

Team Sports By-Laws

Last Updated: 15 January 2016

1. INTERPRETATION:

- 1.1. The Australian Basketball Federation Official rules and the Australian Netball Association Rules shall apply unless otherwise provided for in these By-Laws.
- 1.2. Day to day interpretation of these By-Laws shall be at the responsibility of the most senior official present on the court (ie. Umpire/Referee).

2. MIXED NETBALL

- 2.1. All players must be over the age of 15 to participate in the competition
- 2.2. Teams must have a minimum of five players on the court to avoid incurring a forfeit (Three of whom must be female)
- 2.3. There must be no more than three males on court at any one time, with a minimum of one male
- 2.4. Each team must have a male in each third of the court. It is not permissible to have 2 males in one third of the court at the start of play.

1 x Male in GA or GS
1 x Male in WA or C or WD
1 x Male in GD or GK

3. NOMINATION

- 3.1. All registrations must be completed online and teams must agree to terms and conditions agreed to prior to season commencing.
- 3.2. Nomination forms must be completed in full and Terms and conditions agreed to prior to season commencing. (see 'Team Captains' responsibilities By Laws Section 8.)
- 3.3. Teams must be nominated and have paid nomination fee by the third game. (grading included)
- 3.4. Failure to pay nomination fee may result in team replacement or with-holding of premiership points towards the ladder. Points are not redeemable.
- 3.5. Registration fees are non-refundable

- 3.6. Registrations are taken on a first-come-first-serve basis and there are no guaranteed your team will be included in the competition in the early rounds.
- 3.7. Team names deemed offensive or inappropriate will be changes at the Eaton Recreation Centre discretion prior to the season commencing.
- 3.8. Insufficient team numbers may result in grades being combined.
- 3.9. Grade change requests will only be considered within the first three weeks of the regular season.
- 3.10. To request a grade change, complete a [request to change grade form](#) and submit to the Sports Coordinator by Friday of week three of the season.
- 3.11. Re-grading is at the discretion of the Eaton Recreation Centre and grade change requests are not guaranteed.
- 3.12. In the interest of keeping the competition even teams may be moved up or down a grade during the competition. This decision is final and cannot be disputed.
- 3.13. All team withdrawals must be made in writing to the sports coordinator

4. RENOMINATION

- 4.1. Teams who are legally participating in the current season will be provided up until the second last regular season week night in which they have priority nomination for the next season. Any nominations after this time will go up against the general public's nominations.
- 4.2. Teams who fail to renominate in this time period will forfeit all guarantees of a position in the next season.
- 4.3. Vacancies in the competition will be filled by the first in first served priority.
- 4.4. Teams with outstanding monies can't 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.

5. TO PLAY

- 5.1. Teams must be financial to start the game. Team game fees must be paid and in full, split payments will no longer be accepted.
- 5.2. A team must have a minimum of 5 players for netball or 4 for basketball entered on a scoresheet who are ready to take the court at the commencement of the game.
- 5.3. Participants must behave respectfully and courteously to the umpires, other officials, opponents, team mates 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.

- 5.4. Players and officials must wear non-marking shoes; the Centre Supervisor has the right to refuse play to anyone wearing inappropriate footwear.
- 5.5. If a team has late arriving players, then for every minute or part thereof that team/game is late commencing, the opposing team will be awarded two points until the 10 mins has expired (basketball - netball teams will lose 1 goal for every minute that goes by) If a team does not have enough players on the court and ready to play within 10 minutes of the scheduled starting time, they must forfeit the game and are required to pay a forfeit fine as detailed in the By Laws Section 14. The final score awarded will be 20 to nil in both basketball and netball. This rule is enforced by the controlling umpires.
- 5.6. In cases of doubt, clarification may be requested through the team captain and only through him/her in sportsperson like conduct. This can be done at half time or at the end of the match but not during.
- 5.7. All players must be over the age of 16 to participate in the competition

6. TEAM RESPONSIBILITIES

- 6.1. 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.
- 6.2. 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.
- 6.3. Under no circumstances shall any player or spectator be allowed entry to the playing arena if he/she are 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.
- 6.4. No participants can wear jewellery, pins, or other considered dangerous items. (including, but not exclusive to awareness bracelets) while on court. Fitness tracking devices located around the wrist are also unacceptable. Sweatbands may be worn to cover religious arm bands.
- 6.5. Fingernails may be taped or cut at the discretion of the umpires or referees. Alternatively, gloves may be worn. Mouthguards are also recommended where applicable.

7. SPORTS OFFICIAL'S UMPIRES/REFEREES

7.1. Responsibility of the umpire/s or referee/s are:

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.
- All faults and play

7.2. The umpire's/referee's decision is final. He/she shall not permit any discussion about his/her decision.

7.3. Post-Match:

- Complete game Most Valued Players (MVP) one, two, three system.
- Complete incident report/official match report form – if necessary.

