



By-Laws for all Sporting Competitions

1. INTERPRETATION

- 1.1 The Australian Basketball Federation Official rules, Futsal International Rules as adopted by the Australian Indoor Soccer Federation and the Australian Netball Association Rules shall apply unless otherwise provided for in these By-Laws. Australian Volleyball Rules.
- 1.2 Day to day interpretation of these By-Laws shall be at the responsibility of the most senior official present on the court (ie. Sports and Program Manager, Umpire/Referee).
- 1.3 All players are responsible for their own insurance for personal injury or property damage.
- 1.4 All injuries however, must be reported to the Duty Manager on the night.

2. NOMINATION

- 2.1 Teams must be nominated and have paid the nomination fees by the date indicated by the Sports and Program Manager.
- 2.2 Failure to pay nomination fee may result in team replacement or a with-holding of premiership points towards the ladder. Points are not redeemable. Any team that has not paid nomination by the cut-off date set by the Sports Management Team will not proceed until the fee is paid.
- 2.3 Nomination forms must be fully completed. It is the team captain's responsibility to take ownership of the teams financial responsibilities.
- 2.4 Teams that choose to discontinue after nominating must put it into writing to the Sports and Program Manager that they would like to withdraw from the competition.
- 2.5 Registration/Nomination fees are non-refundable.

3. RENOMINATION

- 3.1 Vacancies in the competitions will be filled whereby teams whose nominations are received first will have first priority.
- 3.2 Teams with outstanding fees cannot renominate until they are paid in full. A position will not be held for those teams that have outstanding money past the due date to renominate.

4. REGISTRATION

- 4.1 Each team must register all their players. It is the captain's responsibility to keep their players list up to date.
- 4.2 A player is not permitted to register in more than one team per competition. Players are permitted to "fill in" for other teams. However A Grade players cannot "fill in" for B Grade teams. This is subject to the approval of the opposing team. Any breach to this rule will result in an automatic forfeit to the offending team.
- 4.3 New players can be registered at anytime during the season provided they comply with By-Law requirements.

5. FIXTURES

- 5.1 The Sports and Program Manager reserves the right to alter fixtures at any time. Teams affected will be notified.

6. TRANSFERS

- 6.1 A player may transfer from one team to another team only once during the season provided that:
 - * Such a player is financial with the team from which the player is transferring.
 - * Transfers are presented to the Sports and Program Manager in writing before the night of the player playing for the new team.



7. ELIGIBILITY OF PLAYERS

7.1 A substitute player who is present and ready to play but does not actually participate in the match shall be considered a legal player.

7.2 Players who arrive late to the game can be added to the score sheet so that they can participate in the game.

7.3 The minimum age for players to play in our senior competitions is 16 years of age. Players that are younger than this may take the court on the condition that their parent/guardian is also playing in the same team and is physically on the court during this time. However, if a sports official deems it too unsafe for the under aged player to continue playing, the official has the right to ask the under aged player to leave the court.

7.4 All teams and players must conform to the restrictions outlined in the title of a competition based on gender.

8. TO PLAY

8.1 A team must have a minimum of 5 players for netball or 4 players for futsal, basketball and volleyball entered on the score sheet who are ready to take the court at the commencement of the game.

8.2 For mixed netball a maximum of 3 males can take to the court at anyone time. Teams must not play more than one male in their shooting circle (GA & GS) or their defending circle (GD & GK).

8.3 If a prepared team has less than enough players then:

Basketball

For every minute or part thereof that play is late commencing, the opposing team will be awarded one point until the 10 mins has expired.

Netball

For every minute or part thereof that play is late commencing, the opposing team will be awarded one goal until the 10 mins has expired.

Futsal

One goal will be awarded to the opposing team for the first minute, then one goal every three mins that goes by.

Volleyball

For every minute or part thereof that play is late commencing, the opposing team will be awarded one point until the 10 mins has expired.

If a team does not have enough players on the court and are not ready to play within 10 minutes of the scheduled starting time, they must forfeit the game and be required to pay a forfeit fine as detailed in the By Laws Section 19. See section 19.7 for the final score.

A scratch match may be played if the teams involved so desire but no umpires/referees will be provided.

8.4 Participants must behave respectfully and courteously to the umpires, other officials, opponents, team mates and spectators. No foul language under any circumstance shall be displayed on the court. Players may be asked to leave the court if foul language continues. Players may be suspended due to this misconduct.

9. TEAM RESPONSIBILITIES

9.1 It is each team's responsibility to provide a scorer/check to ensure the accuracy of the scoresheet. The electronic scoreboard is to be used as a guide only and the scoresheet will be used as the official result. Team captains are to check the scoresheet at the end of the game and sign that the result is accurate.

9.2 The team will be held responsible for the conduct of its members and spectators. Further, teams are expected to conduct themselves in keeping with the ethos of participation, enjoyment



and healthy competition. Spectators can be sent from the Stadium. Due to this, the game can be called off and considered a forfeit.

