The ARC Campbelltown

NETBALL BY-LAWS

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1. Registration of Players / Nomination

(a) All players must register through SportsTG before commencing games each season. Each season requires registration for previous teams as well as new teams.

(b) Any fill in players during the season are to be listed on the score sheet for that game. This will classify players as registered for that season and they will be bound by our By-Laws and Code of Behaviour (please see in Appendix 1). If they play four (4) or more games, they are no longer considered a fill in player and will need to be registered online.

(c) The ARC Management has the right to not accept or withdraw the nomination of any team from the competition without explanation.

(d) The ARC Management in consultation with the Umpires will determine which grade each team competes in, with consideration given to the grade the team has requested.

(e) The ARC Management at its discretion can replace any existing team with an outstanding forfeit fine bond or fees after three (3) weeks into the start of competition.

2. Uniforms

(a) All uniforms shall be registered and approved by The ARC Management at the commencement of each season. Altered uniforms must also be approved by The ARC Management. Teams may wear a singlet, tee shirt (long or short sleeved), bodysuit, shorts, long pants (either lycra or track suit style with no pockets), bike pants or skirts, but the uniforms must be conforming.

(b) All teams will be given three (3) weeks grace to obtain the correct uniform. Each team must be in correct uniform on the date of their fourth match of the season and for every match thereafter - this includes all fill in players. If after the third week any players take the court in non-conforming uniforms two (2) goals will be awarded to the opposition team for every player found to be in violation.

(c) When colour clash occurs, the first named team on the program is responsible to wear alternate bibs for the game. These can be obtained free of charge from the Court Supervisor.

(d) Appropriate footwear must be worn.

(e) Track pants are not permitted unless permission is given by Centre Management and/or Umpire in Charge and/or Court Supervisor.

(f) Sports gloves can be worn; they must be snug fitting and have no accessories attached to them. All nails, jewellery and gloves will be inspected before play commences.

(g) Uniforms should consist of:
- a. Tops: T-Shirts/Tank tops (all team members to be of the same colour)
- b. Bottoms: Shorts/Skirts/Bike Pants (as above)
- c. Positions: Front and Back all the same colour

(h) Long hair must not obstruct numbers. If hair is tied back or plaited, it is not permitted to swing free.

(i) Matches will commence on time if any of the above needs to be rectified.

(j) No pockets in shorts will be allowed.

(k) Long nails are to be taped or covered with soft tape or approved netball gloves.

(l) No jewellery is to be worn. Wedding bands and/or medical alert bracelets may be worn and shall be covered with soft tape.

(m) Taping, appropriate sports tape is to be used (no band-aids).

(n) Fingernails: one (1) piece of tape is to fully cover the top of the nail and one (1) piece of tape around the nail.

(o) Body piercing: tape is to fully cover the ear, nose, eyebrow ring/stud or any other pierced site. Tongue piercings are to be removed.

(p) No adornment that may endanger player safety shall be worn.

(q) Elastic headbands are acceptable during play. Plastic headbands must not be worn during matches.

3. Timing Conditions

(a) The game shall consist of four (4) quarters of ten (10) minutes with a one (1) minute break between quarters.

(b) All teams should be present and ready to play at least five (5) minutes before the scheduled starting time. This includes the scoresheet filled in with both teams' names and positions (if bibs are required, they should be organised beforehand).

(c) The time clock shall be started on the scheduled starting time of the match unless the umpires in consultation with the Court Supervisor deem it appropriate to delay the start.

(d) To ensure that players obtain maximum actual playing time, with one (1) minute remaining prior to the commencement of the game the referees will clearly notify both teams of the impending start.

(e) In all minor round and Semi Final matches the time clock will not be stopped, unless an injury occurs then play may be stopped for up to thirty (30) seconds. The player concerned must leave the court. The umpire must then give permission for the player to return to the court.

(f) In Grand Finals, throughout the game, the play and time clock shall stop, including official's time out for injury.

