



YMCA – St Clair Recreation Centre

Rules & By-Laws for Netball (School & Social)



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Codes of Conduct

We encourage all participants to enjoy themselves while at the YMCA whether they are players, parents or spectators. We will be taking firm action to address unacceptable behaviour.

All persons entering this facility are required to comply with our Codes of Conduct.

Players:

- Never argue with an official. If you disagree, have your captain approach the referee during a break or after the game in an appropriate manner
- Control your temper. Verbal abuse to officials, other players or staff is not acceptable or permitted.
- Be a good sport. Acknowledge all good plays, whether they are by your team or the other team.
- Treat all players as you would like to be treated.
- Condemn the use of violence in any form.
- Play by the rules
- Be prepared to lose sometimes. Everyone wins and loses at some time. Be a fair winner and a good loser.

Spectators:

- Remember that people participate in sport for their enjoyment and benefit – not yours.
- Respect the decision of the referee and teach other people to do the same.
- Applaud good performances and efforts from all individuals and team. Congratulate all participants on their performance regardless of the outcome of the game.
- Never ridicule or scold a player for making a mistake during competition. Support and be positive.
- Condemn the use of violence in any form.
- Show respect for your team's opponents, without them, there would be no game.
- Encourage players to obey rules and decisions of officials
- Demonstrate appropriate social behaviour by not using foul language, harassing players or officials

Officials:

- Interpret rules and regulations to match the skill level and needs of the participants.
- Compliment both teams of their efforts.
- Be consistent, objective and courteous.
- Condemn the deliberate foul as being unsportsmanlike, and promote fair play.
- Use common sense to ensure that the spirit of the game is not lost.
- Publicly encourage rule changes – which reinforce the principles of participation, fun and enjoyment.
- Remember you set an example. Your behaviour and comments should be positive and supportive.
- Emphasise the spirit of the game.



Rules & Regulations

The rules and regulations are to be read in conjunction with the general rules of netball.

1: The Playing Area & Equipment

- 1.1) The playing area will be determined by the stadium size of the centre.
- 1.2) A size 5 netball will be used for all matches, except the Year 2/3 competition which uses size 4.
- 1.3) The court is divided into three thirds: Centre circle is 0.9 m In diameter in the centre of the court. The other 2 thirds on opposite sides of the centre are the goal thirds with goal semi-circle.
- 1.4) The netball playing surface is marked with black lines.

2: Number of Players

- 2.1) Each team may have a maximum of 7 players on the court and a minimum of 5 players.
- 2.2) Each team can have unlimited number of registered players, but a maximum of 12 per game.
- 2.3) A late player may not enter the court of play without the umpire's acknowledgement.
- 2.4) In mixed games, a team cannot have more than 5 women or 3 men on the court at one time. A team must also have at least 1 male on the court at any one time.
- 2.5) Males on the same team must be split up equally in each position. For example, if there were 3 males on court for 1 team, they must be spread across the attacking positions (GS, GA), mid-court positions (WA, C, WD) and defensive positions (GD, GK)

3: Players Equipment & Uniforms

- 3.1) Players must ensure they remove all jewellery before start of the game. If it can't be removed, the player must tape up the affected area using sports tape, band aids will not be acceptable.
- 3.2) Medical Alert Bracelets- May be worn if the umpire has been notified prior to the start of the game and must be taped down.
- 3.3) Each team when registering must nominate a uniform (coloured shirt). The colour shirt needs to be the same shade. Players can wear skirts or shorts in the same team.
- 3.4) There will be a grading period at the start of every season where uniform penalties will not be enforced. New teams entering mid-season will have 2-weeks' grace period to coordinate their uniforms. Players in incorrect uniform will be penalised 2 goals per person at quarter time (maximum of 10 goals).
- 3.5) All players must wear appropriate shoes eg. sneakers.
- 3.6) Netball gloves are permitted.
- 3.7) Finger nails must be short and unpointed if not wearing gloves. The umpire will check all nails prior to the start of each game.



