

STONNINGTON CITY NETBALL ASSOCIATION (SCNA)



COMPETITION BY-LAWS

**OFFICE ADDRESS: STONNINGTON SPORTS CENTRE, EAST
MALVERN, VIC, 3145**

EMAIL: hello@stonningtonnetball.com.au

WEBSITE: www.stonningtonnetball.com.au

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These By-laws are the rules governing the Internal affairs of the Stonnington City Netball Association (SCNA). They are the operating procedures that determine the conduct and direction of the organisation in relation to our Competitions. When registering to play at our Association you agree to abide by these By-laws when you agr

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Rules Governing Competition Matches

1. Penalties

Any breach of these By-laws may incur one or more of the penalties:

- a) A warning
- b) A monetary fine
- c) Suspension
- d) Disqualification
- e) Remedial penalties such as a written apology, a requirement to undertake training and education, re-reading/re-signing Code(s) of Conduct
- f) Loss of match points
- g) Any other penalty that may be determined to be appropriate by the Complaints Manager, Hearing Panel or Stonnington City Netball Association ('SCNA') Committee (as applicable).

2. Team Entry

1. Any team wishing to join an SCNA Competition, shall register for entry via Netball Connect and either, pay the required Fee (if an independent team) or accept that registering a Team in Netball Connect for a competition season will incur a set Team Registration Fee as determined by the Committee at the start of each year (if a Club team). This will be invoiced if not charged through Netball Connect.
2. The Team Registration Form shall be submitted on or before the stated closing date. Late entries may not be accepted. A late entry will incur a penalty if accepted after the stated closing date.
3. Teams must satisfy SCNA that they are prepared to field a team for all fixtured matches and are in a position to meet the financial requirements of the competition/s that they are entering.
4. The Team Registration Form for registration will be made available by SCNA to all teams in previous competition/s plus all new teams making an application.
5. Lodgement of Team Registration:
 - a) After the confirmation of acceptances there will be no reimbursement of the Team Entry Fee
 - b) Once the competition matches have commenced, there will be no reimbursement of fees received and any outstanding fees must be paid
 - c) Subsequent entry into future competition/s may be jeopardised if financial commitments have not been met in previous competitions of SCNA.
6. Upon payment of the team registration fee the team becomes a team member and entitled to vote in accordance with the Model Rules.

3. Registration of Team and Players

1. A team having paid the required Team Entry Fee may register any number of players during the competition. A minimum of seven players must be registered on the starting Team Registration form.
2. Netball Victoria Membership
 - a) All players participating in any competitions of SCNA, must hold a current Netball Victoria Membership.
 - b) Single Game Vouchers are available for all competitions (purchased through Netball Connect) and will only constitute a current Netball Victoria Membership for the game for which it is issued

- c) A player is entitled to up to three (3) single game vouchers in any season and must pay full Netball Victoria membership at the fourth game.
3. Netball Victoria Membership fee is determined annually by the Netball Victoria Board and is required for all players to ensure appropriate playing insurance.
 4. Any persons who play, umpire, coach or manage teams must have a current Netball Victoria membership to cover them in the event of an injury or accident whilst participating in any netball activity, e.g., training, coaching, umpiring, playing. If any player plays without a Netball Victoria membership it may result in the loss of four (4) points to the offending team, even if this results in the team accruing a negative points total.
 5. The SCNA will maintain a current, updated register of all players, in the Netball Connect system.
 6. Additional Players may be added to the team's register during a competition, players must register through Netball Connect to the appropriate team.
 - a) The Netball Victoria membership fee must be paid before the player takes the court for the first competition game in which they participate, or Netball Victoria Membership Number, if registered elsewhere, must be provided.
 - b) In the event that there is more than one team from the same club in the same grade, players may transfer between teams until the player takes the court for the third time with one team after the commencement of the season. Once this occurs, the player must remain with the team they played their third match with, for the remainder of the competition.
 7. A player may, register with more than one and up to three (3) teams if they are in different competitions. For example: one (1) Open Women's, one (1) 17&U in any week of competition, and one (1) Mixed competition in any week of competition.

4. Competitions

SCNA will provide the following competitions:

1. Junior Competition
2. Open Women's Competition
3. Open Mixed Competition

Junior Competition:

- a) Is defined as netball programs for all genders aged 7 to 17 (please note: boys can only play up to 15&U in our Junior Competition and there is a requirement for any boys in 15&U to demonstrate they have played netball for a minimum of 12 months prior to entering the 15&U competition).
- b) A participants age is determined at 31st December of that year.
- c) Age requirements and competition levels are:
 - i. 17&Under – 15 to 17 years
 - ii. 15&Under – 13 to 15 years
 - iii. 13&Under – 11 to 13 years
 - iv. 11&Under – 9 to 11 years
 - v. 9&Under – 7 to 9 years
 - vi. Open – 15+ years

