

Competition Bylaws – Social Sports

1. Interpretation

- 1.1. **Day-to-day day** interpretation of these bylaws shall be the responsibility of the most senior official present at the time.
 - 1.1.1. Appeals against the interpretation must be lodged in writing to the Centre Manager.
- 1.2. **Financial** – all teams playing in the competition must have paid the team nomination fee, game bond fee, and game fee and have no outstanding amounts due.
- 1.3. **Registered Player/Inside Player** - a player who is registered with a team in a competition.
- 1.4. **Outside Player** - a player who is not registered with a team in a competition.
- 1.5. **Illegal Player** will be defined as follows
 - a. Non-registered players who have played more than two games with the team
 - b. Players under suspension
 - c. Players participating under an assumed name
 - d. Players not following the transfer regulations
 - e. Players not following the qualification criteria for finals match
- 1.6. **Substitute Player** – a player who is an inside player but is not included in the starting line of the match.

2. Competition Rules

- 2.1. **Stoppages (Time)** – Calling of time during a match by an umpire will be in accordance with the INF Rules of Netball and the F.I.F.A Laws of the Game, though umpires will reserve the right to stop the game at any time they feel a player or umpire may be at risk for the safety of all concerned. The timer may not be stopped due to central timing.
- 2.2. **Netball Competitions:** INF Rules of Netball shall apply unless otherwise provided for in these bylaws
- 2.3. **Soccer Competitions:** The F.I.F.A. Futsal Laws of the game shall apply unless otherwise provided for in these bylaws.

3. Team Nomination

- 3.1. All teams are required to complete a Team Nomination Form with the contact details, email addresses and mobile numbers for all players. There must be a Team Captain and secondary contact person nominated on the form.
- 3.2. For mixed netball at least two male players must be registered with the team, for mixed soccer at least one female player must be registered with the team.

- 3.3.** Nominations received after the due date may be accepted at the discretion of management. It is also at the discretion of management when these teams are added to competition fixtures.
- 3.3.1.** If a team is withdrawn from a competition a new team may take its place. The new team will start at 0 points
 - 3.3.2.** If no teams are available to replace the team withdrawing the position will remain vacant.
- 3.4.** Failure to pay the team nomination fee and game bond fee may result in team replacement.
- 3.5.** Teams who participated in the previous season will automatically hold their position for the upcoming season with the exception of teams who:
- 3.5.1.** Have forfeited more than three times in the previous season.
 - 3.5.2.** Have outstanding forfeit fines.
 - 3.5.3.** Have not updated contact details.
 - 3.5.4.** Have been penalised or disciplined (refer to bylaw 8.14).
- 3.6.** Completed team nomination forms must be received by week 3 of the competition. Teams who have not returned their nomination form maybe removed from the competition.

4. Fees

4.1. Nomination Fee

- 4.1.1.** Nomination fees are set annually and may increase each financial year.
- 4.1.2.** Nomination fees are not transferable or refundable.
- 4.1.3.** Teams returning for a consecutive season are not required to pay a nomination fee (unless the team forfeits during the previous season).
- 4.1.4.** New teams are required to pay the team nomination fee with their registration in order to be financial.
- 4.1.5.** Any team that is not fully financial at the time of their match will be ineligible to receive any premiership points until such time as they are financial, this includes overdue forfeit fines.

4.2. Bond Fee

- 4.2.1.** Bond fees are a fee in the amount of the current weekly game fee that is paid in advance at the beginning of the season.
- 4.2.2.** Bond fees are set at the value of the game fee. These fees are set annually and may increase each financial year.

4.2.3. Bond fees are held as a bond during the season and will be used as the game payment fee for the last general round of the season. If a team withdraws during the season, this game bond fee is non-refundable.

4.2.4. All teams (new and returning) are required to pay the game bond.

4.3. Game Fee

4.3.1. Game fees are set annually and may increase each financial year.

4.3.2. Game fees are to be paid upon entry into the Centre by one person, with the payment made as a whole. Teams will not be permitted to take the court unless proof of payment is provided.

4.3.2.1. If games are delayed due to unpaid fees the by-law 8.2.1 applies

4.3.3. In the event of a forfeit the non-offending team shall receive:

4.3.3.1. If no game takes place; credit for the following fixture game. Unless it is the last game of the season and the team has not qualified for finals, then a refund will be issued.

