contents

<b>Inspiring Community Involvement</b>	<b>1</b>
<b>Competition Information</b>	<b>1</b>
Fixtures / Grading	1
Competition Points	1
Forfeits	1
Finals	2
Equipment / Officials	2
Feedback	2
<b>Game Rules</b>	<b>3</b>
Senior Games Rules	3
Junior Nettaball Game Rules	3
<b>Teams / Players</b>	<b>4</b>
Team Captain	4
Team Players	4
Score Sheets	5
Player Uniforms	5
Late Arrivals	6
Alcohol Policy	6
Injuries / Blood Rule	6
Abandoned Games	7
WARNING	7
<b>Disciplinary Actions &amp; Tribunal Penalties</b>	<b>8</b>
Disciplinary Actions	8
Tribunal Penalties	9
<b>Codes of Conduct</b>	<b>10</b>
Spectators Code of Conduct	10
Players Code of Conduct	11
Officials Code of Conduct	12
Sports & Programs Staff Code of Conduct	13
<b>Local Government and Property Law</b>	<b>14</b>

## Inspiring Community Involvement

Interpretation of the following bylaws is the responsibility of Management or its representative at the time of any required clarification. All rules are to be adhered to as per official *International Netball Federation Rules of Netball* unless otherwise stated in these bylaws. Official International Netball rules can be found at:

<http://netball.com.au/our-game/basic-rules-of-netball>

## Competition Information

### Fixtures / Grading

- Grading is at the discretion of Management.
- Re-grading will only take place during the grading period, except in exceptional circumstances, and at the discretion of Management.
- Points accumulated during the grading period will count towards the regular season.
- You will be advised of any fixture amendments that take place via email or sms to team/vice captain.
- Management reserves the right to reschedule games, or bring in the bye team for a legal match towards premiership points.
- Teams unable to make certain game times may put a request in writing, however Management will only grant exclusion times for games that start before 8.00pm.

### Competition Points

- Win 3 points
- Draw 2 points
- Loss 1 point
- Bye 1 point
- Forfeit win 3 points (20-0 score line)
- Forfeit loss (0-20 score line)

### Forfeits

- Teams are required to attend EVERY game fixtured for the entire length of the season. If unable to attend a fixtured game, teams are required to notify the Centre. A forfeit will be declared if a:
  - team cannot, or does not, attend their fixtured game
  - game does not start within ten (10) minutes of it being scheduled, or
  - one or both teams do not have the required minimum of five (5) players to take the court (mixed teams must have at least one (1) male). Fill-ins from other games can be used to meet the minimum requirement.
- In the event of a forfeit, offending teams will be sent a fourteen (14) day invoice requiring them to pay the appropriate forfeit fine.

## Finals

- Finals are played for teams placed 1st-4th, 5th-8th and 9th-12th (when grades / divisions have been split during the season, or where numbers allow) on the ladder at the conclusion of the regular season. Teams are required to attend any fixtured finals matches.
- Teams with outstanding forfeit fines will not be permitted to play in the finals series until payment has been made.
- To be eligible for finals, players must have played in at least 25% of the rounds for the team throughout the regular season (does include grading games). Exceptions are at the discretion of management upon written application.
- Players are only permitted to play finals for one (1) team (the team that they nominated with, or played their first game with) and not any teams that they have acted as a 'fill-in' regardless of how many games they have played with those teams.
- During Grand Finals, normal time clock operation will occur, except where injury occurs in a Grand Final.
- If at the end of a semi-final the game is a draw, the team finishing highest on the ladder is deemed the winner.

## Equipment/Officials

- In the event of a draw (same score) at the end of regular time for both semi finals and the grand final, teams will have a 2 minute break before switching ends and commencing a further 5 minutes of play. If the game is still a draw after extra time, the winning team will be the team to score two (2) goals in row.
- Size five (5) match balls are provided.
- Two (2) Umpires will be provided for each game, except in unforeseen circumstances.