4: Umpires

- 4.1) Umpires will be appointed for each match. They shall control the game, and their decision is final.
- 4.2) Umpires may send from the court any player who in their opinion is guilty of violent conduct, serious foul play or who is abusive, in accordance with YMCA by-laws and official Netball Australia laws.
- 4.3) The Umpire may suspend or terminate the game should it be deemed necessary.
- 4.4) The Umpire may apply a verbal warning, then send off the player for a nominated period if deemed necessary. Players who are sent off for the rest of the game will incur an automatic One (1) match suspension. Where a player is sent off for a nominated period, that position cannot be replaced, except where the player is centre, in which case another player must become centre with only one change.
- 4.5) The Umpire shall report misconduct or any misdemeanour on the part of spectators, team officials, players or substitutes prior to, during or after a match so that appropriate action can be taken.
- 4.6) In the event of an injury to the Umpire and when the game cannot continue, the score will stand, if after half time, or finish as a 20-20 draw before half time.
- 4.7) Umpires will be responsible to check all players' names are entered on the score card and to return the score card to the front desk at the end of the night

5: Duration of the Game

- 5.1) Year 6/7 and open-age matches shall be played in 4 x 10 minute quarters, with the clock running down from 12 minutes for 1 minute break each quarter. Year 2/3 & 4/5 matches shall be played in 4 x 9-minute quarters with the clock running down from 12 minutes for 3 minutes break each quarter.
- 5.2) There will be a 2-minute break between games. All players must have bibs on, and the two opposing captains have done a coin toss and decide ends and centre pass.
- 5.3) The clock will not stop under any circumstances.
- 5.4) The clock will start at the time of the scheduled game.

6: Ball in Play

- 6.1) Players take the court, centre will take the circle. The umpires whistle will begin the start of the game.
- 6.2) The ball is in play unless,
 - The ball goes out of the court lines umpire will indicate which team has the throw in.
 - A goal is scored, then it is returned to the centre and umpire will indicate which team has the next pass by pointing the goal end for that teams pass.
- 6.3) Bleeding: Any person with an open cut or abrasion will be required to leave the court immediately. They may only return when bleeding is controlled and securely covered.



7: Team & Player Responsibilities

7.1) It is the team captain who is responsible for paying registration, match fees, forfeit fines and withdrawal fees (Social) or the coach/manger/sports coordinator as nominated (school).

7.2) It is the team captain or coach who is responsible for their players and spectators' behaviours.

7.3) Each team captain/coach is responsible to supply a scorer for the match. A team who does not supply a scorer prior to half-time will be penalised 10 goals. If a team supplies a scorer, but not until part way through the first half, they will incur a 5 goal penalty.

7.4) The team captain/coach is responsible to fill in all players' names on the scoresheet prior to the start of the match. This can be done via the 'Sportfix' Team Portal prior to the night, or on the scoresheet.

8: League Points & Finals

8.1) Minor Round – Points will be awarded as follows:

- **Win Four (4) premiership points**
- **Draw Two (2) premiership points**
- **Loss 0 (0) premiership points**
- **Forfeit Nil (0) premiership points**

8.2) Finals shall be played in the week(s) directly following the end of the minor round fixture. Finals fixtures will be released at least 2 weeks prior to the last minor round match, with teams announced following the completion of the final minor round matches.

8.3) Players must have played at least 3 regular season matches for the nominated team to qualify to play in finals matches for that team. A player that plays matches for multiple teams in any division during a season must only play finals matches for the team that they were originally registered for, provided they have played enough games to qualify for finals.

8.4) Social Netball - Overtime shall be played in finals if scores are level at the completion of the match as follows; play should continue until a one team achieves a 2-goal lead. This team will be declared the winner. If play stops, it should restart with a centre pass by the team that was in possession of the ball. If neither team was in possession of the ball, the team with the next centre pass will take the centre pass. If play continues for 5 additional minutes and neither team has gained a 2-goal lead, the team currently leading will be declared the winner. If scores are level, the team to score first will be declared the winner.

