



# **Geelong Basketball and Netball Centre**

## **Mixed Netball Participation Guide**

*Effective 29/3/2016*

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## **PART ONE – ADMINISTRATION.**

### **1.1 INTRODUCTION.**

(a) This participation guide shall be the by-laws of the Geelong Basketball and Netball Centre Mixed Netball Competitions and all previous by-laws are hereby revoked.

(b) In this participation guide and rules, except where stated:

- "AMMNA." is the All Australian Netball Association and/or Netball Australia.
- "NV" is Netball Victoria Inc.
- "GBNC" is Geelong Basketball and Netball Centre
- "Competition Manager" refers to an employed member of Geelong Basketball and Netball Centre, whose duties/responsibilities include the supervision/administration of competitions or activities.
- "Competition" is defined as being any Mixed Netball Competition run by GBNC.

(c) GBNC Management hereinafter referred to as 'GBNC' shall be the body responsible for the implementation of these by-laws.

(d) GBNC may delegate the administration of the participation guide to such committees as it deems fit.

(e) GBNC shall abide by the official netball rules as laid out by the AMMNA. unless alternative rules appear within these by-laws.

(f) The competitions governed by this document are not affiliated with NV and as such these competitions do not honour any VNA memberships nor do they abide by any rules set down by NV.

### **1.2 GBNC REGISTRATION.**

(a) The registration fee is set annually by GBNC.

(b) All players within the Competition are to have a current GBNC registration. It is the team's responsibility to ensure that all players have current registration.

(c) Teams will be given until the completion of grading matches before premiership points will be deducted from teams for playing individuals not holding current GBNC registration. In the case of a team entering after grading matches, players must be registered prior to their first game

(d) New or fill in players may purchase a game pass, which will cover their registration for one game. Please be aware that games played with a game pass do not count for finals qualifications.

(e) **Penalty:** Any player not registered with a current GBNC registration or having presented the number or proof of purchase to the Competition Manager for that season, can cause the team to lose all premiership points awarded per game each game they play until registration is completed. No premiership points deducted will be reinstated.

(f) No player shall play in finals without GBNC registration.

### **1.3 TEAM ENTRY FEE.**

(a) A team entry fee nominated at season commencement is to be paid before entering the team.

### **1.4 SCORESHEET.**

(a) One scoresheet will be used for each game to record names of players participating and the match score.

(b) Complete names (both given and surname) of player must be listed on the scoresheet and up to 12 players can be included on the score sheet.

(c) The second team to pay their game fee on the score sheet, must take the score sheet to their court and hand to the umpire.

(d) The first named team on the score sheet shall have 1<sup>st</sup> centre pass, with the 2<sup>nd</sup> named team having the choice of ends.

(e) At match conclusion, the scoresheet is to be signed by captains of the competing teams;

officiating umpires; and scorer, indicating their satisfaction that information on the scoresheet is correct.

(f) Only by consent of the Competition Manager and the 2 captains, can the score be changed on the scoresheet. Both consenting team officials and the Competition Manager must sign a notation on the back of the score sheet before the alteration can be made.

(g) Scores will be final when both captains sign the score sheet, but should any protest arise the Association shall consider the situation.

(h) The scoresheet shall be the only official record of the score.

(i) The umpires are responsible for returning the score sheet to the Competition Manager immediately the match finishes.

(j) A check scorer is to be provided by each team. If a team fails to provide a check scorer, the team will be unable to dispute the final score.