## Feedback

- As Management is limited in terms of direct contact with teams, all participants are encouraged to provide feedback if the individual feels Management should be made aware of any lack in quality of service.
  - An *Customer Feedback Form* can be found, completed and returned to the Leisurelife Centre reception desk (detail of *Customer Feedback Form* shown below)

## Game Rules

- Game duration is forty (40) minutes, approximately.
- Each quarter equals ten (10) minutes in length for adults, nine (9) minutes in length for juniors.
- Quarter time – no break, straight change over.
- Half-time break equals two (2) minutes in length and 1 for junior.
- Time stoppages are not granted for any reason. Teams are responsible for supplying a reliable scorer for the game. Results can not be disputed once the game has ceased. Captains are asked to sign the score sheet immediately following the game to confirm that the recorded final score is correct.

## Junior Nettaball Game Rules

- **Match duration:** 4 x 8 minute quarters.
- **Goal post:** 2.4 metres (8 feet) in height.
- **Ball:** size four (4).
- **Time to pass the ball:** up to six (6) seconds is allowed between catching a pass and throwing the ball to a team mate. This allows time to decide who to throw the ball to and for concentration on correct passing technique.
- **Stepping:** a little shuffling of the feet to regain balance after catching a pass is allowed, however an attempt to correct foot work must be made.
- **Defending:** opponents are not allowed to defend when an attempt at a goal is being made. This makes it easier to practice the correct technique for goal shooting (strict 'one on one' defense).
- **Obstruction:** opposition players have to be 1.2 metres (4 feet) away from the player with the ball when they are defending a pass. This gives players a clear view of where they want to throw the ball.
- **Obstruction/contact:** the players do not have to stand out of play. The Umpire puts the player at the correct distance, provides a brief explanation and play continues.
- **Awards and scoring:** no final matches are played, this maintains a fun learning environment.

## Teams / Players

### Team Captain

- The team Captain is the first point of contact. Contact details must be current and if changes occur the team / Captain must inform Management of these changes. It is important for lines of communication to remain open as changes frequently occur in competition management. The second contact is required if / when contact can't be made with the Captain.
- The Captain must sign the score sheet at the end of the game.
- The Captain is the only player that can query, or have a call explained, by an Umpire and then only at the Umpire's discretion.
- These queries can only be done during an interval.
- If a regular player approaches the Umpire for an explanation on a previous call during play, the Umpire is within their rights to issue a warning or penalty.

### Team Players

- To play in adult competition players must be at least sixteen (16) years of age unless otherwise approved by Management before commencement of the game.
- Teams are permitted a maximum of seven (7) players on court at any time and a maximum of four (4) substitutes.
- A game may commence with a minimum of five (5) players on court.
- If player numbers fall below five (5), due to injury or disciplinary action, then the game shall be considered forfeit.
- In mixed netball, a maximum of three (3) males or a minimum of one (1) male are permitted at all times.
- Only one (1) male player is permitted to occupy either GK or GD and only one (1) in GA or GS.
- Players are only permitted to nominate for one (1) team per sport, per day.
- Players are permitted to play in more than one (1) game per day, but not in a lower grade, and will be considered (in relation to finals) a 'fill-in' player for all teams except the team they nominate with (see Finals).
- Fill-ins from other teams may only play the Wing Attack (WA) or Wing Defense (WD) positions.

## Score Sheets

- Both teams are responsible for providing a scorer and ensuring scores are entered correctly and accurately on the score sheet.
- Unless otherwise agreed, one team will complete the score sheet and the other the scoreboard.
- If a team does not supply a person to keep / assist with scoring as required, that team forfeits their right to dispute the final score. A player or nominated person from each team must be responsible for keeping score.
- If neither team has a scorer, a GS and GK will be responsible for scoring behind the goals at a nominated end.
- **Under no circumstance will a referee both score and umpire.**
- Teams must ensure that all players names are written in full on the score sheet at the commencement of the game with a 'C' next to the Captain's name. If a nickname is used, it will not count toward the player's game total requirement for finals.

## Player Uniforms

- All teams must be in similar playing tops by the end of grading.
- Playing tops are permitted to have logos and be of differing styles provided the predominant colour is similar.
- New players introduced during the season must be in matching playing tops by their second game.
- All teams must provide their own matching bibs (all same colour).
- Penalty for not conforming is two (2) goals per player (up to a maximum of six (6) points) awarded to the opposition at the commencement of the game or, if more convenient, at half-time. No points will be added after conclusion of the game.
- Players not wearing appropriate sports clothing (eg. board shorts or denim) will not be permitted to play.
- Only non-marking sports shoes are to be worn.
- No jewellery to be worn at any time during the match.
- Jewellery that cannot be removed must be taped or covered. Appropriate tape may be available to purchase from reception. **Please note, sticky-tape is not acceptable.**

