

FDLC Netball By-Laws

Revised February 2016

1. General

1.1 Netball is a social sport and is conducted by the Five Dock Leisure Centre (FDLC) as an in house competition (not affiliated with any external entities) to promote teamwork, sportsmanship for all participants. With this in mind, FDLC expects all participants to adhere to the spirit of the rules, and promotes a fun and healthy atmosphere as the primary goals rather than displaying a win at all costs attitude.

1.2 These by-laws should be considered in conjunction with Netball Australia's rules. Where a conflict exists between these documents, these by-laws shall take precedence.

1.3 FDLC maintains a zero tolerance policy regarding:

- Persistent and/or wilful challenging of the decisions of umpires
- Overly aggressive behaviour towards umpires, players, FDLC officials and spectators

1.4 Team benches are to be occupied only by team members, coaches and team managers. All spectators are required to be located in spectator seating areas provided.

1.5 Team captains act as representatives of the team during the game. Captains are permitted to make enquires of game officials on behalf of team members only if the enquires are made in an appropriate manner at an appropriate time (during half time/full time). Continued questioning of game officials is not permitted and may result in a suspension.

1.6 Captains are required to provide reasonable assistance to game and FDLC officials in ensuring teams behave in an appropriate manner.

2. Participation

2.1 All players must have their name pre-printed on the scoresheet and must sign on personally before they take the court.

2.2 Where a name is not pre-printed on the scoresheet, that player must notify FDLC administration to verify proof of registration and must print their name onto the scoresheet with their player ID number given to them by administration, before they take the court **(please refer to clauses 3.1, 3.2 and 3.3).**

2.3 Unregistered players will be indicated on scoresheets. Also unregistered players will be refused entry to a game if adequate proof of registration is not presented to administration.

2.4 All substitutions must be indicated to the match official before taking the field.

2.5 Any visible body piercing jewellery must be removed before taking the court. All necklaces and bracelets must be removed before taking the court. FDLC accepts no responsibility for body piercing jewellery not visible or any injury resulting from that jewellery. Wristbands, other than sweat bands made of a suitable material are not permitted. Also players' hair must be suitably tied back.

2.6 Any player, coach or manager suspected of being under the influence of alcohol and/or any illicit substance will not be permitted to take the court. Any player, coach or manager displaying behaviour deemed by game officials or FDLC officials to be caused by being under the influence of any such substance during a game shall be removed from the premises immediately.

3. Registration

3.1 All players must register on the official registration form (either hard copy or online) and pay the appropriate fee before taking the court for their first game.

3.2 It is the player's responsibility to maintain current registration at all times. FDLC reserves the right to refuse participation to any unregistered person/s.

3.3 Player registrations are non-transferable and non-refundable.

3.4 one (1) game player registrations (\$15) are available for fill in players.

4. Team Entry

4.1 Teams must submit the official FDLC team nomination form (either hard copy or online), accompanied by the \$30 team entry fee, on or before the date specified on the entry form.

4.2 Teams may nominate a maximum of 15 players per team

4.3 Players cannot be added to the roster after round 13 of the competition. Requests to waive this rule will be considered on a case by case basis.

4.4 The team nomination fee will only be refunded by FDLC if the competition does not go ahead and/or any circumstances deemed to be within control of FDLC competition manager (eg. Not enough teams for the competition to go ahead, Change of date or times).

4.5 Any team withdrawing from the competition on their own accord and out of control of FDLC after the close of nominations will forfeit their nomination fee and season fee.

4.6 FDLC reserves the right to restrict junior players from playing in older age groups at its sole discretion where the situation is deemed to be contrary to the best interests of the individual and/or the competition. Players aged 16 – 17 years are permitted to play in an 18+ competition only with a parent/legal guardians approval.

5. Court Fees

5.1 Season fees will be published on the entry form along with dates and competition times.

5.2 Team season fees will be paid in one part:

- Upfront game fee x no. of games – is due before the first match of the competition. In certain situations due date can be delayed until the 2nd week of competition.
- Forfeit fines – if a team forfeits they must pay the game fee before taking the court the following week. Failure to do so will result in the opposing team rewarded the win until forfeit fee is paid in full.

5.3 All teams will be invoiced and full payment must be made by the due date. Non-payment of season fees by the due date may result in being refused permission to take the court, loss of competition points or removal from the competition.

6. Eligibility

6.1 Once a player has played for one team in a particular competition, they may not transfer to another team in that competition without written permission from FDLC.

6.2 Players may participate in a number of competitions of the same sport

6.3 Where a team is fielding players who are not on its regular roster a) a minimum of four (4) players from the regular roster must participate in the game and b) it may only do so where the total number of players for the game does not exceed seven (7).

6.4 Teams fielding an ineligible player shall forfeit each game where the team is found to be in breach of these by-laws

7. Uniforms

7.1 Uniform tops must be matching. Uniform bottoms may be a different colour to the tops. Minor variations in trim may be acceptable. A grace period of 2 weeks can be given to teams upon approval of competition manager.

