

## Team Sports By-Laws

### **1. INTERPRETATION:**

- 1.1 Day to day interpretation of these By-Laws shall be the responsibility of the most senior official present on the court (i.e. Centre Manager, Sports Team Leader, Centre Supervisor, Umpire/Referee).
- 1.2 Player participates in sports competitions at the Eaton Recreation Centre at their own risk.
- 1.3 Management of Eaton Recreation Centre reserves the right to change or amend the By-laws at any given time without prior notice. Eaton Recreation Centre will inform teams of changes and it is the team's responsibility to remain up to date with the rules of general participation.
- 1.4 Please refer to sports specific rules relating to each sport. Local laws shall apply unless otherwise provided for in these By-Laws.

### **2 ELIGIBILITY**

- 2.1 Minimum age to participate in the Senior Social Sports competition is 16 years old as of round one (1) of that season. No underage participants are permitted, nor will requests be considered. Identification may be asked by the staff of the Eaton Recreation Centre. If students cannot produce identification they will be asked not to play.
- 2.2 Players and officials must wear non-marking shoes; the Centre Supervisor has the right to refuse play to anyone wearing inappropriate footwear.

### **3 TEAM REGISTRATION**

- 3.1 The registration process is to be completed online on the 'Game Day' registration portal as found on the Eaton Recreation Centre's website.
- 3.2 When registering a team at the Eaton Recreation Centre, you are agreeing to participate in all fixtures, inclusive of grading and finals, and agree to payment of associated game fees.
- 3.3 Nomination fees must be paid in full and by the third game (grading included). Failure to pay the nomination fee may result in team replacement or with-holding of premiership points towards the ladder. Points are not redeemable.
- 3.4 Registration fees are non-refundable.

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- 3.5 ERC reserve the right to refuse team names that may be considered offensive, inappropriate or are like an existing team at the discretion of the Sports Team Leader. Inappropriate team names are defined as any name involving political, military, sexual or religious connotations.
- 3.6 New teams joining the competition after the start of a season can be introduced into a competition (where possible) but will only be eligible to play in the finals at the discretion of the Sports Team Leader. Fairness to all participating teams will be considered when making this decision.
- 3.7 Insufficient team numbers may result in grades being combined.

### 4 **INDIVIDUAL PLAYERS**

- 4.1 Individuals can register as an individual player by contacting ERC [sports@dardanup.wa.gov.au](mailto:sports@dardanup.wa.gov.au)
- 4.2 Upon registering you are agreeing to share your contact information with teams seeking players in a permanent or casual capacity.
- 4.3 Registering as an individual does not guarantee that you will join or play for a team.

### 5 **PARTICIPATION**

- 5.1 Players are welcome to feature in multiple sides during a regular season (including within the same division of the same sport). If a player qualifies for finals for two (2) sides in the competition, they may only represent one (1) team during the entire final's series (semi-finals and grand finals).
- 5.2 Players from any team (regardless of division) during a regular season are permitted to fill in for another side to meet the minimum number of players required to start a game. This is only permissible when a team is short of regular players, and Management reserves the right to deny a player from filling in for a side if it is deemed unsportsmanlike.
- 5.3 Participants must behave respectfully and courteously to the umpires, other officials, opponents, teammates, and spectators. No foul, abusive or aggressive language under any circumstance shall be displayed on the court. Players may be asked to leave the court if the language continues. Players may be suspended due to this misconduct.

### 6 **GRADING (if required)**

- 6.1 The intention of the grading period is to provide each team with an appropriate level of competition. Each competition will usually have a grading period of three (3) weeks. Throughout the grading period teams will be assessed by the following criteria:
  - Previous playing history (inclusive of playing experience/knowledge of the rules)
  - Grading game results (winning/losing margin)
  - Umpire recommendation

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- Sport Management recommendation
- 6.2 Grade change requests will only be considered within the first three (3) weeks of the regular season. To request a grade change, complete a [request to change grade form](#) and submit a written request to [sports@dardanup.wa.gov.au](mailto:sports@dardanup.wa.gov.au) by Friday of week three (3) of the season.
- 6.3 All grade change requests will be considered equally and fairly and will be subject to division availability and number of participating teams.
- 6.4 In the interest of keeping the competition even teams may be moved up or down a grade during the competition.

