



South Geelong Netball Association Inc.

By-laws.

Updated 30/06/21

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PART ONE – ADMINISTRATION.

1.1 INTRODUCTION.

- (a) These by-laws shall be the by-laws of the South Geelong Netball Association Inc. (SGNA), and all previous by-laws are hereby revoked.
- (b) In these by-laws and rules, except where stated:
- "A.A.N.A." is the All Australian Netball Association and/or Netball Australia.
 - "NV" is Netball Victoria Inc.
 - "SGNA" is the business name for the South Geelong Netball Association Inc.
 - "A Club" means a club/school/team. "Competition Matches" include Summer Season and Winter Season.
 - "The Executive Committee" means the President, Vice-President, Secretary, and Treasurer.
 - "Sub Committees" means competition/match committee; SGNA Junior Representative; Tribunal; and Umpires; incorporated under the committee.
 - "Supervisor" refers to an employed member of Geelong Sports Hub, whose duties/responsibilities include the supervision/administration of competitions or activities.
 - "Centre" refers to the Geelong Sports Hub, South Geelong.
 - "Official of a Club" means a person involved in court side management of Team/School/Club. These are the people listed as team contacts on the official team entry form.
- (c) The committee of management of the Association hereinafter referred to as 'the Committee' shall be the body responsible for the implementation of these by-laws.
- (d) The Committee may delegate the administration of the by-laws to such committees as it deems fit.
- (e) SGNA Inc. shall abide by the official netball rules as laid out by the A.A.N.A. and abide by the Policies for affiliated Associations, as per set down by the NV, unless alternative rules appear within these by-laws.

1.2 NV REGISTRATION.

- (a) NV membership fee is set annually by NV.
- (b) All players participating in a NV Affiliated competition within the Association are to have a current NV membership. It is the team's responsibility to ensure that all players have current NV.
- (c) Teams will be given until the completion of grading matches before premiership points will be deducted from teams for playing individuals not holding current NV memberships. In the case of a team entering after grading matches, loss of premiership points will occur from the first game.
- (d) **Penalty:** Any player not registered with a current NV or having presented the number or proof of purchase to the Supervisor for that season, can cause the team to lose premiership points each game they play until registration is completed. No premiership points deducted will be reinstated.
- (e) No player shall play in finals without NV registration.
- (f) Players NV memberships will be checked on the NV website, if requested players must produce their membership card or receipt as proof of purchase.

1.3 TEAM ENTRY FORM.

- (a) Teams must ensure players lists are completed on SportsFix at least 24 hours prior to their first match.
- (b) Entry forms will be made available online on the Geelong Sports Hub website.
- (c) All outstanding fines and money from previous seasons competitions must be paid before a team entry can be accepted.
- (d) In considering the application, the Association shall take into account the history of conduct of the applicant, the team(s) and any person associated with the team(s). The Association may impose

a 'good conduct' bond and/or contract as a condition of entry in situations where there are doubts based on past history or performance.

(e) The committee reserve the right to refuse the registration of any persons or team. Any team/person aggrieved by refusal of registration may make written request to the committee to reconsider its decision. Such written request must be lodged with the committee within 7 days of being advised of the refusal. The committee shall arrange for the matter to be heard at its next available regular meeting at which time the aggrieved person or team shall have the right to appear before the committee and give reasons why the registration shall be approved.

(f) Within S.G.N.A. all registrations will lapse at the conclusion of each season and players must re-registered at the commencement of each new season.

1.4 TEAM ENTRY FEE.

(a) A team entry fee nominated at season commencement is to be paid when the team is entered online.

(b) **Penalty:** Teams will not be entered into the competition unless the accompanying fee is paid.

1.5 SCORESHEET / TABLET.

(a) One scoresheet (tablet) will be used for each game to record names of players participating and the match score.

(b) Ensure all team lists are completed prior to the first round via the team managers SportsFix account.

(c) The umpires will take the tablet to the court.

(d) It is each team's responsibility to provide a scorer each week.

(e) The first named team on the tablet shall have 1st centre pass, with the 2nd named team having the choice of ends.

(f) At match conclusion, the scoresheet is to be checked by captains of the competing teams, officiating umpires and scorer indicating their satisfaction that information on the scoresheet is correct.

(g) Only by consent of the Supervisor, the 2 captains or with junior teams, the two coaches, can the score be changed on the scoresheet. Both consenting team officials and the Supervisor must email a notification to the competition manager for the scores to be altered.

(h) Scores will be final when both captains acknowledge the score on the tablet before the game is finalised by the umpire, but should any protest arise the Association shall consider the game.