7.2 Players not in the correct uniform by the fourth week of the competition (without valid exemption) will not be permitted to take the court.

7.3 Bandanas, beanies and other similar headwear are not permitted. (Bandanas are permitted for medical reasons and must be approved by umpire before play).

7.4 In the event of a clash of colours, the team listed as Team A shall be required to wear alternative uniforms (FDLC netball bibs can be lent out to the team for the match)

7.5 Teams refusing to change uniforms, as per by-law 7.4 shall be assessed a forfeit loss.

7.6 Footwear must be purpose-designed (non-marking shoes) for use on the playing surface used for the competition. Any damage caused by inappropriate footwear shall be the responsibility of the wearer.

8. Timing Regulations

8.1 Timing regulations for round games shall be:

- Morning games will have 1 minute break each quarter.
- Night games have 40 minute games with running clock (4 X 9 minute quarters with 1 minute break each quarter)

FDLC reserves the right to alter these regulations when deemed necessary

8.2 In the event of a tied score at the end of regulation playing time:

- In a round game, the result shall stand as a draw
- In a semi-final and grand finale, such 5 minute each way periods of extra time shall be played as are required to obtain a result.

9. Forfeits and Late Starts

9.1 A team may start a game with a minimum of 4 players.

9.2 Where a team is unable to field at least 4 players at the scheduled starting time, the game will delay for 5 minutes and if a team has not fielded a minimum of 4 players it will be classed as a forfeit. **Please see point 6.3 for rules on burrowing players.**

9.3 Where a team forfeits the score shall be recorded as 22 – 0.

9.4 where both teams fail to appear with at least four players after 5 minutes, the game shall be declared a double forfeit and the score recorded as 0 – 0.

9.5 Any team that forfeits 4 times in a competition may be removed from the competition and/or finals series.

10. Player suspensions

10.1 To ensure the safety and enjoyment of all participants, FDLC will conduct disciplinary procedures in accordance to FDLC By-laws and netball official rules.

10.2 Any player, coach, team official or team follower may be cited and reported to face disciplinary procedures. These include:

- Has drawn the sport of Netball into disrepute
- Has drawn the operations or reputation of FDLC into disrepute
- Has drawn the role of a game official into disrepute
- Has acted in a manner that is overly aggressive towards a player, coach or FDLC official or staff member.
- Has disregarded the player code of conduct and by-laws that all players have agreed to abide by while playing at FDLC and the policies and guidelines of FDLC.

10.3 Any player, coach, team official or team follower may be cited for immediate safety of participants and club property and FDLC reserves the right to penalise the following infringements via disciplinary procedures:

- Misuse or abuse of equipment (incl. nets, equipment, FDLC facilities)

FDLC reserves the right to pass on the cost of any repair or replacement of damaged property

10.4 Discipline for players that have disregarded the player code of conduct. The following approach to misconduct will be adopted by all umpires:

- Penalty given to opposing team
- Caution a player (for further misconduct)
- Issue an official warning to a player
- Suspend a player for 2 centre passes
- Order a player off (in which a minimum of one (1) week suspension will apply).

If a player directly swears at an umpire this will be an automatic order off the field and a suspension will apply.

10.5 All complaints, protests or appeals must be lodged in writing to the competition manager by close of business within 48 hours after the match or alleged incident, if appeal has not been lodged within said timeframe the suspension will stand. Email reception@fdlc.com.au and attention Troy Martin.

10.6 Players penalised under 10.4 where a player is ordered off the field, that player may not participate in any capacity for the rest of the game and must leave the court.

10.7 FDLC reserves the right to address alleged misconduct via letter/email to captain (or if information given by individual) of a warning, or any other means deemed suitable for the circumstances.

10.8 An automatic minimum 1 week penalty will occur for any player ejected from game (see 10.5), longer suspensions will be reviewed by competition manager and Centre manager.

11. Results and Outcomes

11.1 Competition points will be awarded as follows:

- Win = 3
- Draw = 1
- Loss = 0
- Win due to Forfeit = 3 (receive score of 22 – 0)
- Loss due to Forfeit = 0

11.2 Where a scoresheet error is discovered at the time of recording, scores and/or results may be altered to reflect correct result.

11.3 If a game cannot be played due to factors beyond the control of FDLC, FDLC reserves the right to reschedule the game to another time and/or date. If the game cannot be rescheduled, the game may be declared drawn.

11.4 Where a game has begun and is terminated due to factors beyond the control of FDLC, the result may be determined by the score at the time of termination or by other means cited in clause 11.3.

11.5 In the event of two teams on the same amount of points at the end of normal rounds before the finals rounds, the table standings will be decided by goal difference of those teams.