- d) The 9/Under competition will be conducted under Modified Rules and is a development, entry level program designed to encourage and support player development. Umpires will facilitate play on court and provide direction to players. It does not run as a competitive level program.
- e) Players aged 5 – 8 years old must participate in a NetSetGo Program, prior to participation in an age appropriate competition.
- f) Boys may play in 15&Under if they can prove that they have played at least 12 months of 13/Under competition previously.
- g) The number of boys in a team is unrestricted, however only three may play on court at any one time and they must play in separate thirds of the court eg: (GK/GD – WD/C/WA – GA/GS).
- h) NO FINALS ARE PLAYED for the 9&U and 11&Under competitions.
- i) FINALS ARE PLAYED for the 13&Under, 15&Under, 17&Under competitions, Open Women's and Open Mixed Competition.

Open Competitions (Women's & Mixed):

All players in Open Competitions, must be fifteen years and over.

FINALS ARE PLAYED for the Open competitions. In lieu of finals awards, each team shall nominate a charity that they wish to play for during the season. SCNA will donate up to a total of \$1000 across all the open competitions to the charity nominated by the winners of each of the Open Competition Grand Final winners.

Open Mixed Competition:

All players in Open Mixed Competition must be fifteen years and over.

- a) A team must start with at least one (1) male on court.
- b) A maximum of three (3) males may be on court at any time and must play in different thirds of the court eg: GK/GD – WD/C/WA – GA/GS.
- c) Teams may use more than three (3) males during the game but must only have three (3) on court at any one time (and in separate thirds) with any extras being used as substitutes.
- d) If during the game any males are injured which results in the team being left with no males then play may continue provided the team still has five (5) players on court. If the male player is off the court at any time, and the team falls below the required one male whilst also falling below the required five (5) players on court, the team will be allocated three (3) minutes to get a team back on court. The opposition team will be awarded a goal per minute during this time. If the player is unable to return to play and this occurs in the first (1st) or second (2nd) quarter of the match, then the game will be forfeited and a full forfeit fee shall apply and a 10-1 win will be awarded to the non-offending team. If the game is in the third or fourth quarter then the game will conclude and the score will stand as is.
- e) It shall not be necessary for a male player to be opposed to a male player.

5. Inclusive Environment

1. SCNA is committed to providing a safe, fair and inclusive sporting environment where all people can contribute and participate.

2. SCNA will endeavour to provide opportunities for males to participate in junior netball and mixed competitions.
3. SCNA may conduct cultural awareness training & inclusive workshops to ensure your club is providing a welcoming environment and creating awareness around cultural views and barriers.
4. In line with the Netball Victoria Gender policy, SCNA encourages participation in netball on the basis of the gender with which a person identifies. If issues arise, the Association will seek advice on the application of the applicable Victorian discrimination laws and Netball Victoria policies for the particular circumstances.

6. Team Colours and Uniforms

1. Each team, and all players of that team, shall wear a uniform of the same design and colour.
2. Provided it is in the same design and colour for all players within the same team, the dress-code may be any of the following:
 - netball dresses
 - sports skirts, shorts (with no pockets or zips), bike shorts, active wear leggings (no pockets or zips) and polo or T-shirts (no pockets) or singlet (both sides must have a strap over the shoulder).
 - **Please Note:** 9&U-13&U may wear a tight fitting long sleeve top and leggings under their uniform during the colder months. The colours must be black, white or the same colour as their uniform.

NOT PERMITTED ARE:

- Tracksuit pants
 - Board shorts
 - Shorts or leggings with buttons, pockets or zips
 - Gloves
3. Positional patches or bibs must be worn by all players and provided by each team – lettering to be 15cm high and worn both front and back. These must be visible at all times on a court.
 4. From the commencement of the season until the end of the season, players not in full uniform will not be permitted to take the court without permission from the Supervisor.
 5. Players on court and not in correct uniform may be ordered to leave the court by the officiating umpires in consultation with Supervisor.
 6. One goal may be deducted for each piece of incorrect clothing should players take the court not in correct uniform.
 7. If there are religious or medical reasons why a player should wear particular head coverings or other items of clothing or medical bracing, the club or team must notify the SCNA office in writing BEFORE the players first match, or as soon as possible if for medical reasons. It must state the reason for the non-standard uniform. If this is approved by SCNA, only the player/s named in the correspondence will be permitted to be “out of uniform” during match times. Any item to be worn must not interfere with play or be a hindrance or danger to any other players on the court.
 8. No player shall carry on his/her person, any trademark exceeding 6cm in length and 1 cm in height.

