

# NETBALL TOURNAMENT BY-RULES

## INTRODUCTION

One of Indoor Sports Victoria's purposes is to develop and supervise tournaments for teams representing its member centres. These tournaments include Vicleague, Superleague, Majorleague, State Championships and other events sanctioned by the ISV Board of Management. To ensure the tournaments are run fairly and consistently, the Board has authorised a set of By-Rules that must be applied where necessary to all tournaments. This booklet is a compilation of all these By-Rules. The By-Rules have been drafted with League style tournaments in mind but most are adaptable to Championship style events.

## BY-RULE 1 - TOURNAMENT ORGANISERS & TOURNAMENT COMMITTEES

- a)
  - i) The ISV Board of Management is authorised to organise representative level tournaments and ensure that they are run fairly and competently.
  - ii) The Netball Committee, answerable to the Board, may be appointed to organise and supervise tournaments on its behalf. If this is the case, any such Committee will have the same authority as the Board when enforcing these By-Rules.
- b) The Board will develop, interpret and enforce the By-Rules, Disciplinary Hearing Guidelines and the Official Rules of the Game and have absolute discretionary and decision-making powers on all issues related to the tournaments. (Note: the Netball Committee is not entitled to delete, amend or add to By-Rules without the approval of the Board).
- c)
  - i) The Board will meet as required to review issues related to the tournaments.
  - ii) The Chairman of the Board will decide if any emergency meetings are to be held.
- d) In these By-Rules, reference to the "Board", "Netball Committee" or "Administrative Office" can also be a reference to the Tournament Organiser.

## BY-RULE 2 – TOURNAMENT BY-RULES AND OFFICIAL GAME RULES: DECIDING AUTHORITY ON MATCH DAY

- a) These By-Rules should be read in conjunction with the Official Game Rules of the relevant sport which are authorised at the time by the Board. **The By-Rules will override the Official Game Rules.**
- b) All participating centres will conduct their scheduled games according to these By-Rules.
- c) These By-Rules can be amended, deleted or added to by the Board during the season. Any such changes and the date on which they become effective will be advised to participating centres.
- d) In the event of a dispute, these By-Rules and/or relevant Game Rules as endorsed by ISV will be decisive and should be referred to by Umpires and Duty Managers.
- e)
  - i) On match day, if the Game Rules or By-Rules are not clear to the Umpire, the matter must be referred to the host venue Duty Manager.
  - ii) The Duty Manager, after consultation with the Umpire and members of the Netball Committee, is the ultimate deciding authority on the day and their decision must be accepted by all parties.
  - iii) Decisions under this Rule will be supported by the Board unless it can be shown a decision was made without due reference to these By-Rules and/or relevant Game Rules as endorsed by ISV.
- f) Senior Centre Management is expected to be present to supervise home games. Failure to support this principle on a regular basis could lead to the club being penalised by the Board.
- g) The Duty Manager is considered to be in absolute charge over all persons within their centre when it comes to enforcing accepted standards of behaviour and is entitled to take whatever action is reasonable to protect the comfort and safety of those present.
- h) Match Referees may be appointed by the Board to supervise tournaments and if so they will become the deciding authority in any Game Rules or By-Rules dispute but only after the Duty Manager, Umpire and the team Captains are unable to resolve the situation.

### **BY-RULE 3 - COMPLAINTS / APPEALS**

- a) A full member or associate member can make a complaint or appeal to the Board on relevant matters concerning a tournament except where the By-Rules exclude an item from appeals.
- b) Complaints/appeals must be made in writing with supporting evidence and passed on to the Administrative Office or Tournament Organiser within 5 days of the alleged problem. Correspondence received after this date will be reviewed at the discretion of the Board.
- c) No action will be taken on verbal advice alone.
- d) Complaints/appeals will only be acknowledged from centre management who will examine any complaints or appeals by individuals or teams to determine if they are worth Board investigation.
- e)
  - i) Complaints/appeals will be heard at the next scheduled meeting of the Board or at a time it chooses.
  - ii) The Board may request assistance from the Tribunal at its meetings.
- f) Complainants must be prepared to support their claims in person if required.
- g)
  - i) Complaints/appeals regarding Rules or Rule interpretations, fixtures, ladders and scores will be reviewed by the Board if these By-Rules do not give clear guidance to the Administrative Office or Tournament Organiser.
  - ii) Serious complaints, eg. Equipment and property abuse, misbehaviour and failure to pay game fees, could lead to Tribunal or Board investigation or a joint hearing of both. Refer to By-Rule 20 - Match Reports for guidance on reporting player or Official misconduct.
- h) Clubs who make complaints or lay misconduct charges then withdraw them after hearings have been arranged will be fined at a rate to be decided by the Board.
- i) Complaints and/or charges that are judged to be frivolous may also be subject to fines on recommendation from the Tribunal or Board.
- j) Board decisions are final and there is no appeal. Once a decision has been passed, a party affected by the decision is not permitted to further discuss the issue with the Board members either as a group or individually.