4.3.3.2. If a team participates in a scratch match or a training session then the game payment stands and no credit will be given for the following week

4.3.3.3. Qualified player points for players listed on the scorecard

5. Forfeits

5.1. Forfeit fines are set annually and may increase each financial year.

5.2. Forfeit fines are to be paid within 7 days of a forfeit fine notice being issued. Premiership points will not be awarded to forfeiting teams until such time as the forfeit fines are paid in full (unless other arrangements have been made with the Dry Programs Team Leader).

5.2.1. Points lost whilst forfeit fines remain outstanding are not reclaimable once the fine has been paid

5.3. Notification of a Team forfeit is to be advised by:

5.3.1. Calling Kwinana Recquatic reception on 9236 4700 within operating hours.

5.3.2. Notifying reception staff in person within operating hours.

5.4. Forfeit fines are incurred every time a team forfeits a fixtured match and the following applies:

5.4.1. For a forfeit; if notification is received with more than 48 hour's notice of the fixture match time there will be no game fee/forfeit fine issued

5.4.2. For a forfeit: if more than 8 hour's notice (within the Centre's opening hours) of the fixture match time is given, the forfeiting team is required to pay the appropriate game fee.

- 5.4.3.** For a forfeit: if less than 8 hour's notice (within the Centre's opening hours) is given a full forfeit fine applies.
- 5.4.4.** A forfeit will result in a loss of 1 premiership point and the scores will be recorded in favour of the non-offending team; 20-0 for Netball competitions and 5-0 for Soccer Competitions.
- 5.5.** Forfeited games will not be rescheduled.
- 5.6.** Upon forfeiting three times within a season a team may be withdrawn from competition and the following would apply:
 - 5.6.1.** In the event a team wishes to re-join the following season the team will be classed as a new team joining the competition (see section 4 regarding nomination fees)
 - 5.6.2.** In the event that a team forfeits, the team will lose their nomination fee. If teams wish to re-nominate for the next season, they will need to pay their nomination fee at the commencement of the new season.

6. Team Responsibilities

6.1. Team Captain

- 6.1.1.** Each team is to nominate a team captain at the start of the season.
- 6.1.2.** The team captain is responsible for:
 - 6.1.2.1.** The conduct of the team players and spectators.
 - 6.1.2.2.** Organising team payments and submitting payment cards to the umpire.
 - 6.1.2.3.** Completing and checking the scorecard is correct and that all names of players are recorded accurately before the match has concluded.
- 6.1.3.** During the match the team captain is the only person authorised to speak to the umpire. This is to be done during halftime or quarter breaks to request:
 - 6.1.3.1.** Explanation of a rule interpretation.
 - 6.1.3.2.** Change of uniform or equipment.
- 6.1.4.** End of the match:
 - 6.1.4.1.** Thank the umpire and opposing team.
- 6.1.5.** In the event the appointed team captain is not present the team shall nominate a player to be team captain for that fixtured game only. They are to notify the umpire and write their name on the scorecard.
- 6.1.6.** Team Captains will receive a standard membership for the duration of the season.

6.2. Registered Team Players

- 6.2.1.** A minimum of 5 players must be listed to register a team and a maximum of 10 players per team.

- 6.2.2.** May only register with one team within a competition.
- 6.2.3.** New players may be introduced at any time during the season provided they comply with bylaw requirements.
- 6.2.4.** Players must be aged 16 years or over. Players from 14 years may be accepted, however, this is at the discretion of the Sports Supervisor and underage players must have a waiver signed by their parent/guardian.
- 6.2.5.** Fingernails must be short and smooth. Gloves are permitted however must be approved game gloves. If gloves are worn, nails are still to be of an appropriate length/shape as deemed by the Sports Supervisor.
- 6.2.6.** All piercings must be removed. Any piercings unable to be removed must be taped with medical grade tape. In the event the tape comes off the player must leave the court until new tape is applied. This tape is not provided by the Centre.
- 6.2.7.** Players must not be under the influence of drugs or alcohol. Players deemed by Centre Management to be under the influence of drugs and/or alcohol will not be permitted to participate in any games, will be removed from the Centre, and will be subject to report (refer to bylaw 8.14)
- 6.2.8.** Must notify the Sports Supervisor of any serious medical conditions, including pregnancy.
- 6.2.9.** Teams must provide their own scorer for the duration of the match. Teams are therefore responsible for keeping a check on the scores during the game. No correspondence will be entered into the final score if the team does not provide a scorer. Once scorecards have been signed no dispute regarding scores will be accepted.
- 6.2.10.** Must accept the umpire's decision with sportsmanlike conduct, without dispute.
- 6.2.11.** Must behave in a respectful manner towards other officials, opponents, teammates, and spectators at all times.
- 6.2.12.** All spectators must be seated during games. Children who are spectating in the sports stadium must be supervised at all times by a responsible adult over the age of 16 years (See by-law 8.13.3).