(i) The scoresheet/tablet shall be the only official record of the score.

(j) The umpires are responsible for returning the score sheet to the Supervisor after all games have been finalised for that day.

PART 2 - COMPETITION ORGANISATION.

2.1 CONDUCT OF MATCHES.

(a) Match rules shall be those of A.A.N.A.

(b) Matches shall be played at venues as directed by the Association. All venues must be an indoor stadium.

(c) Timing of matches as follows (unless otherwise specified):

4 x 10 minute quarters. NO INJURY TIME ALLOWED.

Change ends ¼, ½ and ¾ time.

Interval 2 minutes at ½ time and 1 minute at ¼ and ¾ time.

Interval maybe altered by Supervisor/s to deal with an emergency.

- (d) All matches shall be played as arranged in the fixtures or as directed by the Supervisor and agreed to by both team contacts.
- (e) Starting times are according to times on the fixture.
- (f) **Penalty:** Any team failing to be ready to start play shall be penalised 1 goal per minute late for up to 10 minutes. A walkover will then apply, refer to 2.10.
- (g) Teams shall take the court immediately when the end of a break is signalled, and be ready to recommence play.
- (h) Each team is responsible for the conduct of its supporters.
- (i) Competitions must consist of not less than 4 teams.

2.2 TEAM PLAYING FEES.

- (a) A team playing fee will be determined at the beginning of each season. This playing fee must be delivered to the Supervisor prior to the scheduled starting time of the game.
- (b) The game will not commence until full fees are received with teams causing games to commence late incurring a 1 goal per minute penalty.
- (c) In the event of a team having less than 7 players, the said team shall still pay the full fee.
- (d) Only fully financial teams will be eligible to play in finals.
- (e) Playing fees are to be paid by teams in finals and replays.

2.3 UNIFORMS.

- (a) All players to be in correct uniform by the completion of grading matches.
- (b) **Penalty:** Teams will lose 2 goals per piece or 4 goals per dress of incorrect uniform after the specified time.
- (c) The point's penalty for uniform infringement is to be added to the opposition score at the start of the game, ¼ or half time. Players entering the court for the 1st time after half time, who are not in correct team uniform, are to be penalised at the time of entering the court. The umpire is to stop the game when the player enters the court or when the umpire notices the violation and instructs the scorer to amend the score at that time.
- (d) Uniforms must be neat and tidy.
- (e) In junior competitions, players must wear dresses, skirts or shorts with no pockets!
- (f) Sports briefs must be worn under skirts.
- (g) All players shall wear same coloured shirts. Singlets maybe worn but singlet straps must be a minimum of 3cms.
- (h) All players shall wear position bibs.
- (i) Gloves are permitted. Fingernails must still be short or taped underneath the gloves.
- (j) Nails shall be cut short to avoid injury to other players.
- (k) Nails must be correctly taped and they must be taped with approved nail tape.
- (l) No exposed rings or jewellery will be permitted on court, with the exception of wedding rings or medic-alert jewellery which must be covered securely. Players wearing medic-alert jewellery must register this on the scoresheet.
- (m) Earrings or sleepers, un-taped, will not be permitted on the court, without the Supervisors' approval.
- (n) No metal/hard plastic hair wear will be permitted on court.

- (o) Appropriate sneakers only to be worn when playing.
- (p) No hard peaked caps are to be worn.
- (q) If long sleeves are worn during play, only team shirt colours can be worn and must be under the position tops with no hood or pockets.
- (r) Track suit pants or slacks must not be worn during play.
- (s) Long hair is to be tied appropriately clearly revealing the position top lettering.
- (t) All teams must supply own position tops.
- (u) Any discrepancies must be cleared with the Supervisor before the start of the game or before player takes the court.
 - (v) A copy of a medical certificate for uniform infringement will be kept on file with the Supervisor, as well as with the individual player concerned.

2.4 FIXTURING.

- (a). Fixtures will be placed on the Geelong Sports Hub website for all sections showing venues and times. It is the responsibility of the team contact to inform the rest of the team.

2.5 REQUESTS.

- (a) Teams wishing to make any special requests regarding fixturing must do so in writing via email and lodge this before the season commences.
- (b) It should be noted that only legitimate requests will be considered.
- (c) Every attempt will be made to cater for teams, however there is no guarantee that all requests will be met.
- (d) Requests made after the fixtures have been generated will not be considered.