(g) In the event of a draw during Finals:
Semi Final – Extra 2 minutes each way
Preliminary Final – Extra 5 minutes each way
Grand Final – Extra 5 minutes each way

4. Bleeding (Blood Policy)

(a) When **bleeding** occurs play **must stop immediately**. The player concerned must leave the court until the bleeding has stopped and the wound securely covered. The player may not return to the court until the bleeding has stopped and contaminated clothing has been changed (replaced clothing may be of a different colour/style). The player may then be substituted back onto the court, without penalty for incorrect uniform.

(b) The cleaning of equipment and surfaces which have been contaminated by player's blood is the responsibility of the Duty Manager/Court Supervisor and the area must be approved by the Duty Manager/Court Supervisor/Umpire before the game is resumed. Disinfectant and gloves are to be used by the person charged with cleaning up the blood. It is the responsibility of the player(s) to notify the umpires of any blood within the stadium.

5. Scoresheet and Team/Player Fee Receipts

(a) Players must be present by half time in order to play and all players names (both first name and surname) must be on the official score sheet at the beginning of the game. This must be checked by the umpire before the game.

(b) Team/player fees must be paid prior to the start of each game. Scoresheets will not be released until payment is made.

(c) Any team who does not have a team/player receipt at the start of the game will be instructed by the umpire to pay outstanding amount before commencement of the game.

(d) If a team has failed to pay before the scheduled start time the game time will commence, and the opposite team will be awarded one (1) point for every minute the team in violation has not paid.

(e) Once signed by the umpire and handed in, score sheets cannot be altered.

6. Scorers

(a) Each team must provide a competent scorer who is responsible for filling out the scoresheet and operating the time clock/scoreboard. If such persons are not present, a player from the team/s who has not provided a scorer must leave the court to act as

scorer/timekeeper or three (3) goals will be awarded to the opposition every quarter the team is designated to score (twice per game, total six (6) penalty goals to be awarded).

(b) Scorers should be at least fourteen (14) years old or deemed competent by the Court Supervisor or Umpires.

(c) Scorers must be present within the first five (5) minutes of the game. Goals will be awarded to the opposition of the team with no scorer by the end of the first quarter.

7. Umpires

(a) The Umpires shall have control of the game and make decisions in accordance with The ARC's By-Laws and Code of Conduct.

(b) Umpires may report players, team officials, supporters, and spectators if, in their opinion, they display any form of misconduct which brings the game or The ARC in disrepute.

(c) We endeavour to have two (2) umpires for every match; however, only in exceptional circumstances shall there be one (1) umpire for the match.

8. Forfeits

(a) Any team that finds it necessary to forfeit must **notify The ARC in writing** by 4:00pm Sunday prior to their scheduled game via email to **arc@campbelltown.sa.gov.au**. This will be recorded as a notified forfeit and will still incur the $80.00 game fee.

(b) Any team that forfeits after 4:00pm Sunday prior to their scheduled game will be deemed an **unnotified forfeit.** The team must notify The ARC **by phone on 8366 9350 to ensure the message has been received.** An additional $50.00 forfeit fine, **plus** the $80.00 game fee will apply ($130.00 total). Forfeit fines are to be paid before the commencement of the next game.

(c) If a team does not have five (5) players on court ready to play, within five (5) minutes of the scheduled starting time, the match shall be declared an **unnotified forfeit** and the team will be liable for a $50.00 forfeit fine plus their $80.00 game fee. The opposing team's game fee will be credited to the following week's game.

(d) If both teams do not have five (5) players and a scorer within five (5) minutes of the scheduled starting time, the match shall be declared a **double forfeit**. In this case both teams are still liable for their $80.00 game fee.

(e) Any team forfeiting more than three (3) times in a season, may, at The ARC Management's discretion be withdrawn from the competition.

(f) The team forfeiting will receive no premiership points, while the non-forfeiting team will be awarded a score of zero (0) points and three (3) premiership points.

9. Fixtures

(a) All fixtures are created to be as fair and equitable as possible.

(b) By joining The ARC Social Competition players and teams agree and understand that their game times will vary week to week, and that repeated forfeits by any team at a certain time may result in their dismissal from the competition.

(c) Due to equitable scheduling, team numbers within divisions and Umpire availability some divisions may incur more early or late games per fixture.