7. Uniforms

- 7.1.** All netball teams must provide their own bibs. The Centre will provide bibs in the case of colour clash. Bibs can be purchased from Recquatic reception.
- 7.2.** Players must be in standard nominated team uniform by the third playing date.
- 7.3.** Fill in players are required to have matching shirt colours.
- 7.4.** Protective equipment Soccer: it is recommended that players wear shin pads. Players are able to wear arm protectors and knee protectors, however if worn must be soft.

7.5. Players uniforms consist of:

- Shorts
- Bike shorts
- Sports Skirts
- Leggings
- Sports Shirts
- Sport Tank Tops

7.6. Players uniforms must:

- be of matching colour
- all shirts are to be of an appropriate length; i.e. tops are to be long enough to meet the top of the players shorts
- Soccer – numbers are required to be visible on all playing tops. If not, bibs must be worn

7.7. Players can not wear:

- Mid drift tops
- Cut off sleeves
- Tank tops with shoe string straps
- Bottoms/shorts of an inappropriate length
- Anything with obvious pockets, zips or belts
- Anything that is deemed by staff members to be dangerous to other players.
- Denim

7.8. Teams have the final responsibility for notifying umpires of opposing team members being out of uniform. This must happen prior to the end of the half time break. The following will apply:

7.8.1. Soccer – One goal per player out of uniform

7.8.2. Netball – Two goals per player out of uniform

7.8.3. No goal penalties will be awarded after the end of the half time break.

7.8.4. Any player that takes the court out of uniform can be only penalised once during that game.

8. Competitions

8.1. Grades

8.1.1. Grading maybe required and will be determined consultation with umpires, the Sports Supervisor and Dry Programs Team Leader.

8.1.2. Grades maybe spilt for finals from time to time.

8.2. Duration of Games

Netball	4 x 10-minute quarters 2 min break at the half time interval and 1 min at quarter breaks
Soccer	2 x 20-minute halves and 2-minute half time break

- 8.2.1. Games will be played on a time limit and it is the responsibility of the team to be ready to take the court for their allocated game time. After 5 minutes a game will be considered a forfeit (refer to bylaw 5).
- 8.2.2. Time will not be held for injury and the player concerned must be changed or removed when safe to do so.

8.3. Abandonment of Games/Cancellation of Games

- 8.3.1. If the game is cancelled prior to half time it will be considered a draw and both teams will receive two premierships points each.
- 8.3.2. If a game is abandoned after the halftime break, the score at the time of abandonment will count as the full-time score.
- 8.3.3. A game may be abandoned due to (but not limited to) the following situations: major injury causing immobilisation, inappropriate behaviour or conduct, when stadium operating standards are compromised (e.g. power failure or storm damage).
- 8.3.4. Abandoned finals games may be rescheduled at managements discretion

8.4. Registered Players

- 8.4.1. Registered players as per bylaw 6.2.
- 8.4.2. To commence the game teams must have a minimum number of registered players entered on the scorecard and on the court and the following applies:

Netball - 7 aside	minimum of 5 players
Soccer	minimum of 3 players
- 8.4.3. Mixed Soccer: a minimum of 1 female must be on court at all times, in the event a female player is absent the team must play with 4 players.
- 8.4.4. In the event a team has less than the minimum required number of players to be able to take the court; then for every minute or part thereof that play is late commencing, the opposing team will be awarded one goal. After 5 minutes the game will be considered a forfeit (refer Bylaw 5).
- 8.4.5. A scratch match may be played if the teams and umpires both agree; no forfeit fine will be issued and game fees are required to be paid (refer Bylaw 4.3.3.2).

8.5. Transferring Players

- 8.5.1. A player may transfer from one team or club to another team once during the season provided that:
 - 8.5.1.1. They are financial with and do not possess any assets of the team or club from which the player is transferring.

8.5.1.2. Transfers are presented to Management in writing before the night/day that the player plays for the new club or team.

8.5.2. Disputes on clearances will be heard upon request by the Dry Programs Team Leader. All disputes must be submitted in writing.

8.6. Mixed Netball (7 a side)

8.6.1. The maximum number of players on court at any time is 7

8.6.2. The minimum number of players on court at any time is 5

8.6.3. The team must not have more than three male players on the court at any time.

8.6.4. At each centre pass the male players must start in different thirds; that is:

- one in offence (GA, GS)
- one in defence (GD, GK)
- one in centre court (C, WA, WD)).