2.6 GRADING.

- (a) Teams will initially be evaluated and graded during the first 5 weeks of the season in the competitions, unless otherwise stated.
- (b) Premiership and runners-up teams maybe upgraded if necessary.
- (c) The Supervisor retains the right to re-grade teams at any time during the season if so required.
- (d) Grades will be graded on ability - age to be used as a guideline only unless otherwise stated, by the Supervisors discretion.
- (e) In the situation where a club/school team, playing in its correct age group is dominating that particular grade, the committee will, following consultation with the club/school concerned, request that the club/school self-regulate that team. The SGNA committee reserves the right to intervene, where a club/school fails to act in the opinion of the Supervisor, in the best interest of the competition. The committee shall also maintain a right to instruct clubs/schools to re-organise teams in any age group to meet the Associations objectives.
- (f) If a team is re-graded during the Regular Season, premiership points and goals for and against will be transferred into the new division.

2.7 PREMIERSHIP POINTS.

- (a) A weekly progressive points table will be kept and displayed on the Geelong Sports Hub and SportsFix website.
- (b) The following points will be awarded for each match:
 - 4 points to the winning team.
 - 4 points for a bye.
 - 4 points to a team receiving a walkover (score 10-0).

2 points each in the event of a drawn game.

0 point for a loss.

0 for a team giving a walkover.

(c) Where points are equal, positions will be determined by percentage of goals scored for and against.

2.8 QUALIFYING.

(a) All players must have played or qualified in at least 5 matches with that team to qualify for finals. Games played without VNA are not valid and therefore will not contribute to finals eligibility.

Penalty - Ineligibility to play in finals.

(b) Once a player plays 5 matches with 1 team, they are deemed to be part of that team for the season and cannot play with another team without a clearance. This is relevant for competitions on the same day only.

(c) No player shall play more than 1 match per competition unless in a club situation.

- **Floating Rule** – Any VNA registered player can fill in for a team. This player is required to write their name on the score sheets with an (F) next to their name. This player will not be added to the scoresheet and can not qualify for finals. The player is only permitted to play in the WA or WD positions.

Penalty - Failure to comply with this rule shall result in the forfeit of the match where the illegal player took the court.

(d) A **senior** player in a club situation maybe upgraded for no more than 4 matches. On the 5th match the player will be considered a player of the higher team, and may not play in a lower grade for the remainder of the season.

Penalty - Loss of the match where a player played illegally.

(e) In **juniors**

- In a club situation, a player can play 2 games in the one day provided they are playing in their correct age group/school grade level or higher.
- In the same age group or grade level, they can only play 1 game in a day.
- In a club situation a junior player maybe upgraded in the same division for no more than 4 matches. On the 5th match the player will be considered a player of the higher division, and may not play in a lower division for the remainder of the season.

(f) In the event that there is more than one team from the same club in the same division, players may transfer between teams until the players takes the court for their 3rd game with the 1 team. Once this occurs the player must remain with the team they played their 3rd match with for the remainder of the season. Players can only play one game a night in the same division.

(g) No junior club/school team, shall have more than 4 SGNA representative players in that team. Club/teams may seek an exemption in writing to this rule from the SGNA executive committee.

(h) Grading games shall count towards qualifying for finals.

(i) In the case of a notified walkover, names for qualification purposes for the non-walkover team, should be given to the Supervisor on the day of the scheduled match. Otherwise, players of the non-walkover team listed in full on the scoresheet from the week prior and directly after the week of receiving the walkover, will be granted a game played for that round.

(j) Any player wishing to play lower than their recognised standard must apply in writing for permission to do so to the Association.

Penalty - Failure to do so will result in loss of any points gained in the match(s) concerned.

(k) Byes do not count toward the number of games played for finals eligibility.

(l) Team managers are required to delete names of any person on the log in screen who is not present for the match.

2.9 CLEARANCE.

- (a) Clubs are expected to adopt the highest possible ethical standards in matters involving the movement of players from one club to another.
- (b) All players are considered to be registered with a club/team once the player takes the court for that team during the season.
- (c) A clearance is required to transfer from one club/team to another.
- (d) A clearance form shall be lodged on the appropriate form to the Association.
- (e) Clearances will only be considered up to and including the half way mark of the season. Only extreme circumstances may be considered by the Association.
- (f) No player will be granted more than 1 clearance per season.
- (g) Clearances must be fully completed prior to the commencement of play.
- (h) The club/team must return the form with the decision within 10 days of date of dispatch from Supervisor. Failure to do so may result in an automatic clearance.
- (i) Once the clearance is granted, confirmation to play will be issued by the Supervisor. Players shall not be entitled to play until their clearance is granted or an appeal has been conducted.
- (j) In the event of a club/team refusing a player(s) clearance, then that player may lodge an appeal in writing to the Association. All appeals will be refereed by the Association to the Independent Tribunal.
- The player and a delegate from both clubs/teams are entitled to appear before the Tribunal to state their case when such appeal is considered. Consideration of the appeal shall be within 14 days of receipt.
 - The result of the appeal shall be final.
- (k) In the event of a team disbanding the players will be deemed to have an "open clearance" and will be free to register (within the by-laws of the Association) with any other team during the season as long as **all fees are paid** and permission is granted by the Supervisor.
- (l) In the event of a team being disqualified, the members may not register with any other team during the same season, without first obtaining permission from the Association.
- (m) Failure to comply with any rules relating to transfers/clearance shall result in forfeiture of the match(s).