- Bracelets, watches and wristbands (rubber) must be removed before participating in the game.
- Glasses may be worn at the player's own risk. Sports goggles/glasses are recommended.
- Players must ensure that nails are either taped with suitable tape or cut to below finger-tip length. **Please note, sticky-tape is not acceptable.**

### Late Arrivals

- The time clock will commence at the scheduled game time regardless of whether teams are ready to commence or not.
- Penalties for teams delaying the commencement of game will be: one (1) goal per minute from the time that the first team is ready to take to court, up to the end of the first quarter.
- Games must commence within ten (10) minutes of the scheduled start time, or a forfeit will result.

### Alcohol Policy

- No alcohol is to be brought onto the premises.
- No alcohol is to be consumed on the premises.
- No player is to play on the premises under the influence of alcohol.
- If an Umpire or the Duty Supervisor believes a player or spectator is under the influence of alcohol, they will be required to leave whether or not they are intoxicated.

### Injuries/Blood Rule

- All players play at their own risk.
- Time stoppages will not occur for injuries.
- Injured players (where able) are required to leave the court within 30 seconds (when safe) so the game may continue (the safety and comfort of injured players always takes precedence over continuing a game).
- Any player with blood on their body or clothing – whether bleeding or not – is required to leave the court immediately and may not return until the blood has been removed. The return of players to the game will be at the sole discretion of the Umpire(s).

### Abandoned Games

- If a match is abandoned due to any circumstance beyond the control of either team, the current score will stand as the final result.
- If a match is abandoned due to a melée / significant incident, Management will decide whether the score stands or is to be amended.
- All staff (including Umpires, Duty Supervisors or Customer Service Officers) directly (on the court) or indirectly (witness only) involved must fill out an *Incident Report Form* for the Program Controller who will forward to the Sports Program Manager / Officer.
- It is also recommended that players involved in incidents on court fill out an *Incident Report Form*.

**NOTE: Management may hold a tribunal hearing based on information provided.**

### WARNING

- Netball may expose you to a higher risk of injury than outdoor sports due to:
  - playing on a hard surface
  - the surface being smooth, therefore shoe grip on the court will be dependant on shoe quality and player experience
  - courts often closely surrounded by walls
- To reduce the risk of injury to yourself and others:
  - you must abide by the game rules at all times
  - you may choose to play wearing sport specific appropriate protective equipment, e.g. mouth-guard

## Disciplinary Actions & Tribunal Penalties

### Disciplinary Actions

- Disciplinary action may be taken if a player is up to the discretion of the umpires, dependant on the severity of the incident and may take the following forms:
  - Caution a player/issue an official warning to a player
  - Suspend a player/order a player off
- These actions can be followed by:
  - Ejection
  - Official Report
  - Tribunal/tribunal Hearing
- If a player receives three (3) official warnings in one season, across all competitions at leisurelife, they will receive an automatic one (1) week suspension from all competitions at Leisurelife. Sports & Program Management will decide if a tribunal hearing is required.
- When *Incident Reports* are submitted by staff members supervising evening team sports, Sports & Program Management will decide if a tribunal hearing is required. Tribunals are held to determine if further action, such as player suspensions, are required.
- Tribunal hearings may be required if a player / team / spectator behaves in a manner not consistent with (1) the Rules of the Game (Netball Australia) or, (2) the Codes of Conduct and, (3) an *Incident Report* has been submitted. The following rules apply:
  - players and spectators are subject to *Incident Reports* by staff members of the Leisurelife Centre
  - a team shall be held responsible for the conduct of its members, players and spectators
  - staff members will complete an *Incident Report Form* to be lodged with Leisurelife Centre Management
- Any individual or team (see note below) with an *Incident Report* lodged against them (and Sports & Program Management believe a tribunal is required) shall receive the following:
  1. Notification of the report outlining the allegation/s and possible penalty that may be imposed.
  2. Twenty-four (24) hours notice to respond in writing for the opportunity to defend the allegations.
  3. Evidentiary investigations from sports Management asking questions to clarify/ expand on any evidence presented by all parties

**NOTE: Team Captains shall be (1) the primary contact with all tribunal dealings, and (2) responsible for all correspondence to players/spectators involved in the tribunal.**

After all evidence has been presented, Sports & Program Management will hold a closed tribunal. Parties involved will be notified of the final outcome verbally and in writing. Tribunal findings are subject to an appeal process.