7.4. Umpires will be provided by the Eaton Recreation Centre. The Sports Coordinator will make the best possible effort to have two umpires on all games.

7.5. **The Sports Official's decision is final.** He/she shall not permit any discussion about his/her decision. However, at the request of the teams captain, he/she will give an explanation on the application of interpretation of the rules he/she has based his/her decision on. The explanation can only occur at half time of full time.

8. TEAM CAPTAIN

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.

8.3. Game night/day responsibilities of the team captain are:

Prior to the match:

- Complete the scoresheet with full names (and numbers for basketball)
- Pay the required game fee in full (\$60.00) prior to the commencement of the game.
- \$45.00 for Thursday Morning netball
- Advise umpires of any fill in players

During the match:

- to ask authorisation to change uniforms, equipment
- 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)

After the match:

- thank umpire/referee
- check the final score of the game, as reflected on the scoresheet
- Complete a captain's report if there were any issues within the game for the Program Development Officer (Sports Coordinator) 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 top.
- 9.2. Failure to comply will result in a loss of 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 in regards to team uniforms needs to be brought to the umpire's attention before the start of the second half of a game.
- 9.4. All basketball players are required to be identified by a number located on the back of the uniform. Numbers must be neat and tidy. Written on numbers or taped numbers are not acceptable. Discretion of the umpires/referees or the Sports Coordinator will apply.
- 9.5. Five weeks grace (grading) will be allowed from the commencement of the season for players to procure conforming numbered uniforms (netball will be without numbers). After this period, players not in correct numbered uniform will be penalised as per By Law 9.2.
- 9.6. 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).
- 9.7. Any teams replacing another team during the season in progress will be given two (2) weeks to comply with conforming uniforms.
- 9.8. 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).

10. TIMING

- 10.1. Games will be played on a time limit of:
 - Basketball: 2 x 18 min halves with a 2 min half time and warm up period
 - Netball: 4 x 10 min quarters with 1 min break between quarters and 2 min half-time
- 10.2. The game clock will start at the stated time whether teams are ready or not.
- 10.3. Game timings may vary depending on the amount of teams.

11. PREMIERSHIP POINTS

- 11.1. Premiership points are awarded as such:

WIN	2 points
DRAW	1 point
LOSS	0 point
Forfeit Win	2 Points
Forfeit Loss	0 Points

12. SUBSTITUTES

- 12.1. Each team shall be permitted a maximum of five (5) substitute players. Substitutions during a basketball game may be made when there is a stoppage in play and the Official is notified. Netball substitutes can only be made between quarters unless an injury arises.

13. ILLEGAL PLAYERS

- 13.1. The penalty for playing illegal players is automatic forfeiture of the match in which the offence occurred.
- 13.2. 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.

14. ABANDONED GAMES

- 14.1. The final outcome of abandoned games will be decided upon by the umpire/referee on the court at the time.
- 14.2. If a team is unable to continue playing due to injury of a player/s that cannot be removed from the court, the game will be ended and the score will stand as it is at the stop of play.
- 14.3. If a team "chooses" to discontinue playing although the game can continue after injury, then the game will be called as a forfeit by this team. A win will be

awarded to the opposition team. See section 11 for the final outcome of the game.

- 14.4. If a game is abandoned due to circumstances outside of the Sports Coordinators control (roof leaks, power cut, immovable player etc.), the following result will take place:
- Match abandoned before half time, 50% of the game fee will be credited to the teams following game.
 - The score will be deemed a 0-0 draw
 - After half time, Games abandoned after half-time are not eligible to receive fees refunded/credited.
 - The score at the time will stand as the final result

15. FORFEITS & WITHDRAWALS

- 15.1. 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.

- 15.2. Forfeit fines are be applied according to the following schedule:

Period of Notice	Fine or Fee
24 hours or more	Team game fee (\$60.00)
Less than 24 hours	Team game fee plus the opposing team's game fee (\$120.00)
"No Show" team fails to notify	Team game fee plus the opposing team's game fee and a \$20 administration fee (\$140.00)

- 15.3. Fines must be paid within two weeks of the forfeit date. Should fines be unpaid with the two week period, the team can be withdrawn from the competition forthwith and replaced by another team or teams will be removed from fixtures until such a time as the forfeits is paid.
- 15.4. 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.
- 15.5. If a team forfeits three consecutive fixtures, they will be automatically removed from the competition. Any team forfeiting three times in any one season may be withdrawn without notice at the discretion of the Sports Coordinator. Withdrawal fees and outstanding team fines will be billed to the team captain.
- 15.6. The score for a forfeited game will be
- Basketball - 20 to Nil
 - Netball - 20 to nil.
- 15.7. Under the conditions of By Law 15.2, 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.