2.10 WALKOVER/FORFEITS.

- (a) If 5 or more players are not in position to play when match commencement is signalled, the opposing team with 5 or more players ready to play will be given 1 goal per minute. Late start penalty points are to be applied **PRIOR** to the commencement of the game and no later than ½ time. After 10 minutes the match will be awarded to the non-offending team and walkover fees will apply. Score of 10-0 for percentage purposes.
- (b) If neither team has 5 or more players in position to play when match commencement is signalled, then the match is abandoned and no points or score is credited. Walkover fees shall apply i.e. each team will pay the full playing fee.
- (c) The Supervisor is to be informed as soon as practical if a team is to forfeit a match in a fixture.
- (d) A forfeit fine determined seasonally will be imposed, which must be paid before the next scheduled match of the offending team (unless arrangements are made with management).
- Penalty** - No premiership points will be issued until the fee is paid. These points will not be reinstated once the fee is paid.
- (e) Teams failing to pay walkover fines within 1 week or make suitable arrangements with management, will not be permitted to continue in the competition.
- (f) No teams will be eligible to play in finals with outstanding fines.

2.11 WITHDRAWAL FEE.

- (a) Teams withdrawing from the competition at any stage will forfeit all entry fees.
- (b) Teams withdrawing will be liable for a fee which shall be determined seasonally.
- (c) Each individual is liable for their portion of the withdrawal fee before they can play in another team on that night.

2.12 CONDUCT & BEHAVIOUR.

- (a) SGNA will adopt the codes of behaviour as prescribed by NV.
- (b) Clubs/teams are responsible for the conduct and behaviour of their players and spectators and should particularly ensure that such person/s are not under the influence of alcohol or drugs when attempting entry to the Centre or venues where competition games are played. The relevant club and/or team contact will be held accountable for any breach of this by-law.
- (c) Consumption of alcohol is not permitted within the Centre, venues or car parks where competition games are played. Infringement of this by-law can result in expulsion of the player/s and/or club/team concerned from the Association.
- (d) No player or official shall be permitted to participate in any competitions at the Centre or venues where competition games are played if they have been consuming alcohol.
- (e) Hanging from nets, rings, backboards or other supporting structure in the Centre, or any venue where competitions or activities are held, is prohibited and can result in ejection from the venue. In the event of damage being caused to venue equipment, the person who caused that damage or in the event that an offender cannot be identified, the club/team responsible for court usage will be invoiced for the cost of repair and/or replacement and any loss of revenue suffered through the unavailability of the court or venue.
- (f) Smoking is not permitted within the Centre or venues where competition or activities are held.
- (g) Players will be reported if they indulge in unsportsmanlike conduct; assault; fight; trip; kick; elbow or use offensive language; dispute decisions or engage in racial vilification. Teams and/or club/team officials and spectators can also be reported.
- (h) Misconduct of player(s), team or team officials during a competition shall be dealt with by the umpire(s), and/or Supervisor as they determine necessary. Player or team behaviour contacts may apply if necessary.
- (i) Tribunals shall be held on Mondays, or at a special time or day, at the request of the Association.
- (j) The SGNA will adopt the NV cyber safety policy.

2.13 DISCIPLINARY POWERS.

- (a) The Association shall have disciplinary power to hear and determine charges made, arising from or related to, competitions conducted by SGNA.
- (b) Charges may be made by game officials, or by Association officers arising from an incident or investigation of a complaint.
- (c) A report of any player, team or team official must be made in writing to the committee within 48 hours of the occurrence of the incident.
- (d) The Association shall have the power to delegate the hearing of such charges to the Tribunal who shall act in accordance with these by-laws.
- (e) The SGNA tribunal shall operate in accordance with the tribunal by-laws & dispute resolution guide as laid down by NV. The tribunal by-laws are incorporated as part of the SGNA by-laws.
- (f) The committee shall suitably notify the player or official who has been reported and advise as to when the matter will be dealt with by the committee.
- (g) The player or official who has been reported shall have the right to attend the hearing of the

committee and give evidence.

