

**WAGGA WAGGA NETBALL INC.
BY LAWS**

Preliminary

All previous By-laws and local playing rules are hereby repealed absolutely. All By-laws shall apply equally to all Divisions, and players, thereof, except where the context states otherwise.

1. Insurance

The Wagga Wagga Netball Association Inc (known as The Association) does not accept responsibility for injuries sustained by players, umpires or officials. Members take part at their own risk despite all care being taken by the Association. Wagga Wagga Netball Incorporated holds sports injury insurance through the current insurer as recommended by NetballNSW

2. Registration for Membership

Only those persons registered each year, (in accordance with the Constitution) shall be recognised as members of the Association. The Match Committee shall have the right to refuse an unregistered player the right to take the court.

3. Fees

Entry Fees for all competitions and the date for such fees shall be determined as required by the Executive.

4. Annual Competition

The competition shall be conducted in accordance with the Constitution and By-laws. The Match Committee is empowered, however, to freely adapt the By-laws to meet the requirements of any minor competition, carnival or special event that may be held.

The major competition shall be held during the "Winter Season":

5. Team Managers

All teams must have an official Team Manager who shall:

- i) Act on the team's behalf in matters relating to the competition
- ii) Ensure that directions from the Match Committee to the team or to any team member are carried out
- iii) Be responsible for the pre-game formalities and general management of the team while at the courts.

In Senior teams where no team manager is registered, the team captain shall act as Manager. Junior Divisions teams must have a non-playing Team Manager.

6. Uniforms and Team Names

Each new club or team must submit particulars of its proposed uniform colour and team name to the Executive for approval and registration. This also applies to established teams wishing to make changes. Colours and names must be approved before being adopted. Positional patches are compulsory. These must be secure and legible. Any team/club who has not participated for two consecutive competitions will automatically forfeit their team colours.

7. Scorers

Each team is to provide a capable scorer for each game. Scorers shall sit together throughout the game.

8. Score sheet

The score sheet is to officially notify the Match Committee of the result of the score of the game and to identify players used in the game. It shall be the Team Manager's responsibility to see that details are entered before the game starts, to check the scores at intervals and to return the scoresheet as instructed by the Competition Manager.

(Note: The names of substitute players are only to be added at the time substitutions are made.) Failure to complete score sheet correctly may result in teams being **penalised 1 point for the related round** at the discretion of the Match Committee.

9. Match Committee

The Match Committee will consist of the Competition Managers and Umpire Convenor, President and Secretary. A quorum for meetings will be five members.

Grading of teams will be at the discretion of the Competition Manager. If there are any disputes or queries, the Match Committee may be used to determine gradings. The Match Committee may also determine special consideration for small clubs.

Team sheets must be completed in full with all players names at the date of registration, so that teams can be graded accurately before Round 1.

Premiers and Runners Up from previous season shall automatically be promoted to the next higher division.

10. Winter Competition

10.1 Senior Competition:

Consists of A Grade, A Reserve, B Grade, C Grade, 18's and under, 16's and under, 14's and under, with multiple divisions possible within each grade.

10.2 Junior Competition: The age limits for Junior players shall be 12 years as at the 31 December for the Year of Competition.

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10.3 Net Set Go Competition:

i) Net Set Go players will be 10 years and under as at the 31 December for the Year of Competition.

ii) Two divisions will be offered for NSG non-competitive games: 5 - 7 years (ie. turning 5, 6 or 7 in the year of competition) and 8 - 10 years (ie turning 8, 9 or 10 in the year of competition).

iii) The 5 - 7 year division will encompass Net Set Skills session and finish in game play.

iv) Net Set Go rules may be adjusted in the latter part of the season for the 10 years and under competition, in preparation for the 11 years Division the following year. 10 Years and Under Age Group will use a Size 4 netball and rings will be set at 3.05m in conjunction with Net Set Go Modified Rules.

v) Teams may only play children in a lower age division if there is no appropriate team for these children to play in. The Competition Manager will determine whether players may play in a lower grade.

10.4 Rep Player Cap:

i) Applies to divisions U11 through to U16 inclusive.

ii) A cap of 3 (three) Representative players shall apply. For this purpose, a representative player will be defined as:

a selected TEAM player in the season in which the team is nominating to play.