School Netball - Overtime shall be played in finals if scores are level at the completion of the match as follows; play should continue until one team scores. This team will be declared the winner. Play restart rules are as above (social netball).



9: Late Start, Forfeits, Abandoned Matches & Withdrawal from Competition

9.1) Late Start: Teams must be ready to play on time. Late teams will lose 1 goal for every minute they are late and the game will be forfeited at the quarter-time if they don't have at least 5 players on court. The team forfeiting will incur a 30 to 0 loss in the league points (seniors) or 20 to 0 (juniors). A forfeit fine (as indicated on the signed Terms & Conditions form) will be imposed for senior social matches.

9.2) Forfeit: Social Senior - If a team needs to forfeit, the team captain must **call** the Centre as soon as possible and inform the front desk of the team name and the competition the team is in. They must also pay any applicable fines at the time of notification. If the centre is notified BEFORE 12pm on the Friday prior to the scheduled match, no forfeit fine will apply. If the centre is notified AFTER 12pm on the Friday prior to the scheduled match, but more than 24 hours before the match, a forfeit fine will be charged, (equivalent to the match fee). If the centre is notified less than 24 hours prior to the scheduled match, a double forfeit fine will be charged (equivalent to 2 match fees).

School - If a team wishes to forfeit, they must **call** the centre as soon as possible and inform the front desk of the team name and competition the team is in. No forfeit fees will be charged. A team that forfeits more than twice in a season, unless under extenuating circumstances, will be removed from the competition immediately and no refunds provided for their fees.

9.3) Un-notified forfeit: If a team does not contact the Centre at all to notify of a forfeit, the team will be penalised with a double forfeit fine (senior social only) and minus 4 premiership points.

If the team forfeits 3 times during the season or 2 games in a row, the program director may remove the team from the competition.

9.4) Withdrawal from Competition: Senior social - If a team is no longer able to continue in the Competition, the team will be required to pay the Withdrawal Fine (equivalent to a double forfeit fine). The Withdrawal Fine must be paid at the time of notification. Failure to make payment will result in the Team and/or Team Captain not being allowed to register for future competitions.

10: Registration

10.1) Teams must register via the online 'Sportfix' portal. All registration fees must be paid prior to a team being added to the competition. This is a seasonal fee and is non-refundable.

11: Reports and Suspensions

11.1) Players and team officials may be reported by the umpires, match officials and YMCA staff for any form of misconduct before, during or up to 48 hours after a match.

11.2) Any player, spectator or coach may be reported.

11.3) The YMCA may, at its discretion, impose further penalties. Such suspensions will be notified to the team contact/captain and a letter will be provided.



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11.5) Any suspended player may lodge an appeal, in writing, against that suspension within 48 hours, otherwise the original sentence will stand.

11.6) The final decision on the length of suspension will be made by centre management, and this is final.

11.7) Suspensions imposed by the YMCA will be carried over to following seasons **and** sports.

11.8) Where a player plays in two or more leagues administered by the YMCA:

- Suspensions will apply and must be served in the league in which they occurred.
- Suspensions may be widened to include all YMCA leagues at YMCA discretion.
- For the purposes of repeat offences, suspensions in **any** YMCA sports league will be taken into account.

11.9) Team misbehaviour will result in warnings, suspensions or indefinite ban depending on the severity of the offense. (See 'Suspension Guidelines')

11.10) Team Captains are responsible for the behaviour of their spectators.

11.11) A player may be charged with multiple offences for the same and/or different offences during the same match.

11.12) A player that is suspended for an accumulative total of 16-matches or more, over the course of any period of time, may incur a life ban, at the discretion of centre management.

11.13) If 2 or more players from the same team are involved in a reportable incident, sanctions may be applied to the team as a whole, in-line with the suspension guidelines.

12: Eligibility of Players

12.1) Players must be a minimum of 16 years of age at the date of the first match in the season.