- If Centre Management receives a written complaint about any player, team, spectator or staff member, from any member of the public or staff, a Management enquiry will proceed. Evidence will be collected and the final outcome will be at the discretion of the Leisurelife Centre.
- Should any team receive more than three written complaints within a season, management reserves the right to eject the team from the competition. This is up to the discretion of management.

### Tribunal Penalties

The following guidelines will be observed:

- Suspended player(s) may not play, attend, watch any games or be present at the Leisurelife Centre whilst senior games are fixtured during the period of suspension (see Local Government and Property Law).
- Prior suspensions will count negatively against offenders.
- Continued poor treatment of officials and patrons will count negatively against offenders.
- A risk assessment will take place and a player will be assessed on a scale ranging from low, medium, high and very high. The penalty imposed will depend on the seriousness of the incident.
- Damage to Town property will be rated as severe.
- Vilification and/or discrimination of gender, race, religion or disability will not be tolerated by the Town.
- If any team or player, over a two year period, is suspended from match play for a period greater than five (5) weeks, Management then reserves the right to not accept future nominations for competitions. Furthermore, players or teams who are continually suspended from match play for sentences less than five (5) weeks, over two (2) seasons, may also be subject to the above condition of nomination refusal.

## Codes of Conduct

### Spectators Code of Conduct

As a spectator I will:

- Always respect the match officials decisions.
- Encourage the players to respect the opposition and match officials.
- Never engage in, or tolerate, offensive, insulting, or abusive language or behaviour.
- Not use foul language, sledge or harass players, coaches or officials.
- Remain outside the field of play and within the designated spectators area.
- Applaud good performances and efforts from all individuals and teams.
- Congratulate all participants on their performance, regardless of the game's outcome.
- Show respect for my team's opponents as without them, there would be no game.
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
- Avoid criticising a player for making a mistake as mistakes are part of learning and human behaviour.
- Report inappropriate behaviour to the Sports & Programs Management team.

### Players Code of Conduct

On and off the court, I will:

- Adhere to the *Laws of The Game*.
- Display and promote high standards of behaviour.
- Promote fair play.
- Always respect the match officials decisions.
- Have my Captain or Coach seek clarification at a break in play.
- Never engage in public criticism of the match officials.
- Never engage in offensive, insulting or abusive language or behaviour.
- Never engage in bullying, intimidation or harassment.
- Treat all participants in my sport as I wish to be treated.
- Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.
- Speak respectfully to my team-mates, the opposition and coach/team manager.
- Work equally hard for myself as my team – my team's performance will benefit and so will I.
- Remember that we all make mistakes.
- Accept responsibility for my own behaviour and performance.
- Never enter the field of play without the Umpire's permission.
- Win or lose with dignity and shake hands with the opposing team, and Umpire, at the end of every game.
- Be a good sport by applauding all good plays, whether they are made by my team or the opposition.
- Thank the opposition and official at the end of each game.
- Cooperate with my coach, team-mates, officials and opponents – without them, there would be no competition.
- Report inappropriate behaviour to the Sports & Programs Management team.

## Officials Code of Conduct

I will:

- Be consistent, objective and courteous when making decisions.
- Encourage and promote rule changes that will make participation more enjoyable.
- Keep up to date with the latest rule changes in officiating.
- Give all people a 'fair go' regardless of their gender, ability, cultural background or religion.
- Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.
- Always respect, remain loyal to, and support my fellow officials.
- Place the well-being, safety and enjoyment of each player above everything, including winning.
- Never engage in, or tolerate, any form of bullying.
- Co-operate fully with officials in the Leisurelife Centre (i.e. Program Controller, Duty Supervisor, Sports & Programs Manager and Sporting Life Manager) for the best interests of each player.
- Not tolerate unsportsman like behaviour and promote respect for all opponents.
- Emphasise the spirit of the game rather than the errors.
- Compliment and encourage all participants.
- Develop mutual trust and respect with every player to build their self-esteem.
- Encourage each player to accept responsibility for their own behaviour and performance.
- Set a positive and supportive example of behaviour for participants.
- Accept responsibly for my actions and decisions.
- Refrain from any form of personal abuse towards players or other officials.
- Communicate clearly with my voice, whistle and signals.
- Ensure a safe playing environment.
- Report inappropriate behaviour to the Sports & Programs Management team.
- Remove patrons (player, spectators, coaches, parents) from the field of play, or venue if necessary, to ensure a safe playing environment.
- Suspend play until the environment is safe for all, or abandon the game when a safe playing environment is not possible.