(h) The tribunal committee has the right to request the attendance of anyone concerned with the incident.

(i) The Tribunal shall have a chairperson appointed by SGNA. Additional members shall be recruited from the community at large and approved by the committee. Any tribunal member may be removed by the decision of the committee. It is essential that the tribunal be impartial and independent.

(j) The tribunal chairperson shall be responsible for the implementation of these by-laws in respect to tribunal procedures, eligibility, duties and penalties and ensure that hearings are orderly and impartial.

(h) A quorum at each tribunal hearing shall be 2 members. A maximum number of tribunal members shall be 5 and, wherever possible, each charge shall be heard by 3 members.

(l) The tribunals shall have power to impose penalties as it deems necessary, including suspend, disqualify, reprimand, fine, bond and ban, or otherwise deal with any player, coach, team, game team/club or Association official or spectator, regarding any incident arising from a match conducted by SGNA. The incident may have occurred before, during or after the game.

(m) The tribunal may also deal with any disciplinary matter delegated to it for adjudication by SGNA.

(n) An appeal against the decision of the tribunal must be lodged in writing, within 7 days of the hearing and meet appeal procedures, guidelines and grounds as set out in the VNA dispute resolution guide as they exist from time to time.

(o) Appeal committee members shall be recruited from the community at large and consist of no less than 3. The appeal committee shall elect a chairman from the members present. It is essential that the appeal committee be impartial and independent.

(p) The appeal committee shall have the power to amend original charges, impose penalties, reduce, increase or otherwise alter penalties handed down by the tribunal. The decision of the appeal committee shall be final.

(q) A complaint concerning the actions or behaviour of an umpire may be made in writing to the committee. The committee shall deal with the complaint in the manner that they determine necessary.

(r) Any team/player/team official or umpire found guilty or others of misconduct, shall be liable to be disqualified from taking part in any match under the control of the S.G.N.A. Inc. for such time as may be decided upon. The Supervisor has the ability to refuse the person from entry to the stadium.

2.14 PROTESTS.

(a) Any team wishing to protest in respect of any game must lodge the protest in writing to the Association within 48 hours of the match being played.

(b) Delegates from the parties concerned shall be entitled to attend an arranged meeting of the SGNA competitions committee at which the protest shall be heard. The umpire(s) and scorers and any other match official shall also be present if deemed necessary.

(c) The committee will advise the result of the appeal and this decision shall be final.

2.15 DISPUTE RESOLUTION.

(a) The committee will impose the prescribed penalty or any other penalty to any member that fails to adhere to these by-laws.

(b) Any member of a team or club which does not agree with a penalty or action of the committee made under these by-laws, may advise the committee in writing within 48 hours of the penalty or decision being made.

(c) The committee may then:

- Discuss the issue with relevant team or club and make a decision regarding the matter. The committee shall inform party/ies involved of their decision either verbally or in writing; or

- Have an informal meeting with the relevant party/ies in order to discuss and resolve the issue.

(d) The committee decision is final.

2.16 FINALS.

(a) Finals will be played at the conclusion of the rounds in each grade of each competition. Semi-finals matches will be played between 1st & 4th placed teams, and 2nd & 3rd placed teams. Grand final matches will be played between the winners of the semi-finals. Unless otherwise stated.

(b) Teams qualifying for finals shall be determined by the number of points gained during the season.

(c) In the event of teams being level on the ladder at the completion of the season, positions shall be determined by percentage of goals scored for and against.

(d) If a team(s) indicate to the Supervisor prior to the last match that they will not be able to participate in the final series, the Supervisor shall remove the team(s) from the ladder.

(e) If a team finishing in the top 4 of the final ladder, is unable to field a team, 5th on the ladder will automatically be fixtured in finals. If 5th is also unable to play, this would be considered a walkover and the team scheduled to play them would automatically go to the next finals match.

(f) To be eligible to play in final rounds, players must be listed on the login screen and have taken the court for 5 games during the season.

(g) Teams found playing an ineligible player will be considered to have lost that match.

(h) Times for finals will be set by the Supervisor. Games however will be individually timed wherever possible.

(i) Drawn matches in finals:

- Extra time to be played - 2 x 5 minutes either end (except ASC where 4 minutes either end).
- If the game is still drawn, play continues with no change of ends until 1 team gains a 2 goal lead.
- If the game is still drawn in some junior competitions after a further 4 minutes, play continues with no change of ends until the next goal is scored to determine a winner.
- The center pass will be continuous. Position changes are allowed in this extension. Substitutions only for injury purposes.

(j) Only fully financial teams will be eligible to play in finals.