### **BY-RULE 4a – CODE OF BEHAVIOUR**

- a) All players, Umpires and Centre Management are required to participate in representative games in a manner that enhances the image of the game. The following summarises the expected Code of Behaviour for the separate groups of participants:

#### ***MANAGEMENT***

- Seek out visiting Captains and introduce yourself.
- Be sure visiting players enjoy their time in your centre.
- Never allow any player or spectator to spoil the enjoyment of the others in your centre.
- Give total support to all Umpires and Officials.
- Promote sportsmanship and fair play.
- Know the Rules and help the players to learn them.
- Make sure all the teams have correct uniform.

#### ***PLAYER***

- Play by the Rules.
- Never deliberately foul or provoke an opponent.
- Never argue with an Umpire, Official or another player.
- Play the game in the spirit of sportsmanship.
- Respect your opponent.
- Make sure you have correct uniform for each game.
- Assist your Captain by being on time and by playing to his/her instructions.

## ***CAPTAIN***

- When visiting another centre seek out the Duty Manager and introduce yourself.
  - Lead your team by example. Remember you are responsible for the on and off court behaviour of the team.
  - Never allow a member of your team to argue with an Umpire, Official or player.
  - Know the Rules.
  - If you disagree with a Rule or an Official, voice your opinion constructively through the correct channels.
  - Confirm that your team is in correct uniform before your game.
- b) Any person infringing the above Code of Behaviour may be the subject of a Disciplinary Hearing by Tribunal or Board or a joint hearing of both.
- c) Clubs will be held responsible for the misconduct of spectators who can clearly be identified as being associated with the club.

## **BY-RULE 4b - CODE OF CONDUCT**

- a) Every person : spectator, player, club member, official, participant, administrator, coach, parent or member involved with our sports should work to ensure:
- Inclusion of every person regardless of their age, gender or sexual orientation.
  - Inclusion of every person regardless of their race, culture or religion.
  - Opportunities for people of all abilities to participate in the sport and develop to their full potential.
  - Respect is shown towards others, the club and the broader community.
  - A safe and inclusive environment for all.
  - Elimination of violent and abusive behaviour.
  - Protection from sexual harassment or intimidation.
- b) Penalties will be issued once the breach has been confirmed through an appropriate process by the relevant ISV committee or club. The following behaviours are considered breaches of the code.
- Violent or abusive behaviour towards another person.
  - Vilification of any kind towards another person.
  - Discrimination against another person based on their age, gender or sexual orientation.
  - Discrimination against another person based on their race, culture, religion or any other irrelevant personal characteristic.
  - Sexual harassment or intimidation of another person.
  - Victimisation of another person for exercising their right though the code of conduct.
  - Failure to maintain a safe environment

## **BY-RULE 5 - ASSOCIATION JURISDICTION: MISCONDUCT**

- a) The Board or Tribunal, or a joint hearing of both these bodies, is authorised to investigate any misconduct that comes to its attention that occurs inside a premises which is:
- i) Hosting an ISV sanctioned tournament between the period which takes in 30 minutes prior the commencement of the first game to the signing of the last game Match Report or to the end of trophy presentations as the case may be;
  - ii) Hosting an ISV sanctioned social function or programme involving coaching, umpiring or training between the hours stipulated for the function or programme.
- b) Any incident outside the stated periods is to be resolved by the relevant Centre Management.
- c) The hearing will be held irrespective of any civil action that an individual may take as a result of incidents occurring inside or outside a premise.

- d) Umpires and Officials, who are insulted, harassed, threatened or manhandled at anytime, anywhere regarding their performance, actions taken or directions given during ISV sanctioned events may request the appropriate authority to take action subject to following the conditions of By-Rule 3 – Complaints / Appeals.
- e) The Board or Tribunal may use its discretion to initiate action to investigate allegations of extreme misconduct with or without written evidence.
- f) The Board or Tribunal is empowered to take evidence, evaluate it and apply penalties if appropriate.
- g) Board decisions are final and there is no appeal. (NB: Netball Committee decisions can be appealed to the Board through the Administrative Office or Tournament Organiser).  
Without limiting the other standards set out in this document, players and officials must not make public comments or comments to the media that are detrimental to the interests of the sport of netball, including indoor netball. This conduct includes, without limitation –
  1. publicly denigrating or criticising another player, team official, or team against which they have played or will play, whether in relation to incidents which occurred in a match or otherwise;
  2. publicly denigrating or criticising INA ,ISV, Championships officials, or its respective commercial partners; or
  3. denigrating or criticising another player or official by inappropriately commenting on any aspect of his or her performance, abilities or characteristics.