7. Nails, Jewellery and Body Piercings

1. It is the responsibility of the player to arrive ready to play for the match.

2. No item of jewellery may be worn with the exception of taped piercings and taped wedding band (see below).
3. Body piercing (ears, nose and eyebrow) and wedding bands which cannot be removed must be adequately taped with approved sports tape (band-aids are not acceptable). No adornment that may endanger player safety shall be worn. The SCNA umpires have the right to ask players to leave the court to appropriately tape piercings and wedding bands. A special exemption must be requested for players to wear any other form of jewellery for religious or other significant reasons.
4. Fingernails:
 - Junior Competition 9&U – 15&U: must be cut below end of finger. No taping allowed.
 - 17&U & Open Competitions: must be cut below end of finger or taped correctly with approved sports tape. No gloves allowed.
5. Tape – players must provide their own tape to cover piercings, wedding bands or nails. Tape can be purchased from the front desk at Stonnington Sports Centre for \$7 or \$9 depending on width. SCNA provides tape for injuries that occur during play only.
6. Hair ties and accessories – long hair should be tied back using a soft hair band. Please note hard headbands, metal clips and pins and braided hair with plastic or metal components can represent a risk to other players on court. The SCNA umpires have the right to ask a player to remove or adjust accessories in the hair that could present a risk to other players. If a player cannot remove or adjust the hair accessories, SNCA umpires have the right to not allow the player to take the court.

8. Conduct of Matches – Rules, Ladders, Forfeits, Scoring & Injury

1. Game rules shall be those of World Netball (see rules here: <https://netball.sport/game/the-rules-of-netball>), except:
 - a. Timing (refer to points 4 and 8 below)
 - b. Blood policy (refer to point 4 below)
 - c. Rolling Substitutions (refer to point 6 below) in place of the Tactical Change Rule
 - d. Centre Pass Check (refer to point 7 below).
2. Fixtures will be provided for all competitions stating courts, venues and times. These will be available on Netball Connect and also on the SCNA website (<https://www.stonningtonnetball.com.au> under the “Competitions” tab). The Home Team is the first named team. Ladders can also be found here. After grading rounds, ladders will reset, meaning points obtained from grading rounds will reset back to zero (0) once all grading rounds are complete and divisions are finalised.
3. Teams benches are located either side of the scoring boxes for each court. Team players and coaches must sit on these benches during a match. Coaches may not move around the court during a match. Players may move to go and warm up before going on court.
4. Timing of games is as follows:
 - a. Duration of matches for each grade shall be fixed by SCNA and timed from a central clock. 9&U-17&U & all Open Women’s 3&4 and Open Mixed competitions play 10 minute quarters. Open Women’s Premier 1&2 competitions play 15 minute quarters.
 - b. 9&U-17&U & all Open Women’s 3&4 and Open Mixed competitions will have a straight change of ends between 1st and 2nd Quarters and Straight change of ends between 3rd and 4th Quarters with 2 minutes at half time. Open Women’s Premier 1&2 competitions will have 1 minute between 1st and 2nd Quarters and 3rd and 4th Quarters and 3 minutes at half time.
 - c. NO INJURY TIME. An injured player must leave or be assisted from the court if possible. The clock will not be stopped for injury time. A match may be stopped by

the umpires in extenuating circumstances to ensure a safe playing area is maintained. The time will continue to run.

5. Blood Policy – if an umpire observes a player bleeding or there is blood on the court, ball or any other player, they must stop the game. All games shall follow this procedure:
 - a. The game is stopped – the clock is not stopped
 - b. The player leaves the court – substitution rules apply (with no time allowance)
 - c. Play is resumed after court or ball is cleaned and cleared of any blood
 - d. No injury time – a player must call injury time – NOT the umpires

6. Rolling Substitutions – requires two sets of identical bibs to be used by teams
 - a. The rolling substitution rule will be used in all SCNA competitions, except the 9&U divisions.
 - b. The rolling substitution player must stand at the designated player sub zone for their team (next to the scoring bench on the same side as their team bench).
 - c. The player must have a positional bib on to stand in the player sub zone.
 - d. The substitution player must wait for the on court player they are subbing with, to leave the court and tag their hand, before leaving the designated area to enter the court.
 - e. Only one (1) rolling substitute can be made at a time.
 - f. Rolling substitutions can happen at any point during the game, SCNA recommends this does not happen at a centre pass.
 - g. Substitutions can be made at any time during the game except for when there is a centre pass. Play is not to be interrupted or held up by a rolling substitution. If play is delayed, the player will be penalised for delaying play.
 - h. Players must observe the offside rules as they enter/leave the court. Eg: a GK must exit the court through the side of the defensive third and the entering GK substitute player must run up the side of the court to the defensive third and enter directly into that third. If the GK runs through the mid court, they will be deemed by the umpires to be “off side” and a penalty will be awarded.
 - i. Sanction: Free pass where the infringement occurred (offside area) unless this places the non-infringing team at a disadvantage, or advantage is applied.
 - i. Players must not interfere with the umpire’s movement during the substitution.
 - i. Sanction: Free pass where the ball was when play was stopped (advantage may be applied)
 - j. If a player leaves the court as a rolling substitution, and there is no player in the designated area, the replacement player is treated as a late player and must wait until a break in play (a goal is scored) to enter the court.
 - k. To apply rolling substitutions, teams must have two sets of identical bibs so play is not delayed with swapping bibs.