### **7 PARTICIPANT & TEAM RESPONSIBILITIES**

- 7.1 Prior to game commencement, all teams are required to have paid all outstanding fees. Team game fees must be paid and in full, split payments will no longer be accepted.
- 7.2 All teams must provide their own scorer for the duration of the match. Teams are therefore responsible for keeping a “check” on the scores during the game. Failure to provide a scorer will leave offending team no recourse to challenge the score. The electronic scoreboard is to be used as a guide only and the scoresheet will be used as the official result.
- 7.3 Teams are expected to conduct themselves within the ethos of participation, enjoyment, and healthy competition. The team will be held responsible for the conduct of its members and spectators. Inappropriate behaviour may result in eviction from the Centre and can lead to the game being called off and considered a forfeit against the team associated with the inappropriate behaviour.
- 7.4 Under no circumstances shall any player or spectator be allowed entry to the playing arena if he/she is deemed to be under the influence of drugs or alcohol (other than prescribed medication). If a player is suspected by another player of consuming alcohol, you may be asked to leave the centre. It is the umpires/Centre Supervisor’s responsibility to take the appropriate action deemed necessary by the Centre. Failure to comply with this can result in the game being cancelled or for the opposing team to receive goals/points.

### **8 TEAM CAPTAIN/ MANAGER/ ORGANISER**

- 8.1 The team captain takes full ownership and liability for the teams financial responsibilities while competing in an ERC Social Sporting Competition, this includes ensuring payment of nomination fees, game fees, and forfeit/withdrawal fees.
- 8.2 The team captain is responsible for ensuring that nomination forms are completed in full and any additional players throughout the season are added to the team list.

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### 8.3 Responsibilities of the Team Captain/Manager/Organiser are:

#### A. Prior to the match:

- Complete the scoresheet with full names (and numbers for basketball)
- Ensure fixture has been paid for (as per Fees and Charges) prior to the commencement of the game.
- Advise umpires of any fill in players

#### B. During the match:

- Ensure all team members and supporters have behaved in a sportsmanlike manner.
- At half time or after the match, approach the umpire/referee away from teams to seek clarification on calls/decisions made through the game (if needed)

#### C. After the match:

- Thank umpire/referee and opposition team.
- Check the final score of the game, as reflected on the scoresheet.

### 8.4 Complete and provide captain's feedback if there were any issues within the game for the Sports and Venue Team leader to follow up on or take note of.

## 9 TEAM UNIFORMS

9.1 All players in each team are required to present themselves in conforming uniforms for each match. Uniforms are to have the same colour and shade.

9.2 Failure to comply will result in a loss of two (2) goals per item of clothing per player in netball and basketball. The umpire will use their discretion with regards to the suitability of uniforms.

9.3 Any query regarding team uniforms needs to be brought to the umpire's attention before the start of the second half of a game.

9.4 A grace period of three (3) weeks will be allowed from the commencement of the season for teams to be in conforming uniforms. Following this period, officials will begin enforcing appropriate penalties. The points penalty system is below:

- **Basketball:** two (2) points per item/per player;
- **Netball:** two (2) goals per item per/player and;

9.5 A fill-in player coming from another game on the same night is not required to comply with that team's uniform and will not be penalised (team captain must advise umpires).

9.6 Any teams replacing another team during the season in progress will be given two (2) weeks to comply with conforming uniforms.

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- 9.7 All players participating in basketball fixtures must display a unique number on the backs of their jerseys i.e. all players must always display different numbers. Discretion of the umpires/referees or the Sports and Venue Team leader will apply.
- 9.8 All players participating in netball fixtures must supply their own netball bibs with the appropriate positions clearly labelled on the front and back.
- 9.9 Bibs are available to hire at a cost of \$5.00, they are to be sorted prior to the commencement of the game and the full set returned immediately after the game (unreturned bibs will be charged for).
- 9.10 Participants may not wear jewellery, watches, pins, or other dangerous items. Fingernails may be taped, cut, or gloved at the discretion of the umpires/referees. Tape is not provided by the ERC, and it is the responsibility of the player to ensure that they comply with the above. Fitness tracking devices located around the wrist are also unacceptable. Sweatbands may be worn to cover religious arm bands.
- 9.11 Uniform issues will be evaluated on a case-by-case basis at the discretion of Management.
- 9.12 New teams or individuals joining a team during a season may be given some leeway with regards to correct uniform at the discretion of management.