(d) The ARC will not take any fixture time requests.

10. Non-Payment of Fines and/or Fees

(a) Premiership points will be frozen for nonpayment of Forfeit Fine Bond and Forfeit Fines (as above).

(b) The **Forfeit Fine Bond ($160)** must be paid by the **second week** of the season otherwise premiership points will be frozen. Points will not be reinstated after that time. Once payment has been received points will start from then on.

(c) Teams may be withdrawn from the competition if any fees or charges are not paid by the fourth round.

(d) If a **forfeit fine has not been paid by the following week** of the forfeit, all points will be frozen until the fine has been paid.
(e) The ARC Management has the right to withdraw the nomination of any team from the competition if fines or fees remain outstanding.
(f) Any player of a team who has not paid overdue fines or fees may be refused registration with another team until such fines/fees have been paid.

11. Late Arrivals

(a) When a team has a scorer and five players the match must start. Should other players arrive ready to play the match will proceed as a normal game (**no penalty to be given if a team has five (5) players and a scorer**). However, should the game not commence at the scheduled starting time, due to a team only having four (4) players or less, then one (1) goal per minute penalty shall apply. If the game is not started by the five (5) minute mark, the game shall be deemed an **unnotified forfeit** by the team not fielding the players.
(b) Should the team only have five (5) players and no scorer, a five (5) point penalty shall be awarded, and the match shall continue. If the team has four (4) or less players, a forfeit shall be declared.

12. Team Withdrawals

(a) On being accepted into the competition, the team agrees to play all scheduled matches, including Finals. A team withdrawing at any stage during the season will incur the loss of their bond.

13. Player Eligibility

(a) No player shall play in Finals matches unless they have played at least four (4) matches for that respective team in the current season.
(b) Any team with two (2) or more teams competing in different grades may permit a player registered in a lower grade to play in a higher-grade team on a maximum of three (3) occasions during the season.
A player registered in a higher grade is not permitted to play in a lower grade unless prior permission is granted by The ARC.
(c) A player can only play for another team to prevent a forfeit, provided both team captains agree. Both teams are still required to pay the game fee.
(d) A player wanting to transfer teams during a season should submit their request in writing to The ARC Management via arc@campbelltown.sa.gov.au.
(e) Any player who is, in the opinion of the Court Supervisor, Umpire or Duty Manager under the influence of intoxicating liquor or drugs will be deemed ineligible to play.
(f) Players must have turned fourteen (14) years to be eligible to participate in open/senior competitions. Proof of ID card will be asked for by the Court Supervisor at their discretion.
(g) Players who identify as women, including transgender women, are eligible to participate in the competition. Player eligibility will be determined in alignment with the Netball SA guidelines adhering to anti-discrimination policies.

14. Team and Player Responsibility

(a) An adult team manager must be nominated on your team nomination form. This person is the point of contact with The ARC should any issues arise with the team. Duties will include:
- Distributing programs
- Filling out the score sheet
- Paying the match fee, nomination fee, forfeit fines/bond, withdrawal fees
- Ensuring all team members arrive ten minutes prior to the start of their match. (in this time the bibs are collected and match fee paid to reception so that the team is ready to take the court on time)

- Ensuring that all their players, team personnel and spectators are aware of the competition rules as outlined in the By-Laws and The ARC's Code of Behaviour.

(b) Schedules are subject to change by The ARC Management at any time within the season without notice.

(c) It is the team's responsibility to check SportsTG regularly for fixture changes, if a team is a no show due to internal miscommunication an unnotified forfeit fine will apply ($80.00 game fee + $50.00 fine) to be paid before the commencement of their next game.

(d) The ARC Management reserves the right to not allow teams to increase their playing strength beyond the compatibility of the grade in which they play by the introduction of new players.

15. Illegal Players

(a) The penalty for playing illegal players is automatic forfeiture of that match or matches in which the offence occurred.

(b) Illegal players will be defined as the following:

- Not registered on the date of their first match on team nomination form
- Failing to pay the appropriate admission/team fee
- Non-qualification for Finals matches
- Playing whilst under suspension
- Playing under an assumed name
- Playing an "under-age" player (under fourteen (14) years)

(c) A player playing under an assumed name, or a coach playing a player under an assumed name, will be reported for misconduct. The team shall lose **ALL** premiership points gained up until the time at which the offence was discovered.