11. Substitutions and Team Changes

Substitutions and team changes will be played as stated in the current 'Netball Australia' rulebook, 9.1 (i) and (ii).

(i) Both teams have the right to make substitutions and/or team changes:

a. During an interval

b. When play is stopped for injury/illness or blood.

(ii) The number of substitutions is not limited provided the players used are those named for the match.

12. Relief Players – All Grades with the Exception of A Grade

A Relief Player (**R.P.**) is defined as one who plays in their own team and then plays in a higher grade for their club on the same day.

A maximum of two (2) players, drawn from a lower grade team of the same club may be used as Relief Players, when a team is short of players. If a player has not taken the court in that round for their own team they are not a Relief Player.

A team is deemed short of players if it only has five or six players, none of whom have played or will play on that same day in a lower grade, before the use of Relief Players is permitted.

Relief Players may also play in their own team (from which they were drawn) without penalty and may play as Relief Players either before or after playing with their lower grade team.

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The following restrictions apply to the use of relief players:

- a) Players cannot be used as a relief player on more than four occasions during the competition rounds. Any player may only play once as a relief player per round.
- b) A relief player cannot be used in final matches if they have already played a final on that day
- c) A relief player may be used to replace a player, who is either injured, taken ill, or called away during a game, when removal of that player will leave the team short. A relief player cannot be used to replace any player refused permission to play, or removed from the game, by an umpire.

Relief Players must be indicated on the scorecard in the Borrowed Player (Junior Competition) or Relief Player (Senior Competition/A Grade) section of the scorecard. *A game played as a Relief Player shall be counted as a game played in a higher grade.*

Violations of the rules will result in any team penalty being imposed on the team in the higher grade. If the offending team is the winning team the result will be a 20 to 0 (twenty to nil) loss. If the offending team is the losing team, the team shall be deducted **two competition points** and a score of twenty to nil win will be awarded to the opposition.

A player may be promoted by their club at any time (including Finals).

12a. Relief Players: A Grade Only

All clubs that wish to have an A grade team must be with an Affiliated Club or an approved Entity Team with the Association. An A Grade team must register their team, with a minimum of **7** A Grade Players and a maximum of **12** players.

A Grade teams may have lower grade players on their bench at any time before and during play. They will be classed as Relief Players but may take the court at any time during play (whether injury or substitution).

Any Relief Player who plays a total of 5 games for A Grade becomes a Promoted Player and is ineligible to return to the grade in which they were promoted from.

A Relief Player cannot be used to play A Grade Finals if they are playing a final in their original Age Group/Divisions Finals.

A relief player may be promoted by their club at any time.

Where special consideration exists, a player not otherwise eligible for finals, may be granted permission to play on application to the Match Committee.

13. Eligibility for Finals

To be eligible for a final in any grade, a player must play in three games for their club in their nominated team, (this is, the team the player was registered in at the start of the season). These games must be played in three different rounds.

Any player who plays a total of five games in a higher grade is a promoted player and is ineligible for lower grade finals.

Where special circumstances exist, a player not otherwise eligible for finals may be granted permission to play on application to the Match Committee.

Addendum: Should a player have played as a legitimate member, that is not as a Relief

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Player or fill in, in a higher grade, in the two immediate games her team was involved in prior to that higher grade team having a bye, they are ineligible to play in a lower grade team on the day that the higher grade team has the bye.

14. Equipment

Each team must supply a regulation ball for their age group.

Each umpire must provide a whistle.

15. Length of Games

Senior Competition: Regulation one hour or as determined by the Match Committee.

Junior Competition: Four ten-minute quarters or as determined by the Match Committee.

NetSetGo: Four ten-minute quarters or as determined by the Match Committee.

Drawn games will not be replayed or extended. Finals see **By-law 22**.

16. Starting Time

All competition games must be played on the date specified on the draw. Games shall commence and finish at the time scheduled unless the Competition Manager determines otherwise.

The umpire may declare a forfeit against a team not ready to play as determined in the "Netball Australia" Rules book.

17. Deferred Games

Deferred games are to be referred by the Match Committee once arranged for approval, provided two weeks' notice is given prior to the scheduled game and games must be played before the next competition round.

University teams will be required to play vacation rounds at the discretion of the Senior Competition Manager, providing the opposition is not disadvantaged.