### **10 ILLEGAL PLAYERS**

- 10.1 The penalty for playing illegal players is automatic forfeiture of the match in which the offence occurred.
- 10.2 Illegal players are to be defined as follows:
- players under suspension
  - players participating under an assumed name
  - non observance of qualification criteria for finals matches
  - Players not listed or added to a team's nomination form and are a fill in player on more than three occurrences throughout a season.

### **11 SPORTS OFFICIALS**

- 11.1 ERC will endeavour to provide two (2) experienced and/or qualified umpires/referees for each Netball and Basketball match. Teams are still required to pay the full game fee in the event a fixture has one (1) umpire or referee. Teams are expected to show patience and understanding for referees who are still gaining experience. The Shire of Dardanup is committed to providing a safe working environment for all its employees and will take a zero-tolerance stance on abusive or intimidating behaviour towards umpires or referees.
- 11.2 Responsibility of the umpire/s or referee/s are:

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Prior to the match:

- Inspect the condition of playing area, ball, and equipment.
- Ensure all players are wearing correct uniform.
- Ensure scoresheets are filled out in full
- Check player nails and jewellery
- Ensure teams have paid game fees prior to the commencement of the game (Unless an agreement has been made with the Centre Supervisor)

During the match:

- Sanction misconduct and delays.
- Apply ERC by-laws and sports specific rules.

Post-Match:

- Complete good sports points
- Complete incident report/official match report form – if necessary.

- 11.3 During play, the umpire/referee's decision is final, and they shall not permit any discussion about their decision. However, at the request of the Team Captain, umpires/referees may provide an explanation on their interpretation of the rules. This explanation may be given at half or full time only.

### **12 COMMENCEMENT OF MATCHES AND TIMINGS**

- 12.1 Basketball games will run in 40-minute timeslots, consisting of two (2) eighteen-minute halves with a one-minute half time break, from 5:45pm and finishing at 10:00pm.
- 12.2 Netball games will run in 42-minute timeslots, consisting of two (2) ten-minute quarters and two (2) nine-minute quarters, with a one-minute break between quarters and two-minute half time break, from 6:00pm and finishing at 9:30pm.
- 12.3 Times for all games will commence whether teams are on court or not. Games will not commence if teams have not shown up within 5 minutes of the game starting.
- 12.4 Teams must have a minimum of
- **Basketball** – Four players on the court to avoid incurring a forfeit.
  - **Mixed Netball** - five players on the court to avoid incurring a forfeit (Three of whom must be female)
- 12.5 Mixed Netball must have no more than three (3) males on court at any one time, with a minimum of one (1) male. Each team must have a male in the following positions.
- Three (3) males
    - 1 x Male in WA, GA, or GS
    - 1 x Male in WA or C or WD
    - 1 x Male in WD, GD or GK
  - Two (2) males
    - 1 x Male in C, WA, GA, or GS
    - 1 x Male in C, WD, GD or GK

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- One (1) male
  - 1 x Male in any position.

12.6 If a team has fewer than the minimum required players to start the match, each minute that play is late, the opposing team will be awarded points/goals as follows:

- **Basketball:** two (2) points per minute.
- **Netball:** one (1) goal per minute.

12.7 If a team does not have the required minimum number of players on court and ready to play within ten (10) minutes of the scheduled starting time, it shall be deemed a 'no-show', and they shall lose the match on a forfeit and be required to pay their usual game fee and an additional forfeit fee per schedule in By Law 17.3.

12.8 The clock will not be paused during matches for any reason.

### **13 COMPETITION POINTS**

13.1 Competition points will be awarded as follows:

- Win: 2 points;
- Loss: 0 point;
- Draw: 1 point;
- Forfeit win: 2 points;
- Bye: 2 points
- Forfeit loss: 0 points.
  - Netball: 20-0.
  - Basketball: 20-0.

13.2 In the event of a Centre-wide shut down, and competitions have been suspended by Management, teams will not earn any competition points to ensure fairness across all teams.

### **14 SUBSTITUTES**

14.1 Each team shall be permitted to have an unlimited number of substitute players.

14.2 Basketball substitutions may be made when there is a stoppage in play and the Official is notified.

14.3 Netball substitutes can only be made during quarters when an injury arises.

### **15 ABANDONED GAMES**

15.1 A fixture may be abandoned in the following situations, including (but not limited to):

- Major injury causing immobilisation.
- Inappropriate behaviour or conduct and.
- Stadium operating standards are compromised i.e. power failure or storm damage.