(k) Nine mementoes shall be presented to both the premiers and runners up teams in juniors and nine mementoes for premiers in senior grades.

(l) Presentation will be made at the conclusion of the match (unless otherwise stated).

2.17 CANCELLATIONS.

(a) In the event of equipment fault or court conditions, the umpires shall consult with the Supervisors as to their opinions. A decision shall then be made by them as to whether the game can be played, continued or abandoned.

(b) If the game is abandoned due to equipment fault or court conditions, this must be recorded by the umpires on the score sheet as to when and at which stage of the game the match was abandoned.

(c) Should circumstances occur which make it unsuitable to play, and all matches are cancelled for the round, teams will be awarded 2 points each and the competition will continue as per the fixture.

(d) If more than half match has been played before the match was abandoned due to any reason, the score will count with 3 premiership points being awarded to the winning team, and the money will not be refunded.

(e) Should circumstances occur which affect play in some games in any one round, the Supervisor will assess the situation and decide on rescheduling or cancelling the game(s) so affected in

consultation with team captains concerned.

(f) Matches may be rescheduled by mutual agreement of both teams. If mutual agreement cannot be reached, set times must be adhered to.

(g) If a match is cancelled after commencement of play due to 1 team being unable to continue to play because of having less than 5 players, a walkover is awarded to the opposing team.

2.18 INJURY.

(a) The SGNA Inc. shall not be liable for any injury to any player(s), official(s) or spectator(s). All players, coaches and officials must obtain a current NV card.

(b) Teams are responsible for their own first aid. Ice is available on request from the canteen facility.

(c) No time for injury is allowed during matches (except for finals).

(d) Any badly injured player must not be removed from the court. The game shall cease until the injured player can be removed or play moved to another court. If the injury occurs before half time, 2 premiership points will be awarded to each team. If the injury occurs after the half time interval, scores shall stand as read. If injury occurs during any finals game a re-match will be arranged by the Supervisor.

(e) Bleeding:

(i) When an umpire notices a bleeding player, play is stopped and the player asked to leave the court to be attended to.

(ii) Any blood must be cleaned off the surface of the court or the ball before play can continue.

(iii) The stoppage is treated as an injury/illness stoppage with no time allowance but all rules relating to substitution/team changes become operable.

(iv) The player will not return to the game until:-

- All bleeding is stopped;
- Blood is removed from the person;
- Clothing with blood on replaced.

(v) Only when the umpire is satisfied that all bleeding is stopped can a player return to the game.

(vi) If no substitution is made for a player unable to resume playing, the injured or ill player may not enter the game while play is in progress, but after notifying the umpire(s) may take the court:-

- After a goal is scored, in this case the player must play in a position left vacant by the team;
- Immediately following an interval;
- At a stoppage for injury or illness.

Penalty - A free pass is awarded to the opposing team where the ball was when play stopped.

(f) The opinion of the umpire in charge of the match as to compliance with the last preceding rule shall be final and binding at all times.

2.19 PREGNANCY.

(a) As per NV pregnancy & netball.

2.21 JUNIOR BOYS PARTICIPATION.

(a) The Association observes the Netball Victoria Gender Regulation in regard to male participation:

- (i) Males who are 13 years (and older) are not permitted to participate in female competition. This means that males must be less than 13 years of age (actual age) as at the first day of

the competition or season; and

(ii) males that turn 13 during that competition or season will be permitted to participate for the duration of that competition or season.

(b) The Association observes the Netball Victoria Gender Regulation in regard to male participation:

(i) Males who are 13 years (and older) are not permitted to participate in female competition. This means that males must be less than 13 years of age (actual age) as at the first day of the competition or season; and

(ii) males that turn 13 during that competition or season will be permitted to participate for the duration of that competition or season.

(c) The Association observes the Netball Victorian Gender Regulation in regard to mixed competition:

(i) Mixed competition for the 11&U and 13&U age groups will have NO restrictions applied on the basis of gender.

(ii) Mixed competition for the 15&U and above age groups will observe the following rules:

a. The minimum number of males in a team is ZERO, and

b. A mixed team must only have a maximum of 3 males on court at any one time, and

c. A mixed team must only have up to one male in each third on court. For the avoidance of doubt this means:

i. One male is permitted in the defence third occupying the position of Goal Defence or Goal Keeper, and

ii. One male is permitted in the mid third occupying the position of Center, Wing Attack or Wing Defence, and

iii. One male is permitted in the goal third occupying the position of Goal Attack or Goal Shooter.

This statement comes from the NV Gender Regulation which comes into effect 1 January 2019 and is binding on all NV Affiliates. The Regulation, along with further information, can be found on the NV Website – under the Governance Tab.