7. Centre Pass Check – as we do not require scorers to track the centre pass on our scoresheets, the two umpires will both track centre passes and the decision on whose centre pass it is will be made by the two umpires together. Their decision will be final.

8. Players must call injury time to leave the court. A coach or parent/ guardian cannot do this. If a player is injured only the coach may step on to the court to assist the player to leave the court. Please note parents may only step onto a court during a match at the direction of the umpires and supervisor.

9. All Clubs and Team Managers are responsible for reporting all injuries, at the discretion of the injured player or players’ guardian (player under 18), to the SCNA Supervisor on duty. Any injury that requires medical treatment – including the application of ice, strapping, bandages or the assistance of an ambulance - must be recorded on a SCNA incident form at the time of injury by the SCNA Supervisor on duty. At SCNA we value the wellbeing of our players. SCNA officials have the right to determine whether an injured player may return to court – this decision cannot be overruled. PLEASE NOTE:

- a. in line with first aid practise, if a player needs to leave the court and apply ice to an injury, they cannot return to court as there is a further injury risk after applying ice.
 - b. in line with the Australian Sport Commission recommendations, and to protect players who may be at risk of developing concussion, if a player receives a knock to the head during play and needs to leave the court, they cannot return to court during that match. SCNA officials may also ask a player who has received a head knock to leave the court if they have concerns about the welfare of the player. Concussion is difficult to diagnose on the spot and symptoms can be delayed. It is recommended that the player follow up with a medical practitioner after the match.
10. Four (4) points shall be awarded for a win and two (2) points for a draw, zero (0) a loss.
11. In the event of a team having five (5) players on court and an injury occurs and the player needs to leave the court, the team will be allocated three minutes to get a team back on court. The opposition team will be awarded a goal per minute during this time. If the player is unable to return to play and this occurs in the first (1st) or second (2nd) quarter of the match, a forfeit will be called against the team unable to field a team and a score of 10 to 1 will be recorded against the forfeiting team and four match points assigned to the no-forfeiting team. If the injury occurs in the third (3rd) or fourth (4th) quarter of a scheduled match the score at the time of the injury stands if the injured player is unable to continue playing.
12. In the event of a match having to be suspended due to serious injury (eg: where an injured player cannot be moved) or disruption (such as power failure), it will be declared a draw and 10 goals awarded to each team if this occurs in the first (1st) or second (2nd) quarter of the match. If it occurs in the third (3rd) or fourth (4th) quarter of a scheduled match the score at the time of the suspension of the game stands.
13. If a following game needs to be suspended due to an earlier and unresolved incident, this game will be declared a draw and both teams will be awarded 10 goals.
14. Two (2) match points will be awarded for a BYE in all circumstances.
15. Teams who give a Forfeit will pay a forfeit fine (this fee will be determined by the Committee at the start of each season but will cover a minimum of the reimbursement fees), regardless of time of notification and must be paid in full by the next round. If it is not paid, the team will not be allowed to take court and will forfeit the game. 4 (four) points will be awarded to the opposing team and no points (0) will be given to the forfeiting team. Teams must notify the SCNA office as soon as possible but at least 48 hours prior to the fixtured match via email: hello@stonningtonnetball.com.au .
16. Scorers:
- a. Junior Competition: both teams must provide a scorer and they must sit at the scoring bench allocated for their court. The scoresheet must be at the court prior to the start of the game and the umpires need to view the scoresheet to commence the match. If a scoresheet is not at the scoring bench when the central time is started for a match, a goal will be awarded to the second named team's score as well as the centre pass awarded to the second named team for delay. A goal per minute of match time lost for a delayed scoresheet will be applied. A lost scorecard will result in a forfeit score for the first named team. A non-returned scorecard may result in a two goal penalty. **Both scorers must sign the scoresheet at the end of the match.** Children under the age of 15 cannot be an official scorer.
 - i. The first named team on the fixture is responsible for:
 1. Collecting the scoresheet from the tournament office
 2. Completing the scoresheet during the match, including placing a tick next to the name of each player from their team who is playing in the match on the day