16. Player Reports

(a) Players and team officials may be reported by any ARC Staff Member, Court Supervisor or Umpire for any form of misconduct.

(b) Reports are to be directed to the Duty Manager and Court Supervisor.

(c) The ARC Management will conduct an inquiry into every report lodged by a Court Supervisor, Umpire or Duty Manager and will seek information from the reported person, reporting official and any relevant witnesses. Players will be notified of the outcome of the inquiry by The ARC Management.

(d) A player or official who has been reported shall be ineligible to participate for any team until such time as the charge is heard. However, when significant delay occurs between the alleged date of the offense and the investigation of the report, on application of the charged player/official, The ARC Management may permit charged player/official to participate in the interim.

(e) As soon as practical after a report has been lodged with The ARC Management the team contact of the reported player/official will be notified of any decision made.

17. Suspended Player

(a) A suspended player is not permitted to play or coach until the completion of their suspension.

18. Drawn Games

(a) In minor round matches a drawn game shall be considered a legal result.

(b) In the event of a draw in any Finals match, the teams shall, after a rest of one (1) minute, change ends and play an additional period of two (2) minutes (Semi Finals) each way or five (5) minutes (Preliminary/Grand Finals) each way. In the event of a tie remaining at the end of extra time, the umpires will inform the two (2) teams and play will continue until one (1) team leads by two (2) goals.

19. Misconduct and Penalties

(a) The ARC Management have the right to impose penalties for infringements where such penalties are not already contained in these By-Laws.

(b) Any player reported for misconduct outside of The ARC at any time for game-oriented incidents are liable to an ARC Management Inquiry. Action may be taken at the discretion of The ARC Management.

(c) A team whose player, whether they are an individual player, different players on each occasion or the whole team continually breach conduct rules, may at the discretion of management be withdrawn from the competition.

(d) In the event that a match is terminated early due to misconduct or inappropriate behaviour by players or teams, the allocation of premiership points will be determined at the sole discretion of The ARC Management in consultation with the match umpires. The decision will consider the circumstances leading to the termination and the principles of fairness and integrity of the competition.

20. Misconduct follow-ups

(a) If The ARC deems it necessary to follow-up with the team's point of contact via email regarding misconduct they shall reply in writing before their next scheduled game.

(b) If a team does not reply within this timeframe and The ARC deems their misconduct to be serious enough The ARC reserves the right to freeze premiership points until contact is made.

21. Match Balls

(a) Unless otherwise stated match balls will be provided by The ARC.

(b) Match balls are the responsibility of the umpires umpiring the games at all times.

(c) Match balls are not to be given out to players or others during games/breaks.

(d) Players and spectators should avoid using/bouncing balls on the side of the court whilst other matches are in progress.

22. Complaints

(a) Complaints arising as a result of any match shall be dealt with in the following manner:

- Referred to the Duty Manager/Court Supervisor as soon as practicable after the event concerned.
- Lodged in writing to The ARC Management via ARC@campbelltown.sa.gov.au within forty-eight (48) hours of the incident.

23. Umpire Training and Grading

(a) Games in any competition may be used for the training and/or grading of officials. Your patience and assistance with this matter is requested.

24. Injury Reports

(a) If a player is injured while participating in a social program game it is the player's responsibility to fill in an Incident Report Form and return the form to The ARC within forty-eight (48) hours. Incident Report Forms are available on request from The ARC reception.
Should the player be unable to fill in an "Incident Report Form" a team member should contact the Duty Manager/Court Supervisor to report the injury, preferably on the night the injury occurred. The Incident Report Form is kept confidential.
All players participating in social games do so at their own risk.
All players waive and release The ARC Campbelltown from any liability for any injuries or illnesses sustained whilst participating in social games.

25. Team Penalties

(a) The ARC Management has the right to withdraw the nomination of any team from the competition if fines or forfeits, incomplete score sheets, illegal players, nonpayment of nomination fee/bonds or misconduct of players within the team is ongoing.