2.22 JUNIOR PLAYERS.

(a) There shall be no minimum age of players in junior competitions, it shall be based on ability to handle the competition.

(b) Juniors playing in Senior competitions must be 15 years old unless written parental permission is provided and shall pay senior match fees.

(c) The age cut off dates will be determined yearly.

(i) Generally, player age is determined as at the 31 December of the current playing year. Specially, bylaw 2.21(a) must also be applied.

(ii) Participants aged between 5 and 10 years are encouraged to participate in the NetSetGO or Junior Development programs.

PART 3 – PERSONNEL.

3.1 UMPIRES.

(a) The Umpires Supervisor/s shall be appointed by the Executive Committee.

(b) The Umpires Supervisor/s role shall be as stated in the position description.

(c) All umpires and coaches must pay NV registration to ensure insurance and liability coverage.

(d) Umpires must wear regulation umpires uniform; the umpires uniforms shall be white skirts for ladies and white short for men, with a white shirt. Umpires must wear sponsorship shirts if supplied. Other uniform shall be cleared with the Umpires Supervisor/s.

- (e) Umpires must ensure that:
- all teams abide by Association By-laws;
 - teams wear correct uniform & enforce penalties if they do not;
 - no players shall wear exposed jewellery;
 - nails are short or taped.
- (f) Umpires must confirm the scoresheet on the tablet at the conclusion of the game when:
- they have checked the score is appropriate and have checked with both scorers.
- (g) Umpires shall not be changed during a game, unless injured or due to extenuating circumstances where approval is sort from the Supervisor.
- (h) Umpires shall do a theory exam or appropriate course to umpire during the season.
- (i) Umpires shall supply their own whistle and method of recording centre pass.
- (j) Umpires who play must be given time to change between games, conditions of a walkover do not apply. Umpires who play must not delay between games.
- (k) All umpire complaints, comments, are to be directed to SGNA in writing. SGNA will investigate complaints of incompetence, misconduct or non-attendance on the part of any appointed umpire. They are authorised to take disciplinary action against umpires who are found to have offended.
- (l) Rates of payment of officials will be determined by SGNA annually.

3.2 SUPERVISOR.

- (a) The Supervisor shall be responsible for the functioning of all matches.
- (b) The scheduling and re-scheduling of all matches is the responsibility of the Supervisor.

3.3 SCORERS.

- (a) Each team must supply a competent scorer for their own game. The first named team on the score sheet shall provide a scorer. The second team shall be the check scorer.
- (b) The check scorer to be seated beside the official scorer at the score bench for the duration of the match.
- (c) The scorer shall also be responsible for keeping a record of the centre passes throughout the game.

3.4 COACHING.

- (a) Coaches may only coach from a designated area. The area which the coach chooses at the start of the game, must remain the same for the duration of the game.

PART 4 – JUNIOR REPRESENTATIVE PROGRAM.

4.1 SELECTION TRIALS.

- (a) Once coaches have been appointed, 2 selection trials for the appropriate grades shall be held early in the season.
- (b) The trials are open to any player who plays in the SGNA program or is about to commence playing within the program and has submitted a player registration form.
- (c) Players can only trial in their correct age group.
- (d) Players to attend both trials to be eligible for selection, or apply for an exemption. Exemption must be placed in writing and handed in one week prior to any trial you are unable to attend.
- (e) Notices will be displayed in the stadium regarding trials. Invitations may be sent to potential players.

(f) Selected players are expected to attend all training sessions and other required activities voluntarily.

(g) A squad of players per age group shall be selected (development players may be named, to be called on as required. Development players are allowed to attend all training sessions).

(h) The SGNA will provide each squad with equipment for training, including balls.

4.2 SELECTION PANEL.

(a) The selection panel shall consist of invited selectors, organised by the Representative subcommittee. Representative subcommittee are responsible to obtain selectors.

4.3 CONDUCT.

(a) All players, coaches, officials and spectators shall conduct themselves in a manner which is conducive to the required standard of the SGNA. SGNA adopt the codes of behaviour as prescribed by NV.

(b) If any person does not keep with the accepted code of behaviour then that person will be asked to meet with the Representative subcommittee to explain their actions. If the committee deems it necessary, that player will no longer represent the SGNA or that person will not be allowed to attend SGNA representative training or matches.

(c) An indemnity form must be completed and signed by each player and parent and official before they will be allowed to compete for SGNA.

4.4 PERSONNEL.

(a) **HEAD COACH** - shall be nominated by the Representative subcommittee and appointed by the Executive Committee.