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- Stadium evacuation for any emergency.

15.2 The outcome of abandoned games will be decided upon by management.

15.3 A full credit will be provided should more than half of a fixture be abandoned. Should at least half of a fixture be played, no credit will be provided. Team behaviour will be considered by the Sports Management Team in applying credits – all credits will be applied at the discretion of the Sports Management team.

### 16 FINALS

16.1 To participate in semi-finals and finals, a player must be registered on the Game Day registration portal and have participated in a minimum of four (4) games.

16.2 Finals will be in the following format for all sports unless Management decides otherwise:

#### **Semi Finals**

- Game 1: 1<sup>st</sup> vs. 4<sup>th</sup>
- Game 2: 2<sup>nd</sup> vs. 3<sup>rd</sup>.
- Game 3: 5<sup>th</sup> vs 6<sup>th</sup> play off.

#### **Grand Final**

- Game 1 winner vs. Game 2 winner
- Game 1 loser vs. Game 2 loser for 3<sup>rd</sup> vs 4<sup>th</sup> play off

16.3 Please note: All teams play two (2) weeks of finals matches regardless of finishing position (unless in the case of a competition with uneven number of teams, at which point the lowest team on the ladder will be given a bye for the first round of finals, and the second week will be at the discretion of the Sports Management Team). Divisions with uneven numbers will be provided with notice of games at the discretion of the Sports Management Team.

16.4 In the event of a drawn finals fixture at the end of the match, the sport-specific rules shall apply as follows:

- Basketball: Teams shall play one round of five (5) minutes without rest. If a further draw occurs, after extra time, a further period will be played until a minimum of a three (3) point margin exists, with the winner being the team ahead.
- Netball: Teams shall play one round of five (5) minutes without rest. If a further draw occurs, an additional period will be played until a margin of two (2) points exists, with the winner being the team ahead.

16.5 Any team with money outstanding at the end of a regular season (completion defined by 5pm the day of the first finals fixture) will be ineligible to play finals.



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- 16.6 If a team which finishes in the top four (4) at the end of a regular season informs the Sports Management Team that they are unable to play in the finals prior to finals fixtures being produced, the team which finishes fifth will be brought into fourth position.
- 16.7 Teams that fail to qualify for top four (4) finals will still receive fixtures during semi-finals week and grand-final week.

### 17 FORFEITS

- 17.1 Teams forfeiting a future regular season game at any point throughout the season will still be required to pay their normal game fee.
- 17.2 If a team wishes to forfeit a scheduled game, they must call the Centre on 9724 0400 prior to the game, forfeits via email or another method will not be accepted as prior notice.
- 17.3 Forfeit fines are to be applied according to the following schedule:

Period of Notice	Fine or Fee
24 hours or more	Team game fee (\$64.00)
Less than 24 hours	Team game fee plus the opposing teams game fee (Total \$128.00)
"No Show" team fails to notify	Team game fee plus the opposing teams game fee and a \$20.00 administration fee (Total \$148.00)

- 17.4 Fines must be paid within two (2) weeks of the forfeit date. Should fines be unpaid after the two-week period, the team can be withdrawn from the competition forthwith and replaced by another team, or teams will be suspended from fixtures until such a time as the forfeit fine/fee is paid.
- 17.5 Should the fine be unpaid before the completion of the final game week, the team will not be allowed to renominate for the forthcoming season.
- 17.6 If a team forfeits three consecutive fixtures, they will be automatically removed from the competition. Any team forfeiting three (3) times in any one (1) season may be withdrawn without notice at the discretion of the Sports and Venue Team leader. Withdrawal fees and outstanding team fines will be billed to the team captain.
- 17.7 The score for a forfeited game will be
- Basketball - 20 to Nil
  - Netball - 20 to Nil
- 17.8 In the event of a forfeit, the non-offending team shall receive a credit unless they take part in a scratch match or general court usage.

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- 17.9 If a game is not able to commence, a scratch match may be played if both teams involved so desire. Normal forfeit fees will still apply and charged to the forfeiting team. If it is the last game of the night, then no umpires/referees will be provided.