8.6.5. Two males from the same team are not permitted in any goal circle at the same time.

8.6.6. There are no maximum number of female player requirements for a game; teams can elect to play in the mixed netball competition with an all female team.

8.7. Mixed Soccer – Rules During Play

8.7.1. Players are not permitted to slide tackle

Penalty: Indirect free-kick

8.7.2. If, from a goal clearance, the Goal Keeper (GK) throws the ball directly over the halfway line, an indirect free kick is awarded to the opposing team to be taken from the place where the ball crossed the halfway line.

8.7.3. On-field players are permitted to pass the ball to their own Goal Keeper at any time, however, the Goal Keeper cannot touch the ball with their hands or arms when receiving a direct pass from their teammate; this includes the penalty area.

Penalty: Indirect Free Kick

8.8. Finals

8.8.1. To participate a player must be a registered team player and have participated in a minimum of three games.

8.8.2. In the event of a draw in any final match after a rest of 3 minutes, the teams will play 2 rounds of 5 minutes, without a rest, changing ends between rounds.

8.8.2.1. In the event the game is still a draw, play will continue and the winner will be determined by:

Netball	One team is ahead by two goals
Soccer	Penalty Kick

8.8.2.2. During extra time no substitutions can be made after ordinary game time except through injury or illness.

- 8.8.2.3.** Penalty kicks are taken as per FIFA Futsal Rules of the game:
- 8.8.2.3.1.** All players and substitutes are eligible to take kicks from the penalty mark, except those players who, when the match or extra time finishes, are injured or have been sent off.
 - 8.8.2.3.2.** If, at the end of extra time, and before the kicks from the penalty mark start, one team has a greater number of players (including substitutes) than its opponents, the team with the greater number of players must reduce their number of kickers to the same number as its opponents and the referees must be informed of the name and number of each player excluded, if any.
 - 8.8.2.3.3.** Any excluded player is not eligible to part in the kicks except if a Goal Keeper is unable to continue, an excluded player may take their place. If the Goal Keeper who was unable to continue has already taken a kick, the replacement player may not take a kick until the next round of kicks.
 - 8.8.2.3.4.** Both teams take 5 kicks.
 - 8.8.2.3.5.** If, before both teams have taken 5 kicks, one has scored more goals than the other could score, even if it were to complete its 5 kicks, no more kicks are taken.
 - 8.8.2.3.6.** If the scores are level after both teams have taken 5 kicks, kicks continue until one team has scored one goal more than the other from the same number of kids.

8.9. Fill in Players

- 8.9.1.** Registered Player – refer bylaw 1.3
- 8.9.1.1.** Can only register in one team per competition.
 - 8.9.1.2.** May fill in for any team in the competition, excluding finals and the following shall apply:
 - a. Can only play for another team in the same competition; no more than two times in one season.
 - b. Once a player has filled in 3 times for another team they then will become part of that team. Player registered to a team u are unable to play in finals for another team (this may be waived under extenuating circumstances and at the discretion of management).
 - c. Mixed Soccer - Fill in player from another team cannot play keeper
 - 8.9.1.3.** Cannot fill in for a team in a lower grade.
Penalty: Offending team will forfeit the game (refer bylaw 5)
 - 8.9.1.4.** 5 a-side Soccer: A team may only have one fill-in at any one-time, other positions will remain vacant.

Netball: A team may only have two fill-ins at any one-time, other positions will remain vacant.

Penalty: Offending team will forfeit the game (refer bylaw 5)

8.9.2. Outside Player – Refer to bylaw 1.4

8.9.2.1. May fill in for any team during the season.

8.9.2.2. Once an outside player has played three games for any one team they must officially register with that team for the season.

8.10. Late Arrivals

8.10.1. Late arrivals of **fill in players** who are ready to play may have their names included on the official scoresheet, without penalty before the end of the halftime break of the game.

Penalty: Offending team will forfeit the game (refer bylaw 5)

8.10.2. Late arrivals of **registered players** for that team may include their name on the scorecards at any time during the game, but must be done before the completion of the game.

8.10.3. Names of players who do not take the court must have been removed from the scorecard before the end of the halftime break.