9.3 No participants can wear jewellery, pins, hats or other dangerous items. Fingernails may be taped or cut at the discretion of the umpires or referees. Sweatbands may be worn to cover religious armbands. Any player that refuses to comply may receive a technical foul/ yellow card, (at the sports officials discretion.) and must remove item/s before continuing to participate.

9.4 Any player/spectator deemed under the influence of drugs/alcohol (other than prescribed medication) shall be denied entry to the playing area and will be subject to report. Any player/spectator that does not leave the court when asked can cause the game to be cancelled or for the opposing team to receive goals/points.

10. SPORTS OFFICIAL'S (UMPIRES/REFEREES)

10.1 Responsibility of the sport official is:

10.1.1. Prior to the match:

- Inspect the condition of playing area, ball and equipment.
- Collect payment receipts before the game.
- Ensure all players are wearing correct uniform, and shin pads if participating in Futsal.
- Check all players' nails and jewelry.
- If a player has any blood noticeable on themselves or their clothing, the game will be halted and the player replaced. If a team doesn't have a replacement, the game will halt for a maximum of three minutes while the blood is cleaned. The player may return once the injury has been cleaned and no blood is visible on the player or their clothing.
- Ensure scoresheets are filled out in full.
- Apply and inform both teams about late points/goals and uniform penalties

10.1.2. During the match:

- Sanction misconduct and delays.
- All faults and play.

10.2. The Sports official's decision is final. He/she shall not permit any discussion about his/her decision. However, at the request of the team captain, he/she will give an explanation on the application of interpretation of the rules he/she has bases his/her decision on. The explanation can only occur at half time or full time.

11. TEAM CAPTAIN

11.1 Game fees must be paid in full prior to the commencement of the match or the match will not proceed. By- Law 8.3 will then apply for any lost time.

11.2 Responsibilities of the team captain are:

11.2.1 Prior to the match:

- Completing the scoresheet with full names, and numbers if applicable.
- Hand receipt to sport official.
- Represent team in coin toss.

11.2.2 During the match:

- To ask for an explanation of rule of interpretation (at half time or after match)
- To ask authorisation to change uniforms and/or equipment.

11.2.3 After the match:

- Thank sports officials.
- To check the final score of the game, as reflected on the scoresheet.



12. TEAM UNIFORMS

12.1 All players in each team are required to present themselves in conforming uniforms. If a team doesn't have a uniform they can choose a team colour and all wear the same colour top. In addition, no low-cut or revealing tops are permitted.

12.2 Shin pads are a compulsory safety requirement whilst participating in Futsal. No shin pads = No game.

12.3 All players shall be required to be identified by a number on their uniform for basketball and soccer. Numbers must be neat and tidy.

12.4 Any new teams will be given two weeks to comply with conforming uniforms. Discretion of the Sports and Program Manager will apply.

13. ILLEGAL PLAYERS

13.1 The penalty for playing illegal players is automatic forfeiture of the match.

13.2 Illegal players will be defined as follows:

- Players under suspension
- Players participating under an assumed name
- Non observance of transfer regulations
- Non observance of qualification criteria
- A Grade players filling in for B Grade teams.

14. TIMING

14.1 Games will be played on a time limit of:

- Basketball: 2 x 20 min halves with a 2 min half time
- Netball: 4 x 10 min quarters with a 2 min half time and a 1 minute break at quarter time and three quarter time)
- Futsal: 2 x 20 min halves with a 2 min half time
- Volleyball: 45minutes of game time (3 sets, first team to 25 points)

14.2 The clock will start at the stated time (in accordance to center clocks) whether teams are ready or not.

15. PREMIERSHIP POINTS

15.1 Premiership points are as such:

WIN	DRAW	LOSS	FORFEIT
3 points	2 points	1 point	-1 point

15.2 Position on the ladder is determined by premiership points and then percentage.

16. SUBSTITUTES

16.1 Each team shall be permitted a maximum of five (5) substitute players. Subject to opposing team.

16.2 In Futsal, a substitute can only enter the field of play once the player being replaced has left the field. Non compliance will result in an indirect free kick to the non offending team from the sideline.

17. ABANDONED GAMES

17.1 The final outcome of abandoned games will be decided upon by, the umpire/referee or the Sports and Program Manager.

17.2 If a game is abandoned due to lack of team cooperation, misconduct, or any other incidents at the sports officials discretion, the game will be ended and called as a forfeit by the offending team. A win will be awarded to the opposition team.

17.3 The team captain will be given one minute to sort out any team/ spectator/ player issues. After



the one minute has lapsed, the game will be ended and called as a forfeit by the offending team. A win will be awarded to the opposition team.

17.4 If a team "chooses" to discontinue play although the game can continue after injury, then the game will be called as a forfeit by this team. A win will be awarded to the opposition team.

17.5 If the match is abandoned due to circumstances outside of the Sports and Program Managers control (roof leaks, blackouts, etc.) the following results will take place:

- Match will result in a draw
- Match will be rescheduled

18. FINALS

18.1 To participate in finals a player must be registered and have participated in three of the regular season games throughout that season.