### **18 WITHDRAWALS**

- 18.1 Withdrawal from a competition anytime during a season, inclusive of grading, regular fixtures, and finals, will result in a three (3) game payment fee (\$192.00). Withdrawal fees and outstanding team fines will be billed to the team captain.
- 18.2 Applications of withdrawal from competitions must be done in writing and emailed to [sports@dardanup.wa.gov.au](mailto:sports@dardanup.wa.gov.au) .
- 18.3 The withdrawal fee is in addition to any outstanding forfeit or game fees, and if a team withdrawal occurs within 24 hours of their next scheduled game, they will be deemed to have forfeited this game and will be liable for forfeit fees as per schedule in By-Law 17.3.

### **19 PLAYER / TEAM REPORTS**

- 19.1 Players and spectators shall be subject to report by the Officials, team captains and Sports and Venue Team leader for any form of misconduct.
- 19.2 Misconduct shall include abusive language, unsportsmanlike conduct, and undue rough play, resistance to obey or take reason from an official, striking and attempted striking.
- 19.3 The Sports and Venue Team leader reserves the right to suspend or expel players or teams from the competition.
- 19.4 All protests regarding player reports are to be lodged in writing to the Sports and Venue Team leader on the day of notification. Teams, who do not enter a protest on the day of notification of any offence, relinquish their rights for a protest.

### **20 PLAYER SUSPENSION**

- 20.1 Any player disqualified with two (2) technical fouls in basketball will automatically receive a one (1) match suspension to be served at their teams next playing date. If the suspension given is longer than one (1) match, the team captain will be notified by the Sports and Venue Team leader.
- 20.2 Any player who receives a warning and a caution in the same game, will automatically receive a one (1) match suspension to be served at their next playing date. If the suspension is longer than one (1) match, the captain will be notified by the Sports and Venue Team Leader.

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- 20.3 If necessary, a player may be disqualified by an Official without warning at any time during a game.
- 20.4 If a player is disqualified from a fixture game more than three (3) times throughout the season, they will be suspended for the remainder of the current season.

### 21 BEHAVIOUR MANAGEMENT

- 21.1 The actions listed below are non-binding guidelines used by the Eaton Recreation Centres Sports Team to determine stadium misconduct in a sport-specific context, which may result in the person in question being subject to further suspension as per section 20 of the By-Laws.

#### 1. First and Final Warning

Player is notified that the behaviour demonstrated is unacceptable or unnecessary and the relevant sport-specific consequences as detailed below will apply:

#### 2. Sport-specific consequences:

- **Basketball:** technical foul, resulting in one (1) free throw and possession;
- **Netball:** player suspension, resulting in the player sitting out of the game for two (2) minutes;

3. Final sport-specific consequences: resulting in the player no longer participating in the match, and may result in ejection from the Centre at Management's discretion if behaviour is deemed extreme by an official or Centre Supervisor (whomever of the two present is most senior):

- **Basketball:** second technical foul;
- **Netball:** order off;

- 21.2 It is the responsibility of the umpire/referee to apply Steps 1-3, as stated in By-Law 21.1, at their discretion, and participants should be aware that all sport-specific consequences are subject to the interpretation of the umpire/referee in question.
- 21.3 Any further actions undertaken by the participant subject to behaviour management can result in an immediate ejection from the facility and/or further suspension from the competition as per section 27 of the By-laws.
- 21.4 Please note, all behavioural breaches that management deem not severe enough to warrant a suspension will be recorded. Management is not required to notify team organisers every time this occurs.

### 22 INSURANCE / INJURY

- 22.1 By participating in the Eaton Recreation Centre's sport competitions, players acknowledge that there is an inherent risk involved in participating and do so at their

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own risk. The Eaton Recreation Centre and Shire of Dardanup shall have no liability to a player for any injury, loss, or damage whatsoever.

- 22.2 All players are responsible for their own suitable insurance and provision and wearing of appropriate safety equipment.
- 22.3 If an ambulance assistance is deemed necessary by the most senior official, the cost associated with this service will be the responsibility of the injured player. If a player declines ambulance assistance, management accepts no liability for any further injury or damage.
- 22.4 All injuries must be reported to the Centre Supervisor on the night.
- 22.5 Play will be stopped at umpire/referee discretion if a player is bleeding or injured. If the incident has not been rectified after one (1) minute the player must be substituted and play continued.
- 22.6 The game clock will continue to run, and no time will be added for any stoppage in play.
- 22.7 Any clothing containing blood must be removed prior to re-entry into the game.

