

AIM: We aim to provide a well-run competition which enhances the following ideals:

Fun Fitness Friendship

Based on mutual respect for everyone who is a member of the competition – players, umpires, centre managers and administration.

1. Fees

The deposit required must be paid by the due date before a team can take the court. The balance of fees must be paid by the due date as set by the Association (normally end of March for Season 1 and end of August for Season 2). On application the Association will forward an Invoice to be used for payment of fees. It is preferable that all fees are banked directly into the Association bank account using the Invoice number / team name as the reference. Any variation to this must be discussed with the Competition Coordinator.

2. VNA Registration

All players must have VNA registration before taking the court. Players must purchase this directly from the Netball Victoria Website. A link is available on the Whitehorse Netball Association Website to purchase VNA (see appendix attached). Players who purchase their VNA's through another Association must also register with Whitehorse via the link on our website. (see appendix attached).

3. Forms

All competition forms must be fully completed and lodged by the due date.

4. Registration of New Team Players

- a) All details of any player who was not on your original submitted team list must register their details on the back of the scorecard.
- b) Name, address, DOB, and VNA number must be provided.
- c) If the details are not recorded on the back of the scorecard, that player will not be credited as having played that game. This may impact if the team makes finals. Teams should from time to time check their player listing and delete any players who will not be playing the season. This will allow for correct team listings on the scorecard.



5. Injury

- a) All injuries must be noted on the back of the score card.
- b) Time is not suspended for injury however where action is warranted umpires shall stop play to permit an injured player to leave the court or obtain treatment. Substitution rules apply.

6. Grading

- a) Grading of teams will be at the discretion of the appointed Competition Convenor, who reserves the right to re-grade at any time. If a team is re-graded, premiership points and goals for and against will be transferred into the new section.
- b) A new team may be permitted entry into the competition after the commencement of the season if there is a vacancy in a suitable section. The team will be admitted with zero premiership points and a reduced team fee, at the discretion of the appointed Competition Coordinator.

7. Uniform

- a) All players must compete in their registered team uniform.
- b) Uniform can be dress, skirts, shorts, lycra ¾ length pants.
- c) Dresses / skirts must be of a suitable length with appropriate sports underwear. Shorts must be sport shorts with no pockets and a suitable length.
- d) Mixed Teams girls may wear skirts , but shorts and skirts must be of the same colour.
- e) **FINALS** –all players must be in correct uniform during finals or a player may not be allowed to take the court.
- f) No items of jewellery or body piercing may be worn. They should be removed or taped. Fingernails must be short and smooth or covered in taped. Under gloves, nails still need to be taped.

IMPORTANT: Whatever uniform is decided, all members of the team <u>MUST</u> be in the same <u>UNIFORM</u> and all items of uniform <u>MUST BE</u> of the same colour. <u>NO SINGLET TOPS</u> are to be worn.

A grace period of two weeks will be given but by the third week of competition, all players must be in the correct team uniform.

Any variation of registered uniform incurs a penalty, unless prior permission is given from the Competition Coordinator.

PENALTY – 1 point per player per match

8. Rules of Netball

The Rules of Netball 2020 Edition apply. Please make yourself familiar with them.

9. Blood Rule

A bleeding player must leave the court immediately and remove all blood from person and clothing. Normal injury replacement rules apply.



10. Late Start

- a) Teams must have a minimum of 5 players to take the court. (minimum of 1 male for mixed teams, maximum of 3 male players per team).
- b) Teams with less than 5 players on court at the starting time will be penalised. The opposing team must be on court ready to play. If by the end of the first quarter, the team still does not have 5 players, the game will be awarded to the opposing team.

PENALTY: 3 goals or Forfeit if less than 5 players at end of 1st quarter

- c) Late **MALE** players may only take a position available under mixed rule positional restrictions:
 - a. **ONE** male player must play in each third, i.e. one defender (GK or GD) one centre court (WA, WD or C) one goaler (GS or GA). It is not necessary for a male playerto be opposed to another male player.

11. Play is Abandoned

By mutual consent of both teams or by direction of the competition supervisor:

- a) Before half time results in a nil all draw
- b) At or after half time score will stand.