- 15.8. A team may choose to withdraw from the competition by the payment of a withdrawal fee of three game payments. Notice must be in writing to sports coordinator. The withdrawal fee is in addition to any outstanding forfeit or game fees, and if a team withdraws 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 15.2.

16. PLAYER / TEAM REPORTS

- 16.1. Players and spectators shall be subject to report by the Officials, team captains and Sports Coordinator for any form of misconduct.
- 16.2. Misconduct shall include abusive language, unsportsmanlike conduct, and undue rough play, resistance to obey or take reason from an official, striking and attempted striking.
- 16.3. The Sports Coordinator reserves the right to suspend or expel players or teams from the competition.
- 16.4. All protests in regards to player reports are to be lodged in writing to the Sports Coordinator 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

17. PLAYER SUSPENSION

- 17.1. Any player disqualified with two (2) technical fouls in basketball will automatically receive a one match suspension to be served at their teams next playing date. If the suspension given is longer than 1 game, the team captain will be notified by the Sports Coordinator
- 17.2. If necessary, a player may be disqualified by an Official without warning at any time during the course of a game.
- 17.3. 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.

18. TECHNICAL FOULS

- 18.1. A player can receive a technical foul by an official for any such actions as outlined in the Australian Basketball Federation Official rules or Australian Netball Association rules.
- 18.2. In addition to 17.1 a player can receive a technical foul by an official for any of the following such actions:
- Disrespectfully addressing or contact with an official
 - Using offensive language or gestures
 - Baiting an opponent
 - Deliberately delaying the game
 - Changing his/her playing number without notifying the scorer
 - Unnecessarily hanging on the ring

- 18.3. The penalty for a player technical foul is two shots to the opposing team and possession of the ball. In netball, the penalty is possession to the opposing team.

19. FIXTURES

- 19.1. The Sports Coordinator reserves the right to alter fixtures at any time. Teams will be notified if changes have occurred.
- 19.2. Fixtures on the Eaton Recreation website <http://erc.dardanup.wa.gov.au/> or Game day app, fixtures will be correct 5 days in advance. Any alteration to the fixtures within this period will be communicated to the team captain by text, phone or email.

20. FINALS

- 20.1. The last round of the season (Finals) is fixture based on the ladder standings from the season to that point in time.
- 20.2. All teams are required to play finals unless there is a bye in that division, normal game/forfeit fees apply.
- 20.3. The season Grand Final will be played between the first and second placed teams in each division with the winner being crowned the division champion.
- 20.4. In the event of a draw in any final match the winner will be declared the team with the higher percentage at the conclusion of the regular season
- 20.5. Finals format will be 1st v 2nd, 3rd v 4th, 5th v 6th etc.
- 20.6. To participate in the Grand Final a player must be registered and have participated in a minimum of four games in the team.

21. INSURANCE / INJURY

- 21.1. All players are responsible for their own suitable insurance and provision and wearing of appropriate safety equipment.
- 21.2. 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 own risk. The Eaton Recreation Centre and Shire of Dardanup shall have no liability to you for any injury, loss or damage whatsoever.
- 21.3. All injuries must be reported to the Centre Supervisor on the night.
- 21.4. Play will be stopped by umpire/referee discretion if a player is bleeding or injured.
- 21.5. Play will be stopped for up to one minute. If the incident has not been rectified after one minute the player must be substituted and play continued.
- 21.6. The game clock will continue to run and no time will be added for any stop in play.

21.7. Any clothing containing blood must be removed prior to re-entry into the game.

22. TRANSFERS

22.1. A player may transfer from one team to another only once during the season provided that:

- ** Such a player is financial with and does not possess any assets of the team from which the player is transferring
- ** Transfers are presented to the Sports Coordinator in writing before the night of the player playing for the new team

22.2. Player transfers cannot play down the grade they are currently playing.

23. Prescribed Penalties for Misconduct

Behaviour	Negligible	Low	Medium	High	Severe
PHYSICAL					
Unjustified Rough Play					
Any unjustified physical action e.g.; deliberates physical contact, tripping or deliberately causing contact.	1 Week	2 weeks	4 weeks	8 weeks	14 Weeks
Threatening Behavior					
Any intimating action, words or gestures		2 weeks	3 weeks	5 weeks	7 weeks
Pushing					
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
Striking and Attempting striking					
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
NON PHYSICAL					
Offensive Language					
Abusive or derogatory comments not accompanied by any swearing or obscene language		Suspend ed 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 behavior beyond the officials control		4 weeks	5 Weeks	7 Weeks	9 weeks
UNSPORTSMANLIKE					
Unsportsmanlike behavior					
Offensive body language, intentional aggravation, baiting of opponents, throwing items		1 week	2 weeks	3 weeks	5 weeks
SPECIAL CATERGORY					
Non Compliance with Official's					
Disobeying instruction	1 Week	2 weeks	3 weeks	5 weeks	6 weeks