## 2.1 CONDUCT OF MATCHES.

- (a) Match rules shall be those of Official Rules of Netball.
- (b) Matches shall be played at venues as directed by GBNC. All venues must be an indoor stadium.
- (c) Timing of matches as follows (unless otherwise specified):
  - 4 x 10 minute quarters. NO INJURY TIME ALLOWED.
  - Direct change of ends  $\frac{1}{4}$ ,  $\frac{3}{4}$  time.
  - Interval 3 minutes ( $\frac{1}{2}$  time).
  - Interval maybe altered by Competition Manager/s to deal with an emergency.
  - Players may have a drink break at each interval but clock will not stop.
- (d) All matches shall be played as arranged in the fixtures or as directed by the Competition Manager and agreed to by both team contacts.
- (e) Starting times are according to times on the fixture.
- (f) **Penalty:** Any team failing to be ready to start play at the beginning of the first and third quarters shall be penalised 1 goal per minute late for up to 10 minutes at which stage the game shall be deemed a walkover.
- (g) Teams shall take the court immediately when the end of a break is signalled, and be ready to recommence play.
- (h) Each team is responsible for the conduct of its supporters.
- (i) Competitions must consist of not less than 4 teams.

## 2.2 TEAM PLAYING FEES.

- (a) A team playing fee will be determined at the beginning of each season. This playing fee must be delivered to the Competition Manager prior to the scheduled starting time of the game.
- (b) The game will not commence until full fees are received with teams causing games to commence late incurring a 1 goal per minute penalty.
- (c) In the event of a team having less than 7 players, the said team shall still pay the full fee.
- (d) Only fully financial teams will be eligible to play in finals.
- (e) Playing fees are to be paid by teams in finals and replays.

## 2.3 UNIFORMS.

- (a) All players to be in correct uniform by the completion of grading matches.
- (b) **Penalty:** Teams will lose 2 goals per piece of incorrect uniform after the specified time. Note: A one piece dress shall be deemed to be two pieces for the purposes of this by-law.
- (c) The points penalty for uniform infringement is to be added to the opposition score at the start of the game,  $\frac{1}{4}$  or half time. Players entering the court for the 1<sup>st</sup> time after half time, who are not in correct team uniform, are to be penalised at the time of entering the court. The umpire is to stop the game when the player enters the court or when the umpire notices the violation and get the scorer to amend the scoresheet at the time.
- (d) Sports briefs must be worn.
- (e) Shorts, skins and leggings are permitted for males and females in the same uniform colours. No pockets are permitted.
- (f) All players shall wear same coloured shirts. Singlets may be worn.
- (g) All players shall wear position bibs.
- (h) Gloves are not permitted, unless for medical reasons and a certificate is produced to the Competition Manager before the player takes the court. Fingernails must still be short or taped underneath the gloves.

- (i) Nails shall be cut short to avoid injury to other players.
- (j) Nails must be correctly taped and they must be taped with Rigid Sports tape only; Paper tape and band aids not permitted.
- (k) No exposed rings or jewellery will be permitted on court, with the exception of medic-alert jewellery which must be covered securely. Players wearing medic-alert jewellery must register this on the scoresheet.
- (l) Earrings or sleepers taped or untaped will not be permitted on the court, without the Competition Manager's approval. New body piercings shall be taped for 5 weeks with approval from the Competition Manager. After such time, all jewellery must be removed.
- (m) No metal/hard plastic hair wear will be permitted on court.
- (n) Non marking sneakers only to be worn when playing.
- (o) No caps are to be worn.
- (p) If pullovers are worn during play, only team shirt colours can be worn and must be under the position tops.
- (q) Track suit pants or slacks must not be worn during play.
- (r) Long hair is to be tied so as position top lettering is clearly visible.
- (s) All teams must supply own position tops, and is responsible for supplying a regulation size 5 ball.
- (t) Any discrepancies must be cleared with the Competition Manager before the start of the game or before player takes the court.
- (u) A copy of a medical certificate for uniform infringement will be kept on file with the Competition Manager, as well as with the individual player concerned.

## **2.4 FIXTURING.**

- (a). Fixtures will be created by GBNC and communicated to all teams.

## **2.5 REQUESTS.**

- (a) Teams wishing to make any special requests regarding fixturing must do so in writing and lodge this with their registration form.
- (b) It should be noted that only legitimate requests will be considered.
- (c) Every attempt will be made to cater for teams, however there is no guarantee that all requests will be met.