18.2 Major finals will be played as a knockout between 1st through to 4th position on the ladder

18.3 In the event of a draw in any final match there will be a one minute break and then the match will go into overtime:

- Basketball: Five mins each way, with no rest in between. No time outs can be taken in over time.
- Netball: Five mins each way with no rest in between
- Futsal: Five mins each way with no rest in between

If a draw still occurs after this extra time:

- Basketball: will play an extra five mins or until a team leads by four points - which ever happens first
- Netball: an extra five mins each way or if a team leads by two, which ever happens first.
- Futsal: teams will go to a penalty shoot out.

18.4 In Basketball and Futsal a one minute time out per half per team is permitted. No time outs permitted in the last three minutes of either half.

18.5 In occurrence of an injury during Grand Final games the clock will stop to the sports officials discretion.

19. FORFEITS

19.1 Forfeits must be phoned in to front reception (9140 0400).

19.2 Forfeit fines will be applied according to the following schedule:

- 24 hours or more notice will incur a fine of one game fee.
- Less than 24 hours and/or a no show will be charged a double game fee.
- Fines must be paid within 10 days of the forfeit date.

19.4 Failure to pay the forfeit could result in the offending team removed from the fixtures until such time as the forfeit is paid or at the discretion of the Sports and Program Manager.

Should the fine be unpaid within the 10 day period, the team can be withdrawn from the competition.

19.5 In the event of a forfeit the non offending team shall receive a credit if the game fee has been paid.

19.6 Any team forfeiting three time in any one season may be withdrawn without notice at the discretion of the Sports and Program Manager. Fines will still be billed to the team captain.

19.7 The score for a forfeited game will be:

- Basketball: 20 to nil.
- Netball: 20 to nil.
- Soccer: 5 to nil.
- Volleyball: 3 sets to nil.



20. PLAYER/TEAM REPORTS

20.1 Any player/team can be removed from the center at the discretion of officials or Duty Managers.

20.2 Players and spectators shall be subject to report by the umpires/referee or by any staff member for any form of misconduct relating to the Sports and Program Manager's tribunal guidelines.

20.3 Reported players and spectators will be advised of the date of the incident report arose from.

20.4 The Sports and Program Manager reserves the right to suspend or expel players or teams from the competition.

20.5 If a player is put on report, the Sports and Program Manager will notify the team captain. The player then has 24 hours to lodge a written response. After the 24 hour period, no further correspondence will be entered into, until a decision has been made. Once the Sports and Program Manager has made a decision, the team captain will be notified.

20.6 Any player put on suspension is on automatic probation for an indefinite period of time.

20.7 Any player/team that has 3 'strikes' against their name due to player reports will see themselves banned from Wanangkura Stadium Sports Competitions indefinitely.

21. PLAYER SUSPENSION

21.1 If necessary, a player may be disqualified by a sports official without warning, at any time during the course of a game. See section 20 for more details.

21.2 If a player is disqualified from a fixtured game more than three (3) times throughout the season, they will be suspended as per point 20.7.

21.3 For a player to see out a suspension, the team/s that they are registered to play for must be an "active" team in our competition/s. A team is deemed to be active if they are a fixtured and registered team in the competition.

22. TECHNICAL FOULS/ RED CARDS/ YELLOW CARDS

22.1 In Futsal if a player is awarded a yellow card for any offensive play the sports official may decide to send the offending player off the field for a 3 minute cooling off period. This player may be replaced for this time. The player may not return to the field until the sports official signals the player to do so. The sports official may decide not to send the offending player off the court but can still issue them with a yellow card as a warning for their offensive play.

22.2 In Futsal a player awarded a red card must exit the game immediately and for the entirety of the game (point 20.1 may apply). This person may only be replaced after 5 minutes. This person will automatically receive a minimum one-week suspension.

23. ADDITIONAL INFORMATION – Sport information Specific to the Wanangkura Stadium.

23.1 Futsal -

- Will be played on the White lines (Netball lines).
- During kick off the opposing team waits behind the white line.
- Kick in (to be taken in place of a throw in)
 - The ball is placed on the line when kicked.
 - If the ball rolls after it has been placed stationary and in position, the kick may be taken.
 - The kicker's foot not kicking the ball must be outside or at least on the touchline, if it crosses the touchline, into the pitch, the kick-in is given to the opposing team.
 - The kick-in must be taken within four seconds; if it is not, the kick-in is given to the opposing team.
 - Players on opposing team must be at least five metres from point of kick-in.
 - You can not score directly from a kick-in.
- Teams must notify the referee when they are changing their goalkeeper.



Teams are only allowed to slide whilst attempting to keep the ball in play or intercepting the ball. Under no circumstances can players slide tackle. If a player slides and makes any contact with an opposing player penalties will apply.

23.2 Mixed Basketball –

There will be no backcourt violations

At the start of the game a 'male' and 'female' key way will be determined. Males are not allowed in the 'female' key way at any point of the game.

Signed: _____

Date: _____

Name: _____

Team & Competition: _____