(b) **COACHES** - The coach must have a current coaching accreditation or undergo accreditation or update accreditation in the current year. The coach must have a current NV membership card. Duties include:

- to coach their designated squad.
- be a role model and enforce behavioural and conduct standards.
- attend selection trials.
- liaise with manager and other coaches.
- prepare a training schedule.
- at the conclusion of the year submit a written report to the committee.

(c) **MANAGER** – Act as a senior member of the team group and to be responsible for the welfare of the coach and players (Note: all matters pertaining to the team should be done in consultation with the coach). Duties include:

- be a role model.
- attend selection trials.
- liaise with coaches regarding training equipment (umpires, venues, practice matches).
- take responsibility for SGNA uniforms & equipment.
- arrange logistics for tournaments such as transport.

(d) PLAYER

- Present for selections. If unable to attend, notify the committee with an exemption in writing one week prior to the selections.
- Attend all training sessions. Notify manager if unable to attend.
- For a player to be eligible to play for the South Geelong Representative Program, they must play in the SGNA domestic competition in their correct age group during the winter season.

- No junior club/school team shall have more than 4 SGNA representative players in the team.
- Once a player accepts their position in the SGNA representative program it is expected that they will not play for any other representative program or team. Exemptions may apply, but must be put in writing to the representative subcommittee.
- Abide by the rules of netball as set down by NV.
- Show respect to officials and team members and opposition at all times.
- Never argue with an umpire, discuss your concerns with the coach, who may then instruct the captain to approach the umpire during the break.
- For a player to continue in the representative program they must remain financial.
- **Penalty:** Removal from program.

4.5 DISPUTES/COMPLAINTS/DISCIPLINE

Note that the following procedure where practicable **must** be followed before the Management Body will act on any complaints.

1. All non-playing disputes or complaints should be referred to your **Team Manager** in the first instance. If this is not appropriate, the matter should be referred in writing to the Coaching Panel who will take responsibility for handling the dispute or complaint.
2. Matters relating to playing and training **MUST** be first discussed with the **Team Coach** at the coach's earliest convenience & discretion. Approaching a coach regarding playing/training issues is not to be done pre or post-match/training but at any other appropriate time such as a phone call the day after or during the week to organise a meeting time.

If disputes, complaints, breaches or similar issues are unable to be resolved in these instances the following procedure will be adhered to:

- 3 A member of the Coaching Panel must be contacted or notified in writing of the details of the dispute, complaint or breach of code of conduct as soon as practicable.
- 4 Under the discretion of the Coaching Panel the issue or dispute will attempt to be resolved amicably according to the seriousness of the situation by giving due consideration to all persons involved. If it cannot be resolved at this stage, it will be referred to the Representative subcommittee.
- 5 The Representative sub committee will then convene at the earliest possible time to discuss the matter in question to determine an outcome
- 6 To the best of their ability, any decision made in these circumstances by the Representative sub committee will be made with the best interests of all parties concerned; however the interests and protection of the SGNA representative program is of the highest priority and should not be compromised.
- 6 Warnings may be given to players, parents or officials in these circumstances, where appropriate, however depending on the seriousness of the situation only the Management Body retains the authority to administer heavier penalties such as suspensions or instant dismissal from the SGNA representative program where the Representative sub committee deems such response necessary.

PART 5 – MISCELLANEOUS.

5.1 CONTINUING AFFILIATION REQUIREMENTS.

- (a) Associations must forward to the NV office a copy of each amendment, addition or alteration to its Constitution within 1 month of the adoption of such amendment, addition or alteration.
- (b) Associations must advise the NV office of changes to office holders and/or change of address.
- (c) Associations must pay all fees (subscriptions, levies and expenses) by the 1st day of March in each year to be eligible for services obtained.
- (d) By-laws may be amended or added to at any official meeting of the Executive committee as

deemed necessary throughout the season providing that the majority of members vote in favour of the amendment or addition.

5.2 PENALTIES.

- (a) Any breach of these by-laws may incur a penalty.
- (b) Penalties will be determined by the Executive Committee.

5.3 SPECIAL CIRCUMSTANCES/ROVISIONS CLAUSE.

- (a) Where this by-law is silent, a decision can be made that ensures the integrity of SGNA is maintained at all time.
- (b) The committee may in using its reasonable discretion, in exceptional or extenuating circumstances, alter, vary or waive the requirements set out in this by-laws relating to SGNA.

5.4 INDEMNITY.

- (a) Except where provided or required by law and such cannot be excluded, SGNA and its respective directors, officers, members, servants or agents are absolved from all liability, however arising from injury or damage, however caused, arising whilst participating as a member.