## **2.6 GRADING.**

- (a) Teams will initially be evaluated and graded during the first 5 weeks of the season in the competitions, unless otherwise stated.
- (b) Premiership and runners-up teams maybe upgraded if necessary.
- (c) The Competition Manager retains the right to re-grade teams at any time during the season if so required.
- (d) Grades will be graded on ability.
- (e) If a team is re-graded, premiership points and goals for and against will be transferred into the new division.

## **2.7 PREMIERSHIP POINTS.**

- (a) A weekly progressive points table will be kept and displayed for all teams to see.
- (b) The following points will be awarded for each match:
  - 3 points to the winning team.
  - 3 points for a bye.

3 points to a team receiving a walkover (score 10-0).

2 points each in the event of a drawn game.

1 point for a loss.

0 for a team giving a walkover.

0 for a washout

(c) Where points are equal, positions will be determined by percentage of goals scored for and against.

## **2.8 QUALIFYING.**

(a) All players must have played or qualified in at least 5 matches with that team to qualify for finals. In the event of a clearance, players must meet this requirement in their new team. Only games in which a player held a full GBNC registration are counted towards qualifications.

**Penalty** - Ineligibility to play in finals. Failure to comply with this rule shall result in the forfeit of the match where the illegal player took the court.

(d) Grading games shall count towards qualifying for finals.

(e) In the case of a notified walkover, names for qualification purposes for the non-walkover team, should be presented on the scoresheet on the day of the scheduled match. Otherwise, players of the non-walkover team listed in full on the scoresheet from the week prior and directly after the week of receiving the walkover, will be granted a game played for that round.

(f) Byes count toward the number of games played for finals eligibility.

## **2.9 CLEARANCE.**

(a) In the event of a team disbanding the players will be deemed to have an "open clearance" and will be free to register with any other team during the season as long as **all fees are paid** and permission is granted by the Competition Manager.

(b) Players are only permitted to transfer under Section 2.9 (a) whilst there remains a sufficient amount of rounds available to the player to qualify for their new team. If there is insufficient rounds available, no clearance shall be granted.

(c) In the event of a team being disqualified, the members may not register with any other team during the same season, without first obtaining permission from the Association.

(d) Failure to comply with any rules relating to transfers/clearance shall result in forfeiture of the match(s).

## **2.10 WALKOVER/FORFEITS.**

(a) If 5 or more players, ensuring that teams meet the requirements set out in section 2.20, are not in position to play when match commencement is signalled, the opposing team with 5 or more players ready to play will be given 1 goal per minute. Late start penalty points are to be applied **PRIOR** to the commencement of the game and no later than ½ time. After 10 minutes the match will be awarded to the non-offending team. Score of 10-0 for percentage purposes.

(b) If neither team has 5 or more players in position to play when match commencement is signalled, then the match is abandoned and no points or score is credited. Walkover fees shall apply.

(c) The Competition Manager is to be informed as soon as practicable if a team is to forfeit a match in a fixture.

(d) A forfeit fine determined seasonally will be imposed, which must be paid before the next scheduled match of the offending team (unless arrangements are made with management).

**Penalty** - No premiership points will be issued until the fee is paid. These points will not be reinstated once the fee is paid.

(e) No teams will be eligible to play in finals with outstanding fines.

(f) Any team giving 2 walkovers in any one season will be disqualified from the competition unless approval is granted by GBNC Management.

### **2.11 WITHDRAWAL FEE.**

- (a) Teams withdrawing from the competition at any stage will forfeit all entry fees.
- (b) Teams withdrawing will be liable for a fee which shall be determined seasonally.
- (c) Each individual is liable for their portion of the withdrawal fee before they can play in another team on that night.