12.2) Players must play a minimum of 3 games during the regular season to be eligible for finals.

12.3) All players' names must be correct on the scoresheet prior to the match starting.

12.4) A team may use fill ins from other teams in the same competition, only if the 2 teams are playing in different timeslots. A maximum of 1 fill-in from another team may be used in any 1 match.

12.5) No fill-in's may be used during finals matches.

12.6) Any team found to be in breach of these rules will automatically forfeit their match.

13: Clearances

13.1) During a season a player may change teams under the following conditions.

- The player must not owe their former team money.
- The former team may not be left with insufficient active players for their matches.

14: Interpretation

14.1) The responsibility for interpreting these laws rests with the match referee(s) and YMCA duty staff.

14.2) Where a dispute arises the following procedures will apply:

- the match is still to be played, after notifying the YMCA
- written protest to be lodged within 48 hours of the match.
- the matter will be reviewed by centre management.



15. Other Rules

15.1) All YMCA by-laws will be followed first and foremost. Should there be an issue arise where the YMCA by-laws do not mention something, the official rules of the sports' governing body (Netball Australia) shall be consulted and followed. In the event of any conflict between YMCA by-laws and the official rules of the governing body, YMCA by-laws will take precedence.

16. School Competitions

16.1) Up to 3 players may play 2 matches on the same day for their school teams **IF** the matches are during different timeslots and the player(s) are present before commencement of the second half. If a team fields more than 3 players the match can go ahead, but the match will count as a forfeit from the offending team.

16.2) All players must be in the year levels specified by the name of the competition (eg. Someone playing in a year 4/5 competition must be in year 4 or year 5). Any underage or overage players must be approved to play by centre management **PRIOR** to playing in a match. If a team fields players without approval, centre management may declare the match a forfeit if deemed necessary.

16.3) In the year 2/3 competition only, coaches may be on the court for the sole purpose of assisting their own players to learn the game and develop their skills. The coach **must** do their utmost to not get in the way of players or officials, and must not attempt to influence the match in any way. If the umpire(s) deem that the coach is not on the court for the sole purpose of helping their players learn the game and develop their skills, the officiating umpire(s) may remove the coach, by way of request, from the court. If the coach refuses to leave the court or takes an unreasonable amount of time to leave the court, the officiating umpire(s) may declare the match a forfeit for the perpetrating coach's team.

16.4) **FINALS** - Players must have played at least 3 regular season matches in a particular team to qualify for finals for that team. If an individual is qualified to play for more than one team, they are only allowed to play finals for 1 team per age group, per sport. If an individual plays for 2 teams in the same age-group, in the same sport during finals, their team will automatically forfeit that match.

Finals shall take place in the week(s) directly following the end of the regular season. All teams will be fixtured to take part in finals during both weeks unless otherwise notified. All junior grand finals will be scheduled at 3:50pm, unless otherwise notified. If teams wish to request a change, they can do so in writing to the Stadium Sports Director.



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16.5) **MERCY RULE** – If at quarter, half or three-quarter time, a team is leading by more than 10 goals (year 2/3) or 20 goals (year 4/5 and year 6/7) the mercy rule will be enforced. At this point, scoring will be stopped and the match declared as a win for the team in front. Coaches and umpires must agree to either a) have the losing side take all centre passes after goals are scored or b) swap players around from each team to create a more even contest.



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Suspension Guidelines

1] Offensive Language (Maximum 2 Weeks)

Hurtful, derogatory or obscene comments made by one person to another person.

2] Misconduct (Maximum 2 Weeks)

Any conduct by a player which is deemed by the referee to warrant a disciplinary sanction. Misconduct may occur at any time, including when the ball is out of play, during half-time and before and after the game. The offence of "unsporting behaviour" may be used to deal with most events that violate the spirit of the game, even if they are not listed as specific offences.

3] Intimidation (Maximum 4 weeks)

Intentional behaviour "which would cause a person of ordinary sensibilities" fear of injury or harm. It's not necessary to prove that the behaviour was so violent as to cause terror or that the victim was actually frightened.