## Sports & Programs Staff Code of Conduct

We will:

- Organise and run a fair and fun competition.
- Promote healthy living and lifestyle.
- Ensure the safety of all players, umpires, coaches and spectators and remove / penalise those that endanger our patrons.
- Create pathways for people to participate in sport, not just as a player, but as a coach, umpire, administrator, etc.
- Involve participants in planning, leadership and evaluation related to the activity.
- Distribute the Codes of Conduct to spectators, officials and players, and encourage them to follow it.
- Make it clear that abuse in sport, of any kind, is unacceptable and will result in disciplinary action.
- Promote fair play and high standards of behaviour.
- Always respect the match official's decision.
- Never enter the field of play without the Umpire's permission.
- Never engage in public criticism of the match officials.
- Never engage in, or tolerate, offensive, insulting or abusive language or behaviour.
- Emphasise fair play rather than winning at all costs.
- Set an example for fellow patrons and members of the community.
- Respect the rights, dignity and worth of every person, regardless of their gender, ability, cultural background or religion.
- Show respect to others involved in the game including match officials, opposition players, coaches, managers, other officials and spectators.
- Adhere to the laws and spirit of the game.
- Report and take action against inappropriate behaviour.



## Local Government and Property Law – Behaviour on all Local Government Property

### Part 4, Division 1 – Behaviour on, and interference with, Local Government Policy

#### Behaviour which interferes with others

- 4.1 A person shall not, in or on any Local Government property, behave in a manner which:
- is likely to interfere with the enjoyment of a person who might use the property;
  - interferes with the enjoyment of a person using the property;
  - may be considered disorderly, or offensive, or use indecent or improper language; or
  - is likely to interfere with the amenity of occupants of adjoining and nearby properties.

#### Behaviour detrimental to property

- 4.2 (1) A person shall not behave, in or on Local Government property, in a way which is, or might be, detrimental to the property (2). In sub clause (1) *detrimental to the property* includes:
- removing anything from the Local Government property such as a rock, a plant or a seat provided for the use of any person; and
  - destroying, defacing or damaging anything on the Local Government property, such as a plant or a seat provided for the use of any person or a building.

#### Intoxicated persons not to enter Local Government property

- 4.4 A person shall not enter, or remain on, Local Government property while under the influence of liquor or a prohibited drug.

#### No prohibited drugs

- 4.4 A person shall not carry, consume, or use a prohibited drug on any Local Government property.

## Entry Rules and Behaviour on, or in, Community Facilities

5.1 (1) A Manager or authorised person:

- (1a) may make rules and conditions for:
  - entry into;
  - hire of;
  - use of equipment and facilities; or
  - the playing of or participation in organised sport and recreational activities in, or on, any community facilities.
- (1b) shall refuse admission to, may direct to leave, shall remove, or cause to be removed from a community facility, any person who:
  - in their opinion is (i) under the age of thirteen (13) years and who is unaccompanied by a responsible person over the age of sixteen (16) years; (ii) suffering from any contagious, infectious disease or complaint, or is in an unclean condition; or (iii) under the influence of liquor or prohibited drugs.

#### Or

- is to be refused admission under, and in accordance with, a decision of the Local Government for breaching any clause of this Local Law.
- (1c) may refuse admission to, suspend admission for, a specified time period to direct to leave, or shall remove or cause to be removed, from a community facility any person who in their opinion is:
    - in contravention of the, rules and conditions of use referred to in sub-clause (1a);
    - in contravention of any provision of this Local Law, or any other written law; or
    - by the person's past or present conduct within, or about, the community facility, undesirable.
- (2) Upon being directed by the Manager, or an authorised person, any person/s must quietly and peaceably leave the community facility, or pool area, immediately.
- (3) At any time, and at the discretion of the Manager, the community facility or pool area, or any part thereof, may be set aside for the use of certain persons to the exclusion of all others.