### **2.12 CONDUCT & BEHAVIOUR.**

- (a) GBNC will adopt the codes of behaviour as prescribed by AMMNA and GBNC.
- (b) Teams are responsible for the conduct and behaviour of their players and spectators and should particularly ensure that such person/s are not under the influence of alcohol or drugs when attempting entry to the Centre or venues where competition games are played. The relevant team contact will be held accountable for any breach of this by-law.
- (c) Consumption of alcohol is not permitted within the Centre, venues or car parks where competition games are played. Infringement of this by-law can result in expulsion of the player/s and/or club/team concerned from the Association.
- (d) No player or official shall be permitted to participate in any competitions at the Centre or venues where competition games are played if they have been consuming alcohol.
- (e) Hanging from nets, rings, backboards or other supporting structure in the Centre, or any venue where competitions or activities are held, is prohibited and can result in ejection from the venue. In the event of damage being caused to venue equipment, the person who caused that damage or in the event that an offender cannot be identified, the team responsible for court usage will be invoiced for the cost of repair and/or replacement and any loss of revenue suffered through the unavailability of the court or venue.
- (f) Smoking is not permitted within the Centre or venues where competition or activities are held.
- (g) Players will be reported if they indulge in unsportmanlike conduct; assault; fight; trip; kick; elbow or use offensive language; dispute decisions or engage in racial vilification. Team officials and spectators can also be reported.
- (h) Misconduct of player(s), team or team officials during a competition shall be dealt with by the umpire(s), and/or Competition Manager as they determine necessary. Player or team behaviour contacts may apply if necessary.
- (i) Tribunals shall be held as soon as possible on a day set by GBNC.
- (j) GBNC will adopt the Basketball Victoria cybersafety policy.

### **2.13 DISCIPLINARY POWERS.**

- (a) GBNC shall have disciplinary power to hear and determine charges made, arising from or related to, competitions conducted by GBNC
- (b) All disciplinary powers shall be in accordance with the GBNC tribunal by-laws.

### **2.14 DISPUTE RESOLUTION.**

- (a) All dispute resolution shall be conducted in accordance with GBNC policies.

### **2.15 FINALS.**

- (a) Finals will be played at the conclusion of the rounds in each grade of each competition. Semi finals matches will be played between 1<sup>st</sup> & 4<sup>th</sup> placed teams, and 2<sup>nd</sup> & 3<sup>rd</sup> placed teams. Grand final matches will be played between the winners of the semi finals. Unless otherwise stated.
- (b) Teams qualifying for finals shall be determined by the number of points gained during the season.
- (c) If a team(s) indicate to the Competition Manager prior to the second last match that they will not be able to participate in the final series, the Competition Manager shall remove the team(s) premiership points from the ladder.



(d) If a team finishing in the top 4 of the final ladder, is unable to field a team, this would be considered a walkover and the team scheduled to play them would automatically go to the next finals match.

(e) Teams found playing an ineligible player will be considered to have lost that match.

(f) Times for finals will be set by the Competition Manager. Games however will be individually timed wherever possible.

(g) Drawn matches in finals:

- Extra time to be played - 2 x 5 minutes either end (except ASC where 4 minutes either end).
- If the game is still drawn, play continues with no change of ends until 1 team gains a 2 goal lead.
- The centre pass will be continuous. Position changes are allowed in this extension. Substitutions only for injury purposes.

(j) Only fully financial teams will be eligible to play in finals.

(l) Presentation will be made at the conclusion of the match (unless otherwise stated).

## **2.16 CANCELLATIONS.**

(a) In the event of equipment fault or court conditions, the umpires shall consult with the Competition Managers as to their opinions. A decision shall then be made by them as to whether the game can be played, continued or abandoned.

(b) If the game is abandoned due to equipment fault or court conditions, this must be recorded by the umpires on the score sheet as to when and at which stage of the game the match was abandoned.

(c) Should games be cancelled prior to their scheduled start and all matches are cancelled for the round, matches will be classed as a 10-10 draw and the competition will continue as per the fixture.

(d) If more than half match has been played before the match was abandoned due to any reason, the score will count with 3 premiership points being awarded to the winning team, and the money will not be refunded.

(e) Should circumstances occur which affect play in some games in any one round, the Competition Manager will assess the situation and decide on rescheduling or cancelling the game(s) so affected in consultation with team captains concerned.