### **23 MEDICAL CONDITIONS**

- 23.1 The Shire of Dardanup and Eaton Recreation Centre recommends that all participants check with their doctor before playing or partaking in any physical exercise. The Eaton Recreation Centre will not be held responsible for any injuries or medical conditions sustained prior to or externally to any participation in the ERC competitions.
- 23.2 Concussion Policy: Should a head knock occur during a match, umpires/referees will recommend the completion of a concussion check using the 'Head Check' mobile app. This will be available on a tablet (if available) which the supervisor can lend, otherwise it can be downloaded for free on a mobile device.
- 23.3 Participants may decline to complete this check. Should they decline this, the umpire/supervisor may eject the player from the game if in their duty of care to provide a safe match, they deem the individual unfit to continue playing.
- 23.4 Severe head knocks resulting in unconsciousness, vomiting, reasonable confusion i.e. not knowing what happened, will result in the umpire/referee and supervisor refusing return to the game for the individual.

### **24 OUTSTANDING DEBTS**

- 24.1 Forfeiting teams must pay any due fines either prior to the next fixture or within 14 days of the forfeit date (only where it is the last fixture of the season).

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- 24.2 Any teams with outstanding debt will be contacted directly by the ERC. If a payment dispute cannot be resolved, the team's participation in a competition may be suspended until the account can be settled.
- 24.3 ERC reserves the right to engage a debt collection agency should an outstanding amount not be cleared by a team within a fortnight (14 days) of the first failed transaction.

### **25 RENOMINATION**

- 25.1 Teams who are legally participating in the current season will be provided up until the second last regular season weeknight in which they have priority nomination for the next season. Any nominations after this time will go up against the general public's nominations.
- 25.2 Teams who fail to renominate in this time, will forfeit all guarantees of a position in the next season.
- 25.3 Teams with outstanding monies cannot renominate until they are paid in full. A position will not be held for those teams that have outstanding money past the due date to renominate.

### **26 FIXTURES**

- 26.1 The Sports and Venue Team leader reserves the right to alter fixtures at any time. Teams will be notified if changes have occurred.
- 26.2 Fixtures are available on the Eaton Recreation Centre website <http://erc.dardanup.wa.gov.au/> or 'Game Day' app. Fixtures will be correct five (5) days in advance. Any alteration to the fixtures within this period will be communicated to the team captain by text, phone, or email.

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### 27 PENALTIES FOR MISCONDUCT

Behaviour	Negligible	Low	Medium	High	Severe
<b>PHYSICAL</b>					
<b>Unjustified Rough Play</b>					
Any unjustified physical action e.g. deliberates physical contact, tripping or deliberately causing contact.	1 week	2 weeks	4 weeks	8 weeks	14 weeks
<b>Threatening Behaviour</b>					
Any intimidating action, words or gestures.		2 weeks	3 weeks	5 weeks	7 weeks
<b>Pushing</b>					
Pushing of any kind that does not cause a person to fall.	2 weeks	3 weeks	4 weeks	6 weeks	8 weeks
Pushing of any kind causes a person to fall.		4 weeks	5 weeks	7 weeks	10 weeks
<b>Striking and Attempting Striking</b>					
Attempting striking e.g. slapping, punching, biting or any other striking action intending to harm.		5 weeks	7 weeks	10 weeks	13 weeks
Malicious and intentional actions given with intent or injury or cause harm		6 months	1 year	2 years	3 years
<b>NON PHYSICAL</b>					
<b>Offensive Language</b>					
Abusive or derogatory comments not accompanied by any swearing or obscene Language.		Suspended Sentence	1 week	2 weeks	3 weeks
Offensive Language - swearing, racial discrimination.		1 week	2 weeks	4 weeks	5 weeks
Extremely foul language and uncontrollable behaviour beyond the official's control.		4 weeks	5 weeks	7 weeks	9 weeks
<b>UNSPORTSMANLIKE</b>					
<b>Unsportsmanlike Behaviour</b>					
Offensive body language, intentional aggravation, baiting of opponents, throwing items		1 week	2 weeks	3 weeks	5 weeks
<b>SPECIAL CATEGORY</b>					
<b>Non Compliance with Official's</b>					
Disobeying instruction	1 week	2 weeks	3 weeks	5 weeks	6 weeks