## **BY-RULE 6 – TRIBUNAL**

- a) The Board is authorised to establish a Tribunal to adjudicate on matters concerning player, Official and spectator misconduct and other matters as required by the Board. It will operate independently according to Guidelines developed by the Board and is empowered to take evidence, evaluate it and apply penalties if appropriate.
- b) The Tribunal, if required, will be convened by the Administrative Office or Tournament Organiser at a time and place appropriate to the tournament.
- c) Information regarding attendance and procedure at Tribunals forms part of a separate document entitled "Guidelines for Disciplinary Hearings".
- d) Discretionary powers will be given to the Tribunal to take independent action where the Guidelines are unclear or circumstances have not been covered.
- e) The Administrative Office will keep a record of all adjudications.

## **BY-RULE 7 - EVENT OBSERVERS**

Event Observers may be appointed to attend games. They are empowered to report on player and spectator conduct, event supervision and facility presentation. They will be recruited by the Administrative Office or Tournament Organiser and rostered to attend games without notice to Centre Management. They are not required to identify themselves and will report to the Administrative Office or Tournament Organiser. Their reports can be tabled at Disciplinary Hearings and charges can be laid as a result.

## **BY-RULE 8 – YELLOW & RED CARD PENALTY SYSTEM**

The card system is applied by umpires to deal with misconduct by coaches and players during interclub games. Umpires are authorised to apply the following Yellow and Red card penalty system:

Procedure recommended for disciplinary purposes:

- a) Verbal warning advising that if behaviour is to continue further action will be taken
- b) Advancement of penalty or penalty pass or penalty pass or shot
- c) Yellow card following procedure at By-Rule 8d)
- d) Red card (or 2<sup>nd</sup> yellow card) following procedure at By-Rule 8d)

## Yellow Card

a) This card is issued by the umpire to any player playing outside the spirit of the game and the code of behaviour guidelines. In Netball, when a Yellow Card is issued, it is still a warning, but the player shall be sent off the court for **3 minutes**. After **3 minutes**, the player can only go back on court when a goal has been scored. Any player who receives two Yellow cards during the season will be suspended from playing the next immediate round of matches and any other sanctioned ISV event in between time. Reasons for being given a Yellow card include, but are not limited to, the following:

- Equipment Abuse (including hanging off rings or stepping on nets continually)
- Intimidatory or harassing opponents
- Time Wasting, deliberately delaying play
- Swearing, obscene gestures
- Throwing, kicking or hitting the ball recklessly
- Failing to follow Umpire instructions
- Abuse against another person based on their race, culture, religion or any other irrelevant personal characteristic.
- Dangerous / Rough Play
- Disputing Decisions
- Committing numerous penalties, Deliberate penalties.
- Pushing
- Unfair play
- Abuse against another person based on their age, gender or sexual orientation
- Vilification of any kind towards another player.

## b) Red Card

When a Red card is issued, the player is to be ordered off the court for the rest of the game. They cannot be replaced. **A player cannot be dismissed from a netball game for a certain number of goals. Once dismissed they can have no further participation in the game and they cannot be replaced.**

This card is issued under two basic circumstances:

i) When a Yellow card has previously been issued to the same player in the same game and their behaviour warrants the issuing of a second card.

ii) For any of the following offences listed below:

- Equipment Abuse
- Team Walk Off
- Reckless Behaviour
- Illegal Court Entry
- Threatening, Challenging, Intimidatory behaviour
- Tripping, Kicking or Elbowing
- Ball Tampering
- Obscene or Lewd Behaviour
- Failing to follow umpire instructions
- Disputing Decisions
- Abuse against another person based on their race, culture, religion or any other irrelevant personal characteristic.
- Time Wasting or deliberately delaying play
- Sledging, Baiting or harassment
- Unsportsmanlike behaviour
- Vandalism
- Spitting
- Striking / Attempted Striking
- Manhandling/ Wrestling/Pushing
- Team Misconduct (where individuals are not readily identifiable)
- Unduly rough or unfair play
- Committing numerous penalties.
- Vilification of any kind towards another player.
- Abuse against another person based on their age, gender or sexual orientation.