12. Walk Over/Forfeit

FULL COST of both team sheets to be paid by team failing to attend or unable to commence a game due to insufficient players. Match fee will be refunded to the team in attendance or credited to their next match. Penalty fees will apply regardless of when notice is given.

Teams winning by walkover/forfeit will be awarded 10 goal to nil, and receive 4 premiership points.

13. Premiership Points

Win – 4 points Draw- 2 points Loss- nil

14. Illegal Player(s)

A player is considered illegal if he/she plays during a period of suspension or disqualification or has failed to comply with any by-law relating to player eligibility.

PENALTY loss 4 point + forfeit win to opposing team

15. Finals Eligibility

- a) To be eligible for Finals players must have played a minimum of 3 matches.
- b) Special circumstances may occur due to injury, please see the Competition Coordinator for clarification.
- c) Team managers should ensure they have enough qualified players in the event the team makes finals. Requests for unqualified players to play will not be met with a favourable answer, unless it is a special circumstance due to injury.



16. Scoring and Score Cards

- Scoring- FIRST named team is responsible for providing a scorer; if one is not available and there is no other option, then a player must leave the court to score.
 DO NOT RELY on OTHER PEOPLE to FULFIL THIS COMMITMENT.
- b) Score cards will be provided.
- c) FIRST named team on score card shall have first centre pass.
- d) **SECOND** named team have choice of end.
- e) The score card shall be signed by both captains and umpires.
- f) The score on the score card shall be final; any team failing to complete a score card may be penalised.
- g) Players must have a tick against their name to be credited with playing that match. Note: If teams do not place a tick against the players who have played that match, no players will be credited as playing that match.

17. Unforeseen Circumstances

If unforeseen circumstances prevent a match from being played under normal and safe conditions, the match will be cancelled and scored as a nil all draw, and the fixture will continue as scheduled.

18. Damage to Facilities or Equipment

Players or spectators responsible for damage to the centres fittings or fixtures will incur repair costs. **HANGING FROM GOAL POST RINGS IS STRICTLY PROHIBITED.**

19. Misconduct

Each team is responsible for the conduct of its players and supporters, before, during and after matches. Any player engaging in disorderly conduct both physically or verbally shall receive a warning. If the behaviour continues they will be sent from the court for a duration of time determined by the umpire.

The umpires interpretation of any rule shall be final. Players sent from the court cannot be replaced. The team captain can approach the umpire or competition convenor at any interval to discuss any concern relating to the match in progress.

20. Reports

Any player/team reported by the umpire for misconduct shall be notified immediately of the report at the conclusion of the match. The umpire shall record the report on the appropriate form.

21. Disputes and Mediation

- a) The competition convenor shall advise players or teams on report and set up a forum to resolve any issues that conflict with good sporting behaviour and safety.
- b) The management committee has the right to impose an appropriate penalty on a player or team. The matter will be deemed to be settled when both parties express their views and agree on an appropriate consequence for the inappropriate actions.



22. Special Circumstances / Provision Clause

Where this Bylaw is silent, a decision can be made that ensures the integrity of the Whitehorse Netball Association is maintained at all times. The committee may in using its reasonable discretion, in exceptional or extenuating circumstances, alter, vary or waive the requirements set out in this By-law relating to the Whitehorse Netball Association.

23. Indemnity

Except where provided or required by law and such cannot be excluded, the Whitehorse Netball association and its representative directors, officers members, servants or agents are absolved from liability however arising from injury or damage, however caused, arising whilst participating as a member.

EFFECTIVE: 1 January 2006 UPDATED: 1 February 2020

These By-Laws are the rules governing the internal affairs of the Whitehorse Netball Association. They are the operating procedures that determine the conduct and direction of the organisation.

"Bylaws" are additional rules which apply to members which generally deal with internal and administrative matters. The Bylaws are made under the Constitution. Accordingly, the Bylaws are subordinate to the Constitution and must not be inconsistent with the Constitution. INC NO: A003133z

WNA Inc. agree to conduct and provide expertise in the management of netball activities for Secondary Competition members.

CLUBS, TEAMS, UMPIRES, OR PLAYERS PARTICIPATING IN THESE NETBALL ACTIVITIES DO NOT QUALIFY AS VOTING MEMBERS OF W.N.A. INC.