Penalty: Offending team will forfeit the game. (refer bylaw 5)

8.11. Illegal Players (refer bylaw 1.5)

8.11.1. The penalty for playing illegal players is automatic forfeiture of the match as per bylaw.

8.12. Substitutes (refer to bylaw 1.6)

8.12.1. Soccer: Substitutions may be made at any time of the game but may not enter the court until the player they are replacing has left the court. Substitute players entering the court early will result in a yellow card.

8.12.1.1. Soccer: Substitutions must be made at the halfway line. Substitutes being made away from the halfway line will result in a yellow card. Distance from the halfway line is at the discretion of the referee

8.12.2. A substitute player who is present and ready to play but does not actually participate in the match shall be considered a legal player (refer bylaw 1.6).

8.12.3. If there are the required number of registered players on court, during the match, no fill-ins are allowed on court to play unless an injury occurs.

Penalty: Offending team will forfeit the game (refer bylaw 5)

8.12.4. Substitutions due to injury are allowable at any time.

8.13. Umpires

8.13.1. Netball: Two umpires will be provided

Soccer: One referee will be provided

8.13.2. The Umpire's decision is final. The Umpire shall not permit any discussion about their decision. However, at the request of the team captain, the umpire or the Sports Supervisor will give an explanation, at half time or full-time, on the application or interpretation of the rules the umpire has based the decision on.

8.13.3. The umpire reserves the right to forfeit or stop a game should children or spectators not be seated or supervised during any game.

Penalty: the game will be forfeited by the offending team (refer to bylaw 6.2.12 and 5.4).

8.13.4. Soccer – Red and Yellow Cards

8.13.4.1. A player who receives a 2nd yellow card in the same match will be deemed as receiving a red card.

8.13.4.2. Red card - exit the game immediately; for the entirety of the game. This person may only be replaced after 5 minutes or until a goal is scored by the opposing team. This person will also receive a one-week suspension for the next playing game.

Penalty: In the course of a season, players receiving three yellow cards over three separate matches or one red card shall be suspended for one scheduled match inclusive of finals.

Notification: Team captains will be notified of any suspensions via email.

8.13.4.3. With one red card being equivalent to three yellow cards, players are allowed up to 9 yellow card offences or three red card offences in each season before they are automatically expelled from the competition.

8.13.4.4. Upon being suspended for the third time, the offending player will be expelled from the competition.

8.14. Reporting Players or Teams

8.14.1. Players and spectators shall be subject to report by the umpires or Management for any form of misconduct such as, but not limited to:

- a. Abusive Language
- b. Unsporting Conduct
- c. Undue Rough Play
- d. Dissent
- e. Striking or attempting to strike another player

Any form of misconduct the player/s may be dealt with at the discretion of game officials, Sports Supervisor or Duty Officer, based on the severity of the offence, with, but not limited to the following outcomes:

- a. Formal warning issued by the Umpire or Sports Director.
- b. Asked to sit out for 5minutes/2 goals for the game.
- c. Banned from taking any further action in the game.

d. Asked to vacate the centre.

Penalty: Player/s or team/s may be suspended or expelled from the competition depending on the outcome of the management interview.

- 8.14.2.** The game official shall complete an incident report which shall be lodged with the Dry Programs Team Leader.
- 8.14.3.** Within 48 hours of being requested to do so, reported players will be required to provide a written statement regarding the alleged incident they have been reported to have been involved in. Written statements are to be provided to the Dry Programs Team Leader
- 8.14.4.** Players may not participate in matches or spectate until the matter has been resolved.
- 8.14.5.** If a written statement is not received from the player(s) involved or the player(s) do not attend a requested meeting, this shall be interpreted as an admission of guilt.
- 8.14.6.** Management reserves the right to suspend or expel players or teams from the competition.
- 8.14.7.** A suspended sentence handed to a player as a result to an appeal will apply for the length of the remaining season. If that player receives another red card or 3 yellow cards then the suspended sentence will take effect and suspend that player from that game and the next dated game.

8.15. Protests

- 8.15.1.** If a team member wishes to protest an outcome of an investigation, they must do so in writing to the Dry Programs Team Leader. Protests must be received within 48 hours of the player receiving notification of the outcome of the investigation.

8.16. Fixtures

- 8.16.1.** The first set of fixtures for the season will only display three rounds to allow for changes to grades.
- 8.16.2.** Teams cannot request a specific timeslot unless pre-approved by Management. All games times will be divided equally among teams as best as possible.
- 8.16.3.** Teams cannot request a specific date for a bye.
- 8.16.4.** If a team exits the competition after half way through the season, management reserves the right to change fixtures so that the team playing the exiting team will go on bye but will receive a forfeit win and collect two premiership points