3. Returning the scoresheet to the tournament office at the end of the match
 - ii. The second named team on the fixture is responsible for:
 1. Placing a tick next to the name of each player from their team who is playing in the match on the day
 2. Observing the recording of goals on the scoresheet
 3. Operating the scoreboard
 - b. Open Competitions: The first named team must provide a scorer. If there is no scorer then a player from the team must act as a scorer using the official scoresheet and the scoreboard (if able to manage both) and cannot take the court while scoring. The first named team is responsible for collecting and returning the scoresheet to the Tournament Office (near Court 1). It is strongly recommended that the second named team provide an observer scorer who can also assist with the live scoreboard but this is not required. The scoresheet must be at the court prior to the start of the game and the umpires need to view the scoresheet to commence the match. If a scoresheet is not at the scoring bench when the central time is started for a match, a goal will be awarded to the second named team's score as well as the centre pass awarded to the second named team for delay. A goal per minute of match time lost for a delayed scoresheet will be applied. A lost scorecard will result in a forfeit score for the first named team. A non-returned scorecard may result in a two goal penalty. **Both teams must sign the scoresheet at the end of the match.** Children under the age of 15 cannot be an official scorer. It is strongly recommended that the second named team provide an observer scorer who can also assist with the scoreboard but it is not required.
17. Score sheets must be filled in with ALL players who are playing ticked on the scoresheet, ten (10) minutes prior to the start of the game. Fill-in players must be added to the scoresheet before the start of the game and their current Netball Victoria Membership number (which is the same as their Netball Connect Number) or their Single Game Voucher number must be written on the scoresheet. Names of players taking the court must be ticked off prior to the commencement of the game.
18. At the match conclusion, to indicate their satisfaction that the information on the official scoresheet is correct, the official scoresheet is to be signed by the scorers, or a representative, of each team and the official scoresheet must be returned to the supervisor.
19. Scoresheets that are handed in after the game unsigned, and where there is no protest regarding the scoresheet, will be signed by the supervisor at the end of the competition day and deemed as the official record. No protest will be able to be lodged after this time.
20. Each team must supply a set of netball bibs for their team (refer to 5.3)
Note: Teams who have the same or clashing netball bibs will be supplied with an alternative colour by the Supervisor. Teams wishing to use the Rolling Substitution rule (refer to point 6 above) must provide two sets of identical bibs.
21. The first named team (known as the "Home Team") shall have the first centre pass; the opposing team will have choice of end, to commence the game.
22. Should the score or players be incorrectly recorded, the official scoresheet will stand as signed by the two scorers.
23. No time off is allowed for injury during matches.
24. Matches won with defaulting players shall be forfeited to the opposing team – ten (10) goals to one (1) and four (4) points to the opposing team.

25. Teams playing ineligible players will have four (4) points deducted, even if this results in the team accruing a negative points total.
26. Approaching umpires – during the match intervals a nominated team player may approach the umpires (this is for 11U and above) to clarify a rule. For 9U, a coach may approach the umpires during match breaks. See section 12 for more details.

9. Finals

1. At the conclusion of the season rounds, finals will be played in 13/Under, 15/Under, 17/Under and Open grades ONLY. In the event of teams being level on points, their position shall be determined by percentage. In the event of teams being equal on percentage, positions shall be determined by goals scored for.
2. To qualify for finals, a player must be a current registered member of Netball Victoria and have played three (3) games with the team during the season, and all team and match fees due must be paid up in full. Finals fees are invoiced separately to season team and match fees.
3. Note: Fill-in players are not eligible to play in finals unless they register as a full member with Netball Victoria and play the qualifying number of games.
4. Final Series Matches shall be played as follows:
Knock Out Finals – 1 v 4 and 2 v 3
Grand Final – The two (2) winners of Knock Out Finals.
5. In the event of a draw in finals game: and after check by Supervisor (1-2 mins) -
 - a. Teams will immediately change ends and play a further three (3) minutes each end, with a one (1) minute break. No team changes can be made at the start of this period, however, rolling substitutions can be used once play has commenced.
 - b. Should another draw eventuate, teams will have a two (2) minute break then change ends and the first team to score a two (2) goal advantage will be the winner. No team changes can be made at the start of this period, however, rolling substitutions can be used once play has commenced.

10. Fill-in Players

11U – Open Competitions:

1. A player may play in one match in their usual team/competition division level, and also fill-in for another team in the same competition division level or in a competition division level above on any one day or night. *Please note:*
 - a. *a fill-in player cannot play in a competition division level below their registered competition level ie: 13&U-2 cannot play in 13&U-3 or 11&U even if age appropriate.*
 - b. *a fill-in player cannot play more than two games in a day or night.*
 - c. *a fill-in player may only fill in twice for the same team. If they play more than two games for another team, they qualify as a team member of the team they filled in with and will be deemed to be playing for that team and not their original team.*
 - d. *a fill-in player's name and Netball Connect number must be added to the scoresheet.*
2. A player cannot play in more than two games on their competition day or night
3. A fill-in can only be used when a team does not have seven (7) registered players to take the court. Fill-ins cannot be used as substitute/ spare players on the bench.
4. Minimum number of team players to start a match is five (5).