(f) Matches may be rescheduled by mutual agreement of both teams. If mutual agreement cannot be reached, set times must be adhered to.

(g) If a match is cancelled after commencement of play due to 1 team being unable to continue to play because of having less than 5 players, a walkover is awarded to the opposing team.

## **2.17 INJURY.**

(a) GBNC shall not be liable for any injury to any player(s), official(s) or spectator(s).

(b) Teams are responsible for their own first aid. Ice is available on request from the canteen facility.

(c) No time for injury is allowed during matches (except for finals).

(d) Any badly injured player must not be removed from the court. The game shall cease until the injured player can be removed or play moved to another court.

(e) **Bleeding:**

(i) When an umpire notices a bleeding player, play is stopped and the player asked to leave the court to be attended to.

(ii) Any blood must be cleaned off the surface of the court or the ball before play can continue.

(iii) The stoppage is treated as an injury/illness stoppage with no time allowance but all rules relating to substitution/team changes become operable.

(iv) The player will not return to the game until:-

- All bleeding is stopped;
- Blood is removed from the person;
- Clothing with blood on replaced.

(v) Only when the umpire is satisfied that all bleeding is stopped can a player return to the game.

(vi) If no substitution is made for a player unable to resume playing, the injured or ill player may not enter the game while play is in progress, but after notifying the umpire(s) may take the court:-

- After a goal is scored, in this case the player must play in a position left vacant by the team;
- Immediately following an interval;
- At a stoppage for injury or illness.

**Penalty** - A free pass is awarded to the opposing team where the ball was when play stopped.

(f) The opinion of the umpire in charge of the match as to compliance with the last preceding rule shall be final and binding at all times.

## **2.18 MIXED NETBALL.**

(a) **Match Rules** - The Official Rules of Netball shall apply.

(b) Male Players:

(i) There shall at all times be at least 1, but not more than 3, male players on the court during play. A maximum of 5 girls on the court at any one time. At no time should there be more male players on court than female players.

(ii) It shall **not** be necessary for a male player to be opposed to a male player.

(iii) Male players shall play 1 in each third.

For example:       (1) G.S. or G.A.  
                           (2) W.A. or C or W.D.  
                           (3) G.D. or G. K.

(iv) If there are only 2 male players on the court they may choose which of the legal thirds to play in.

(c) Male players shall wear sports shorts with no pockets (the same colour to female skirts) and a shirt. Long bermuda, cycling, lycra or "board" shorts are not permitted.

## **2.19 JUNIOR PLAYERS.**

(a) There shall be no minimum age of players, it shall be based on ability to handle the competition.

(b) Juniors playing in Senior competitions shall pay senior match fees.

# **PART 3 – PERSONNEL.**

## **3.1 COMPETITION MANAGER.**

(a) The Competition Manager shall be responsible for the functioning of all matches.

(b) The scheduling and re-scheduling of all matches is the responsibility of the Competition Manager.

## **3.2 SCORERS.**

(a) Each team must supply a competent scorer for their own game. The first named team on the score sheet shall provide a scorer. The second team shall be the check scorer.

(b) The check scorer to be seated beside the official scorer at the score bench for the duration of the match.

### **3.3 COACHING.**

(a) Coaches may only coach from a designated area. The area which the coach chooses at the start of the game, must remain the same for the duration of the game.

## **PART 4 – MISCELLANEOUS.**

### **4.1 SPECIAL CIRCUMSTANCES/ROVISIONS CLAUSE.**

(a) Where this by-law is silent, a decision can be made that ensures the integrity of GBNC is maintained at all time.

(b) The committee may in using its reasonable discretion, in exceptional or extenuating circumstances, alter, vary or waive the requirements set out in this by-laws relating to GBNC.

### **4.2 INDEMNITY.**

(a) Except where provided or required by law and such cannot be excluded, GBNC and its respective directors, officers, members, servants or agents are absolved from all liability, however arising from injury or damage, however caused, arising whilst participating as a member.