26. Premiership Points

(a) Premiership points shall be awarded as follows:
WIN 3 Points, DRAW 1 Point, LOSS / FORFEIT 0 Point, FORFEIT received 3 Points / BYE 0 Points.

27. Position on the Premiership Table

(a) Position on the Premiership Table shall be determined by the number of games won.

(b) Where two or more teams are equal on number of games won the position on the premiership ladder shall be determined by the percentage of all games, calculated as follows: points for divided by points against then multiplied by 100.

(c) The ARC Management reserves the right to adjust the position on the Premiership Table of a team that has changed grades during the season.

(d) Teams must accept that due to the many factors that affect a social program fixture, it is not always possible to provide a fair and equitable schedule.

28. SportsTG

(a) The ARC social netball competition utilises SportsTG application software for administrative purposes.
All players agree to utilise the SportsTG Passport portal/web page application and website tools for registration, fixture information, results and updates.

(b) All players must be registered with their team by the fourth week of games. Every subsequent week where a team has not got at least seven (7) registered players will result in five (5) penalty goals being awarded to the opposing team per game (week) registration is not complete.

29. Hot Weather Policy

(a) If the forecast weather is set to reach or exceed thirty-seven (37) degrees at the scheduled game start time, management may decide to cancel or postpone games with two (2) hours notice.

(b) Game quarter times and breaks are to be modified at the Court Supervisor's and The ARC Management's discretion with no notice, to include shorter quarters and longer breaks but will not exceed the forty-five (45) minutes scheduled per game.

30. Finals Structure

(a) Finals structure and participation may be altered or changed at The ARC management's discretion.

(b) Where possible Finals structure will be as follows;
Semi Finals:
1 v 2 > loser plays in Preliminary Final, winner goes straight into Grand Final
3 v 4 > loser is knocked out, winner plays in Preliminary Final
Preliminary Final:
Winner of Semi Final 1 plays loser of Semi Final 2
Grand Final:
Winner of Semi Final 2 plays winner of Preliminary Final

Appendix 1

CODES OF BEHAVIOUR

- Act within the rules and spirit of your sport.
- Promote fair play over winning at any cost.
- Encourage and support opportunities for people to learn appropriate behaviours and skills.
- Support opportunities for participation in all aspects of the sport.
- Treat each person as an individual.
- Show respect and courtesy to all involved with the sport.
- Respect the rights and worth of every person, regardless of their age, race, gender, ability, cultural background, sexuality or religion.
- Respect the decisions of officials, coaches and administrators.
- Wherever practical, avoid unaccompanied and unobserved one-on-one activity (when in a supervisory capacity or where a power imbalance exists) with people under the age of 18.
- Display appropriate and responsible behaviour in all interactions.
- Display responsible behaviour in relation to alcohol and drugs.
- Act with integrity and objectivity, and accept responsibility for your decisions and actions.
- Ensure your decisions and actions contribute to a safe environment.
- Ensure your decisions and actions contribute to a harassment-free environment.
- Do not tolerate abusive, bullying or threatening behaviour.

Players

- Give your best at all times.
- Participate for your own enjoyment and benefit.
- Play by the rules and show respect for other players, coaches and officials.
- Acknowledge good play whether is it by your team or the opposition.

Coaches

- Place the safety and welfare of the players above all else.
- Help each person (player, official, etc.) to reach their potential. Respect the talent, developmental stage and goals of each person and encourage them with positive and constructive feedback.
- Obtain appropriate qualifications and keep up-to-date with the latest coaching practices and the principles of growth and development of young players.
- Ensure that any physical contact with another person is appropriate to the situation and necessary for the person's skill development.

Officials

- Place the safety and welfare of the players above all else.
- Ensure all players are included and can participate, regardless of their race, gender, ability, cultural background, sexuality or religion.
- Be consistent, impartial and objective when making decisions.
- Address unsporting behaviour and promote respect for other players and officials.

Spectators

- Respect the effort and performances of players and officials.
- Reject the use of harassment, bullying or violence in any form, whether by other spectators, coaches, officials or athletes.

The ARC Campbelltown

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