5. A team may only Fill-In to seven (7) players in total and have a maximum of three (3) fill-in players at one time (that is a team must have a minimum of four (4) original team players on court). Fill-ins cannot be used as substitute/ spare players on the bench. If there are known circumstances where a player is returning from injury or illness and that player cannot play the full game, an eighth (8th) fill-in player may be used however that player can only play when the returning player is not on court eg: The returning player can only play half a game so the eighth player can only play the other half of the game. **THIS RULE REQUIRES APPROVAL FROM SCNA PRIOR TO THE GAME.** Failure to abide by this rule will result in an official warning the first time and loss of match points in subsequent breaches.
6. Fill-In players cannot be used if the team has the required seven (7) registered players available.
7. The name of the Fill-in player must be written on the scoresheet and their Netball Connect number recorded next to their name. Players must have either NV membership or a Single Game Voucher (purchased through Netball Connect) to play. This is a legal and insurance requirement. Please note: a player can only purchase up to three (3) SGV's. After this time, if they still want to play, they must register as a full NV member.
8. Teams who do not follow these rules will have four (4) points deducted from their team, even if it may become a negative result.
 - a. Note: Fill-In players are not eligible to play in finals unless they register as a full member with Netball Victoria through SCNA. and play the qualifying number of games with the team.

9U Competition only:

1. All fill-in players must be a registered player of SCNA.
2. A registered player may play their match and fill in for another team.
3. There are no restrictions on how many times a registered SCNA player fills in for another team in this level.
4. A team may use fill-ins to fill to eight (8) players so that there is a substitute player for the team.

11. Grading

1. Where grading rounds are required, teams will be placed into divisions based on received requests from Clubs or Team Managers. If no request is received prior to registration closing, teams will be placed into divisions based on previous known playing history or the mid to lower division for new teams to be reviewed in grading rounds.
2. Teams that win the grand final in the season before, will be moved to the higher division in their age group/ competition level at the start of the following season if deemed to be appropriate.
3. The Grading Sub-Committee shall review match results after the first three or four rounds (determined at the start of each season) at the start of each season and their decision shall be final.
4. The Grading Sub-Committee has the right to reject any Team applying for entry to the competition.

5. Teams are divided according to standard of play into sections. Best efforts are made to ensure enjoyable competitions but it is important to understand that limitations on team numbers and spaces will determine some of the grading decisions.
6. New Teams do not necessarily become members of the lowest section.
7. After grading, all match points and percentages will be re-set to zero (0) for each division.

12. Umpires

1. SCNA will provide umpires for all fixtured matches and they will be dressed in SCNA branded white tops with navy, white or black coloured skirt, shorts or pants.
2. Trainee umpires, who have completed and passed the pre-requisites, will also umpire Junior and Open Women's matches, with a senior umpire as mentor. These umpires will be identified by a light blue training vest.
3. All due care and responsibility will be taken to provide double-umpiring on all fixtured matches with qualified umpires employed by the Association.
4. All umpires will hold a valid Netball Australia umpiring accreditation, Netball Victoria Membership and Working with Children Check if umpiring in Junior Competitions.
5. Umpires for the finals will be organised by the Association.
6. The Association will be responsible for the training of potential umpires and may use competition matches for the practical training of trainee umpires. Trainee umpires will be supervised at all times as determined by the Association. These umpires will be identified by a light blue training vest.
7. Approaching umpires – during matches and during the half time match interval only a nominated player may approach the umpires to seek clarification on a ruling (this is for 11&U and above). For 9&U, a coach may approach the umpires. No spectators or other team members/ coach may approach the umpires during a match.

13. Cancellation of Matches

1. When matches are cancelled (for example because of severe injury, a power loss, or some other situation beyond the Association's control), both teams will be credited with two (2) points and 10 (10) goals each and the competition will continue as per the fixture. Playing fees will not be required. A message will be communicated on Netball Connect and also to Club & Team Managers and posted on our Instagram and Facebook pages should matches need to be cancelled.
2. Match cancellations will be based on safety of players and umpires.
3. If a match is in progress and needs to be cancelled PRIOR to the half time siren, it will be deemed a Draw and each team will be awarded 2 points.
4. If a match is cancelled AFTER Half Time, the score will stand as the final score.
5. Should circumstances occur in which successive rounds need to be cancelled the Committee of Management will consider the position and determine a suitable course of action and advise teams accordingly, via email.
6. Extreme Weather Policies: As SCNA now plays in a climate-controlled facility, matches will not be impacted by extreme weather and will be played unless otherwise advised. Matches

may be cancelled if there is deemed to be a threat to player and umpire safety due to a weather event, or if the weather event impacts the operations inside the venue (ie: the temperature inside the venue is not able to be controlled and exceeds 35C).