4] Undue Rough Play (Maximum 4 Weeks)

To treat (an opposing player) with unnecessary roughness.

5] Fighting (Maximum 12 Weeks)

A physical conflict between two or more individuals.

6] Striking (Maximum Life Ban)

An attack with an object, or with a part of the human body intended to cause an effect upon someone or to cause harm.

7] Attempted Striking (Maximum 6 Weeks)

Same as "striking" but causes no effect or harm.

8] Disobeying instructions (Maximum 2 Weeks)

To refuse or fail to follow an order or rule.

9] Repeat offences (Maximum Life Ban)

Committing any of the offences listed above repeatedly over the course of a match, season or multiple seasons. These do not have to be the same offence.

10] Other (Maximum Life Ban)

Any other incident that is not described in the guidelines.



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Sports Programs - Terms & Conditions

Team Registrations: The Stadium Sports Director can accept or reject any registrations received. Should nominations exceed space available; places will be allocated on a first in basis. Existing teams will be given first preference.

Duties of Team Captain: The team captain (as listed on FIXI) must agree to be responsible for the following:

- Ensuring the full Match Fee and any other outstanding fees are paid PRIOR to the start of the game.
- Payments of fines imposed as a result of a team forfeit or withdrawal from the competition.
- Ensure all team members are following the by-laws, codes of conduct and terms and conditions of the facility and relevant Sports Program.

Forfeit: If a team needs to forfeit, the team captain must call the Centre as soon as possible; inform the front desk of the team name and the competition the team is in. The **forfeit fine must be paid at the time of forfeit notification** – this can be done over the phone using a credit card. No forfeit fine will apply if the centre is notified before to 12pm on the Friday prior to the scheduled match.

Forfeit Fine: If the centre is notified **AFTER** 12pm on the Friday prior to the scheduled match, but **MORE THAN** 24 hours before, a forfeit fine (equivalent to the match fee) will apply.

Double Forfeit Fine: If the centre is notified **LESS THAN** 24 hours prior to the scheduled match, or not at all, a double-forfeit fine (equivalent to 2 match fees) will apply

Un-notified forfeit: If a team does not contact the Centre at all, the team will be penalised with a double forfeit fine and minus 4 premiership points (for un-notified forfeits only). Full payment for this fine must be paid before the team can return to the competition.

Withdrawal from Competition: If a team is no longer able to continue in the Competition, the team will be required to pay the **Withdrawal Fine**.

The Withdrawal Fine must be paid at the time of notification. Failure to make payment will result in the Team and/or Team Captain not being allowed to register for future competitions.

Dress Standards: Appropriate attire for the competition must be worn during play. All teams are to be in a common team shirt. Any visible piercings will not be allowed for contact sports. If a player has a piercing which cannot be removed, please request an exemption in writing to the Stadium Sports Director, travis.beard@ymca.org.au. If approved, the player will be required to sign a waiver form.

Grading: Competition scores will be monitored for grading purposes throughout. The Program Director may change a team's grade/division at any stage during the season.

Season Competition Fixture: Teams can request earlier or later games prior to the creation of the Competition Fixtures by contacting the Stadium Sports Director. It is the responsibility of all team members to regularly check the fixtures on the SportFix App or website regularly as game times may change.

Declaration:

As the team contact and/or captain, I:

- Acknowledge I am the liaison between the YMCA St Clair Recreation Centre and the team, and will ensure any communication from the Centre is communicated to all team members.
- Shall ensure our team will participate in all matches programmed for the season, and understand I am responsible for arranging payment of registrations fees, match fees, forfeit fines and withdrawal fees.
- I have read and agree to abide by the YMCA Sports Programs Terms & Conditions, Competition By-laws & Codes of Conduct.
- Understand we participate in YMCA Sports Competitions at our own risk, and understand the referee/umpire or the YMCA St Clair Recreation Centre are not liable for any injuries or losses that may arise from participating in a YMCA Sports Competition.