# THE CENTRE



# **Code of Conduct for All Players and Spectators**

All Participants and Spectators in competitions at The Centre must adhere to the following Code of Conduct:

- 1. Play by the rules of the sport.
- 2. Not address players, referees, team managers, spectators or The Centre staff in an insulting and/or offensive manner. If you disagree, have your captain approach the official during a break or after the match. Netball queries must be made to the Netball Coordinator on duty.
- 3. Not engage in violent acts, verbal abuse, offensive language or behaviour toward players, referees, team managers, spectators or The Centre staff.
- 4. Comply with any reasonable direction given by an official or The Centre staff in respect to behaviour at a match, keeping the court and foyer area clear & endeavouring to assist officials in maintaining control of team mates & spectators.
- 5. Respect the rights, dignity and worth of all persons in The Centre and refrain from making verbal remarks or gestures which discriminate against others' race, gender, sexual orientation, cultural background, or religion.

Any physical or verbal altercation will not be tolerated with offending parties being immediately ejected from the match and banned from social sport. If The Centre staff, referee or umpire suspects a player is under the influence of drugs or alcohol they reserve the right to eject player from the match. If Poor team behaviour which contributes towards fighting may result in the removal of that team from the competition. No refunds will be given to players and/or teams that have been ejected from the competition.

It is the responsibility of all managers, coaches & players to comply with the above & ensure the appropriate behaviour of their team supporters.

# NETBALL



#### **Registration & Eligibility**

Players can only be registered in one team in the same league and must be registered before they take the Court. Players must be at least 14yrs of age to play in the senior competition unless previously agreed with the Sports Manager.

Players must be registered and have played a minimum of **three** games to be eligible for semis and finals. Finalists are awarded up to 9 prizes per team. Extra prizes can be purchased at cost price.

Mixed teams must field a minimum of 1 male and can only have a maximum of 3 males on court at a time. Males must play in positions that are spread across each third.

#### **Game Fees**

**Full team game fees are due before taking the court round 2 of competition**. Failure to do so will result in teams being unable to take the court and will subsequently have to forfeit that game. We accept online payments, cash, cheque & credit card.

#### **Competition Points Table**

Competition points are awarded as follows:

- 4 points for a win 2 points for a draw 1 points for a loss
- 4 points for a bye 4 points for a win by forfeit 0 points for a loss by forfeit

In case of equal points, team placing for finals is determined by goal difference.

#### **Notice of Fixture Time Change Requests**

If teams wish to change the time of an upcoming fixture, The Centre staff must be notified a **minimum** of 4 weeks prior to that fixture. However, the Centre staff are not able to promise that fixture time changes will occur as there are many influencing factors. If a time change is requested less than 4 weeks before the fixture, The Centre will not be able to make adjustments.

# **Competition/Team Re-grading**

The variety of team/players & the sheer number of teams occasionally make initial grading a difficult issue prior to commencing the season. Re-grading is at the discretion of The Centre in consideration of all in the competition. This season we will review within the first quarter of competition.

#### **Netball Uniforms**

Uniforms must consist of **tops of the same colour and style** and "bottoms" of similar colour so as to provide a "uniform" appearance. Players not in uniform will incur a two-goal penalty (each). All jewellery must be removed although flat wedding bands can be taped. Nails to be cut short, however, gloves may be worn.

We require that all players who take the court sign in on the scoresheets prior to their game. If a player is running late to their game, they can sign in after the game has finished, before the score sheet is returned to the kiosk desk for the score to be entered in.

Failure to have the minimum of **4 registered players**, and one fill in player <u>signed in</u> (to fulfill the requirement of 5 players required to take the court for the game to commence) will result in forfeiture of the game. Due to the game being forfeit at late notice, **the loss of 2 competition points** will be applied to the team.

#### **Notice of Forfeits**

Forfeits require a minimum of 3 hours' notice before game time.

The penalty for not adhering to this minimum requirement is a loss of **2 competition points.** 

#### **Forfeits**

Teams must take the court within 3 minutes of the starting time with a minimum of 5 players (minimum of 4 registered players, and one fill in/un-registered player) or else they will forfeit the match. Fill-ins may be used if a team is short of players (see below).