- In the case of the inside temperature on the courts exceeding 35C, SCNA will invoke our Heat Policy, which is based on the guidelines as set out by Netball Victoria. Prior to each match commencing, readings of the internal court temperature will be reviewed.
- In the event that the temperature reaches:
 - 32°C – An assessment will be made by the Supervisor and Quarters will be reduced (between 1-3 minutes) and drink breaks will be incorporated at 1/4 time and 3/4 time.
 - 35°C – Current matches will be suspended at the end of the quarter and further matches cancelled until such time that the temperature reduces below 34C.
- Preventative measures can be undertaken to minimise heat injuries.
 - spray bottles, damp cloths and drinking water.
 - Players should hydrate 24 hours in advance of their scheduled match time.

14. Clearances

1. In the event of a team/club disbanding in a season, players affected will be free to play with other teams/clubs and must be registered accordingly.
2. No team/club shall be disbanded after the seventh (7th) round of competition – forfeit fees for the remainder of the season will apply.

15. Fees/Fines

1. The Team Registration Fee shall be determined annually by the Committee of Management
2. The Team Registration Fee must accompany the Team Registration form or be paid upon receipt of invoice. SCNA may charge a late payment fee for any late Team Registration.
3. Match fees for the season shall be determined annually by the Committee of Management. Match fees will be invoiced and must be paid in full after receipt of invoice (unless negotiated in writing with the Operations team). Teams who do not pay by the due date on the invoice may not take the court until fees have been paid.
4. No match fees are to be paid by a team when it has a fixtured bye.
5. Outstanding fines by teams are to be paid prior to the next fixtured match otherwise the team will not be able to take the court.

16. Forfeits

1. All competition games will commence at the time as listed in the fixture.
2. Teams who give a forfeit will pay a forfeit fine (this fee will be determined by the Committee at the start of each season but will cover a minimum of the reimbursement fees), regardless of time of notification. Teams must notify the SCNA office as soon as possible and at least 48 hours prior to the fixtured match via email: hello@stonningtonnetball.com.au
3. Teams who receive a forfeit and are playing in competitions where there are finals, will be asked to provide a list of players who would have played and these will be marked as having played for this match on the player tracking sheets by the office.
4. If there are at least five (5) players present, a team will be required to take the court to start play. Players arriving after the game has commenced are 'late arrivals' and will be able to enter the game only as specified in Rule 9.2 of the official rule book – 2020 Edition. If the

centre player is missing, one player shall move to that position in order for the game to commence.

5. In the event that there are fewer than five (5) players present for one team at the start of the match, a maximum of five (5) minutes will be allowed for at least five (5) players of the team to take the court. The non-offending team will be awarded one (1) penalty goal per minute for up to five (5) minutes. If at the end of the maximum five (5) minute period, there are still less than five (5) players present, the game shall be awarded to the non-offending team (4 points and a score of 10-1)
6. In the event that there are fewer than five (5) players for both teams, a maximum period of five (5) minutes will be allowed for at least five (5) players of a team to take the court. A team can only be awarded penalty goals per minute if the opposing team has at least five (5) players in position to play. If at the end of this time there are fewer than five (5) players present for both teams, the game shall be abandoned and no points or score shall be credited to either team – Forfeit fees will apply to both teams.
6. In the event of a team having five (5) players on court and an injury occurs and the player needs to leave the court, the team will be allocated three minutes to get a team back on court. The opposition team will be awarded a goal per minute during this time. If the player is unable to return to play and this occurs in the first (1st) or second (2nd) quarter of the match, a forfeit will be called against the team unable to field a team and a score of 10 to 0 will be recorded against the forfeiting team and four match points assigned to the no-forfeiting team. If the injury occurs in the third (3rd) or fourth (4th) quarter of a scheduled match the score at the time of the injury stands if the injured player is unable to continue playing.
7. In the event of a match having to be suspended due to serious injury (eg: where an injured player cannot be moved) or disruption (such as power failure), it will be declared a draw and 10 goals awarded to each team if this occurs in the first (1st) or second (2nd) quarter of the match. If it occurs in the third (3rd) or fourth (4th) quarter of a scheduled match the score at the time of the suspension of the game stands.
8. If a following game needs to be suspended due to an earlier and unresolved incident, this game will be declared a draw and both teams will be awarded 10 goals.

17. Progressive Ladders

1. A weekly progressive ladder will be available on Netball Connect and the SCNA website (www.stonningtonnetball.com.au). These can be found by searching for “Stonnington City Netball Association” and then your team name as registered in Netball Connect.

18. Protests

A team wishing to protest a game:

1. Must not sign the official scoresheet and notify the supervisor of their intention to protest immediately after the game.
2. Must lodge the protest in writing to SCNA (hello@stonningtonnetball.com.au) addressed to the Committee of Management within 48 hours of the match having been played.