12. Finals

12.1 Qualification for finals shall be determined by FDLC from competition scoresheets.

12.2 to be eligible to participate in a finals series, a player or team must meet one of the following criteria:

- Player – has been on the team roster for at least 5 rounds or has played for that team for 5 rounds
- Team – has been in the competition for at least 5 rounds

12.3 Byes do not count as qualifying games

12.4 Any team playing an ineligible player in a finals game shall forfeit that game

13. Injuries

13.1 In the event of injury, it is the responsibility of the injured party to notify FDLC administration or game official of the circumstances of the injury as soon as possible. The Injured player must leave the court immediately (there will be no injury time added to the match). If the position is left vacant, a player may substitute during an interval, stoppage or after a goal is scored. The substitute must play in that vacant position.

13.2 In extreme circumstances and in consultation with FDLC officials the umpire may decide to abandon a match

13.3 The injured player (or witness) must fill out an incident report as soon as possible (preferably after the game). This will be attached to the players account in case of the injured player needing to apply for insurance.

13. Spectators and Supporters

13.1 Any other person that enters any of the various FDLC venues is expected to abide by the above by-laws and will be dealt with in compliance with section 10 of the by-laws. The team may face disciplinary procedures as well as result of spectator behaviours and lose of points or removal of competition may apply.

14. Court Markings

14.1 The Five Dock Leisure Centre caters to a number of different sports. We have multiple coloured lines on the courts. Basketball courts are marked the following way.

- Baselines are marked (White)
- Sidelines are marked (white)
- The D and C are marked (white)

SNAPSHOT OF KEY CHANGES

Umpires will no longer blow their whistle when goals are scored and if it is clear that the ball is out of court.



All injury/illness stoppages, which will include blood, will be up to 30 seconds, and the player concerned must leave the court.



When taking a centre pass, the Centre is required to now only have one foot wholly within the centre circle.

Goal tending will no longer be allowed. Players will not be able to deflect a shot once the ball is on a downward flight towards the ring, including touching the ball up through the net.



~~PENALTIES~~

SANCTIONS ✓

Once a player taking a penalty pass is in the correct position, the player may choose either to play the ball immediately or to wait for the infringer to stand out of play. However, it is important to note that the changes to the rule regarding the taking of the penalty pass do not remove the requirement for a player who is sanctioned for a major infringement to stand out of play.



The use of the word 'Penalties' has been changed to 'Sanctions'. Sanctions will include Free Pass and Penalty Pass. Throw In and Toss Up are considered actions as opposed to Sanctions (or penalties under the current version).



Major rule changes by Netball Australia that apply to a FDLC competition

1. An umpire's whistle is no longer required to signal a successful goal. Rather the signal is one arm up in the air.
2. Penalties will now be referred to as sanctions. During the match, the umpire may penalise an infringement by awarding two types of sanctions: the free pass and the penalty pass.
3. The rule has been changed to provide an option for the player taking the penalty to either pass the ball immediately, or to wait for the infringer to stand out of play. **However, they cannot play the ball unless they have taken up the correct position indicated by the umpire. The umpire can call back play if the player hasn't taken up the correct position.**

4. The centre no longer has to have both feet wholly within the centre circle prior to the whistle being blown for the centre pass. They only need at least one foot within the centre circle.
5. If two opposing player gain possession of the ball in quick succession, the umpire calls 'possession', indicates the player who caught the ball first and allows play to continue.
6. A player who falls to the ground while holding the ball must regain footing before playing the ball and release it within 3 seconds of first catching it.
7. A defending player may not defect a ball on its downward flight towards the ring, including touching the ball up through the net.

Mixed Five a side Basic Rules

Players on the court

- 2x Scorers GA/GS, 2x Defenders GD/GK and 1x Centre Player.
 - Scorers may move in Areas 1,2,3
 - Defenders in Areas 3,4,5
 - Centres' Areas 2,3,4
 - Vice Versa for the opposition
- The following combinations can be used: 2x male and 3x female or 3x male and 2x female.

General passing rules

- The ball must be passed within 3 seconds of catching it
- A defender may not restrict an opponent with their arms and legs in any way.
- A player may take 2 steps (the grounded foot is considered step 1)
- The ball must be released before step three
- Defense of a pass or shot must be no closer than 0.9m (please see above major changed rules)

Points

Within the circle – 1 point

Outside the circle but within the end third – 2 points (Areas 2 or 4 of the below Diagram)

- At the beginning of each quarter and in the event of a goal, all players must go back to the correct starting positions.
 - Centre in area 3
 - GA/GS in area 1 and 2
 - GD/GK in area 4 and 5
 - Vice versa for the opposition**(please see diagram below for further clarification)**
- The game commences as soon as the designated Centre (in possession of the ball) places one foot in the centre circle and players may move into the other areas as stated above under the heading "Player on the court".
- Teams receive alternative Centre Passes.

Infringements/penalties

- The Umpire blows the whistle for infringements only.
- Once called for an infringement the infringer may move on. The non offending team must take up the position where the player infringed as indicated by the umpire.

Substitutions

Substitutions can be made at any time by the player first leaving the court, then the replacement comes on.

Duration of Game

40 minute game with rolling clock (4 x 9 minute quarters)