Teams with at least 4 players deemed, by an umpire, to be delaying the start of the game as they wait for more players or otherwise, will be penalised 1 goal/15 seconds, until they start play.

Forfeits are a part of any sporting competitions and are an unfortunate by-product of a busy life. In, the instance of a forfeit, points are awarded to the other team and the court is left available for training or a 'player organised' friendly.

#### **Byes**

Byes will be avoided whenever possible. In some instances, this is unavoidable. Teams register at different times and byes cannot be determined until registration is complete.

## **Competition Late Entry**

A team that enters a competition once that competition has already commenced will be eligible to have points allocated to them to the value of **one** (1) point per week missed, up to a maximum value of 6 points in total. The team will, however, be charged the pro-rata fee for the weeks they missed, up to a maximum of 6 weeks in total.

Alternatively, teams may enter the competition without any bonus points and only be charged a pro-rata fee for the remaining weeks.

#### **Borrowing / Fill In's**

Borrowing / Fill In's

Provided teams satisfy the "minimum number of 5 players on court" rule, this includes **4** registered players of the team and 3 fill in's. Fill In's may be borrowed players from the same grade/age or lower and be registered with The Centre, to fill in. Fill-in players must sign the scoresheet with an (\*). The Netball Co-ordinator may remove ineligible players from the game and a forfeit may be awarded against the infringing team.

#### **Hot Weather**

In the event of extreme heat, The Centre staff may make the decision to implement additional breaks during play. If this is to occur, umpires will let players know prior to game commencing. A 30 seconds drink break will be implemented at the goal closest to 10 minutes during each half.

### **Pregnancy**

Pregnant participants are given the opportunity to decide for herself, in consultation with medical advisers, whether or not to participate in netball whilst pregnant and for how long. The pregnant woman is encouraged to have regular antenatal reviews with her doctor, including ongoing review of her netball participation. It is expected that the pregnant woman should be given the same level of respect and support as any other player. She, along with her doctor should monitor her ability to play as the pregnancy continues. A pregnant participant cannot instruct other participants to alter their play towards her due to the pregnancy. It is expected that she will remove herself from the competition if she is deemed no longer physically able to play.

# Finals Series - 2 stages over 2 weeks (Unless first past the post competition enacted - Prizes for premiers only)

To participate in the 2-stage Finals Series players must:

- 1. Be registered and have played a minimum of 3 games in the competition (This is evidenced only by 3 signatures on 3 game sheets from that competition)
- 2. Not be currently serving a suspension
- 3. Be eligible in all other aspects, e.g. correct age, appropriate uniform
- 4. To have played for the team as a regular or stand in minimum of 3 games in the competition

Stage 1 Semi Finals consist of two games between teams in the first four positions:  $1^{st}$  vs  $4^{th}$  and  $2^{nd}$  vs  $3^{rd}$ 

Winners of both games go straight through to Stage 2 – Grand Final

Stage 2 Grand Final is one game between winners of both semi-finals who play off for the Premier title.

#### Extra Time - Finals series

Umpires are required to advise each teams that in event that scores are tied at full time, extra time will be played to determine the winner. Extra time will consist of:

1<sup>st</sup> Half – 4mins Half time break – 1min 2<sup>nd</sup> Half - 4mins

In an event of a tie remaining at the end of extra, a visual signal is placed to indicate that play will continue until one team leads by two goals

#### **Scorers**

Both teams should provide a scorer. Scorers must be over 10 years of age and be able to sit together, courtside. We use both paper and a digital scorer in order to score games.

#### **Injuries**

Stoppage for an injury must be resolved within 30 seconds. If possible, the injured player should be removed from the court within this time. Teams unable to resume play are deemed to have forfeited. Captains must ensure all injuries for their players are noted on the Incident Log at the front desk. Please note, that whilst The Centre has Public Liability Insurance, 'Player Insurance' is not provided and players participate at their own risk

#### **Rules**

Where possible, game play is umpired according to the official Rules of Netball Australia. Disputes should be referred, during a break, to the Coordinator, whose interpretation and/or decision will be final.

In extreme circumstances Management reserves the right to make an exemption in the interest in fair play and anomaly