The Committee of Management shall appoint three (3) of its members to determine the protest. The Committee of Management members will determine the procedure for their consideration of the protest having regard to the need to determine the matter quickly. After determining the protest, the team(s) concerned will be advised of the result of the appeal. The decision of the Committee of Management members on the protest will be final.

NOTE: Where it is not otherwise stated in these By-laws, Netball Victoria’s Policies and Procedures will be applied.

19. Association Meetings

1. All members of the Association may attend the Annual General Meeting.
2. All registered teams, including those teams who are part of a Club, of the Association must be represented by a team member at the Annual General Meeting. Usually held in May.
3. A Special General Meeting of the Association may be called at any time during or before the commencement of any competition. All registered teams, including those who are part of a Club, of the Association must be represented by a team member at the Special General Meeting.
4. Teams not present or represented at the Annual General Meeting or any Special General Meeting may incur a penalty – loss of four (4) match points.

20. Lost Property

SCNA will take no responsibility for property left at designated venues at which the Association conducts netball competitions or programs. Any found lost property will be placed in the Lost Property bins which are managed by Council.

21. Disputes and Mediation and the Association

SCNA will not tolerate poor behaviour on or around the court and expects all members and spectators to abide by the Association's rules and Codes of Conduct. Players or spectators who do not behave appropriately when requested, or are deemed to have breached our By-Laws or Codes of Conduct, will be asked to leave the premises, and may be suspended from attending matches for a period of time that will be determined at the discretion of the SCNA Committee.

SCNA follows Netball Victoria's 'Competitions Complaint Handling Regulation' and that Regulation applies to disputes under these rules

22. Player Misconduct

1. Umpires/Supervisors/Management may report any player or team for misconduct. Such a report is to be in writing and received by the Centre Manager or Supervisor within 48 hours of the match being played.
2. A player who is ordered from the court shall not be replaced. When a Centre player is ordered from the court the captain may make one change only from players presently playing on the court until the interval, in respect to providing a Centre player.
3. Each Team is responsible for the conduct of its players and supporters during and after matches conducted at any of the SCNA venues and under SCNA competitions.

23. CCTV Footage

CCTV surveillance system is installed at the Stonnington Sports Centre. The system may be used to assist SCNA in providing a safe environment for and in the regulation of its competitions.

24. Filming and Photo Consent

Filming, live streaming or taking photos at any SCNA competitions, matches or training requires consent from all participating members.

Any person taking or sharing photos, videos or live streaming with cameras / mobile phones must:

1. Obtain the consent of any person or child (via parent / guardian) whose image may appear in the photo. This includes permission from both your team, the opposition team, the umpires
2. Proof of this approval must be provided to the office/ supervisor prior to taking, or live streaming, any footage.

SCNA staff may take photographs or short videos during the seasons. Where SCNA staff or representatives take photographs, or film or digital images or recordings for the purposes of, or as part of, their role, the taking of the image and the image itself is covered by this Policy.

The SCNA applies the Netball Australia 'Member Protection Policy' and is bound by the *Child Wellbeing and Safety Act 2005* (Vic).

1. Images of children cannot be used inappropriately or illegally. Netball Australia requires every person and organisation bound by the Member Protection Policy to obtain permission from a child's parent/guardian before taking an image of a child that is not their own.
2. Netball Australia, Member Organisations, and Affiliates, including the SCNA, also require the privacy of others to be respected and prohibits the use of camera phones, videos and cameras inside changing areas, showers and toilets.
3. When using a photo of a child, Netball Australia, Member Organisation and Affiliates including the SNCA will not name or identify the child, publish personal information such as residential address, email address or telephone numbers without the consent of the parent/guardian.
4. Netball Australia, Member Organisation and Affiliates including the SNCA will not provide information about a child's hobbies, interests, school, or the like as this information can be used by paedophiles or other persons to groom a child.
5. Netball Australia, Member Organisation and Affiliates including the SNCA will only use images of children that are relevant to netball and will ensure that they are suitably clothed in a manner that promotes participation in netball. Wherever possible, permission will be sought from a child's parent/guardian before the image is used.

25. INDEMNITY

Except where provided or required by law and such cannot be excluded, Stonnington City Netball Association Inc., and its officers, members, servants, or agents are absolved from all liability however arising from injury or damage, however caused, arising whilst participating in the Association's activities as a member.

26. SPECIAL CIRCUMSTANCES/PROVISIONS CLAUSE

Where these Bylaws are silent on a particular matter, a decision can be made by the Committee. In exceptional or extenuating circumstances, the Committee may, acting reasonably, alter, vary, or waive the requirements set out in these bylaws relating to the Association.

NOTE: Where it is not otherwise stated in these By-laws, Netball Victoria's Policies and Procedures will be followed.