18. Forfeits

A team that forfeits is automatically penalised two points, unless 48 hours' notice is given to the relevant Competition Manager by way of email to WWNI's official address. In the first instance, a team shall notify their Club Administrator of the intention to forfeit. The relevant Competition Manager shall notify the opposing Club administrator of the forfeit at the earliest opportunity.

Any team forfeiting three games may be withdrawn from the competition unless the Match Committee has granted special permission for such a forfeit.

A team receiving a forfeit shall complete a scoresheet in the normal manner. A forfeit declared prior to a washout still stands.

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A fine of \$100 in the Saturday Winter Competition will be applied to the teams forfeiting without the required notice of 48 hours.

A fine of \$50 will be applied for the Tuesday Night and Twilight competitions without the required notice of 24 hours.

19. Abandoned Games

In the event of a game being abandoned for any reason (other than a forfeit) before the scheduled finish time, a result shall be reached as follows:

- a) If play ceased before half time, the result shall be declared a draw.
- b) If play ceased at or after half time, the result of the game shall be taken on the score at the time the game was abandoned.

20. Wet Weather

The Match Committee shall decide if weather conditions or the state of the courts can permit play, and any one or all divisions may be abandoned or adjourned at any time. If games are abandoned all play is ceased for that time slot. Unless an announcement to the contrary is made on WWNI Facebook, all players shall attend the courts for play, as scheduled.

21. Awarding Points

For all qualifying round games, points will be awarded as follows:

| | |
|--------------|----------|
| Win | 2 points |
| Draw/Washout | 1 point |
| Loss | nil |
| Bye | 2 points |

For a forfeit, the non-offending team shall receive 2 points and an official score of 20 to 0 shall be recorded.

The offending team shall be penalised two points and a possible fine. The positions of team's level on points will be determined by the percentage of goals scored for and against each team, using the following formula.

$$\frac{\text{Goals for}}{\text{Goals against}} \times \frac{100}{1}$$

22. Finals

The four leading teams in each grade shall play for the Premiership in accordance with the "Page system" of finals unless the Match Committee determines otherwise. The Match Committee shall make any variation in the "Page System" as may be required for a particular grade as soon as possible after the requirement arises.

The "Page system" is:

One plays Two and Three plays Four. The winner of One and Two has a bye, The loser of Three and Four goes out.

The loser of One and Two plays the Winner of Three and Four. The winner of those games

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plays the winner of One and Two.

The length of the game shall be a full regulation game for both Seniors and Juniors.

For Juniors if the score is equal at full time, an additional five minutes each way shall be played. If the score is still equal, then play will continue until one team holds a two-goal advantage.

For Seniors if the score is equal at full time, an additional seven minutes each way shall be played. If the score is still equal, then play shall continue until one team holds a two-goal advantage

If any final is abandoned, it shall be replayed unless the Match Committee determines otherwise.

23. Protests

A protest must be in writing and lodged with the Manager of the said competition within 24 hours after completion of the game in which the protest arose. Only protests involving interpretation of the rules will be considered.

24. Transfers of players across Clubs during competition

Players who have played 3 or more games in a specific Club are ineligible to transfer to another Club in the current competition.

Any player who has not played 3 games for a Club and wishes to transfer across Clubs must get written approval from both Club Secretaries and submit an Application to the Match Committee for determination.

25. Fundraising

Any Club or team wishing to conduct a fund-raising activity at the courts must obtain prior approval of the Executive.

26. Match Day Complaints

All Clubs must have an Executive member (or contact person) available at the Netball Courts at the time that their teams are playing during the Junior and/or Senior Competitions.

Any person/team/team manager wishing to make a Match Day Complaint, must first address their complaint to a member of their own Club Executive (or contact person) at the time of the issue. This may occur through the Control Centre, by paging the relevant Club contact person.

The Club Executive member (or contact person) may then choose to deal with the complaint themselves, engage a Club Executive member (or contact person) of the opposition team, or escalate the issue to either the Umpires Convenor for the day, the Competition Manager or to the Match Committee.

The Club Executive member (or contact person) may also choose to make a report to the Association Executive, the Competition Manager or to the Match Committee for further investigation.

Any complaints that are referred for further investigation will be dealt with under Netball NSW Guidelines relating to Codes of Behaviour Policy or the Disciplinary Policy.