## c) Umpire Discretion

The umpire will be the sole judge of what constitutes a Yellow or Red card infringement. The list of reasons previously outlined is merely a guideline.

## d) Issuing the Card

- Play must be stopped to issue a Yellow or Red card. The card when issued is to be held in the hand and displayed directly to the offender.
- If the card is not issued and the player is not notified when the incident occurred, the card cannot be issued or the player notified for the same incident at a later time.
- Should there be any dispute with regard to the issuing of a Yellow card, the umpire can issue a Red card and order the player off the court.

- e) **Penalty**
- i) **A player issued a Red card or 2 x Yellow cards in the same game, is to be sent from the court immediately for the remainder of the game and cannot be replaced.** They will also be suspended from playing the next immediate round of matches and any other sanctioned ISV event in between time.
  - ii) When a player is ordered off, they cannot be replaced.
  - iii) When a team is unable to field the required number of players on court, due to players being ordered off, the match will be forfeited.
  - iv) A player given a Red card in an early game (Eg. Womens) will be entitled to play in a second game (Eg. Mixed) on the same day. The suspension will apply to the next round of matches.
  - v) If a player plays in two teams, (Eg. Mens and Mixed or Womens and Mixed), they will be suspended from playing in both teams.
  - vi) All cards issued are to be noted by the umpire on the Match Report in the relevant section.
- f) **No Attendance at Tribunal for Red Card**  
Players who have been issued a Red card do not have to attend the Tribunal. However, if the player is reported in addition to being issued a Red card, they will need to attend the Tribunal as will the umpire and relevant witnesses.
- g) Players who have been issued a Yellow card previously, and then receive another Yellow card during the season will be suspended for 1 round.
- h) Players who have been suspended during the season will be suspended a further 1 round for every additional Yellow card they are issued, and 2 rounds for every additional Red card.
- i) Any subsequent misconduct after being sent off should mean the player is reported (Refer By-Rule 9 – Reported Players) and becomes the subject of Tribunal investigation.
- j) The Administrative Office will keep a record of penalties and advise the clubs when a player is suspended and the length of suspension.
- k) Umpires must note all Red and Yellow card penalties applied during a match in the appropriate section on the Match Report. Umpires do not have the option to leave penalties off the Match Report.
- l) Penalties cannot be applied after the Umpire has called “game” or time has been completed. Any incidents of misconduct occurring between the end of the game and the signing of the relevant game Match Report will be subject to investigation by the Tribunal or Board and should be noted on the Match Report at the discretion of the Centre Management.
- m)
  - i) Penalties from one season are not added to penalties for the following season. However, suspensions given under this Rule will carry over to the next sanctioned ISV event or season should a player choose to play that event or season.
  - ii) Should a player be reported as well as receive a suspension under this rule, any suspension given by the Tribunal will be in addition.
  - iii) The serving of suspensions which run into the finals period will be dictated by the performance of the last team the player played with. As soon as that team is ineligible for finals, any outstanding suspension must be served in the next season in which the player is participating. Eligibility for higher or lower grades will not help to reduce the suspension.
- n) There are no appeals against the application of Yellow cards or suspensions under this rule. If a Captain believes their player has been incorrectly identified as having been the cause of misconduct, the issue is to be resolved before the game recommences.
- o)
  - i) When a player is ordered off, they cannot be replaced. Rules applying to teams short of players will apply.
  - ii) Teams unable to field the minimum number of players as a result of players being ordered off will cause the game to be forfeited.
- p) Byes do not count as a round when serving a suspension.

## **BY-RULE 9 – REPORTED PLAYER: DISCIPLINARY HEARINGS**

- a)
  - i) Players involved in extreme acts of misconduct during a game are to have the offence noted by the Umpire in the appropriate section on the Match Report i.e. The player is considered "reported". Any player who has been reported must be issued a Red card and ordered off the court for the duration of the game irrespective of the stage of the game or the nature of the report. The player will then be required to attend a Disciplinary Hearing to have the charge heard.
  - ii) Any player reported in their first game that is selected to play in another game on the same day or week can participate in the second game. All reported persons are required to attend a Tribunal Hearing to have the charge heard. Unless otherwise notified, the Tribunal Hearing will be conducted at ISV office on the following Wednesday night. If the hearing is delayed due to the player's inability to attend, the player will not be allowed to play until the charge is heard.
- b) The failure to order off a reported player or issue a Red card will not invalidate a charge.
- c) Players, spectators and Officials can be reported by the Duty Manager, Umpire or Team Captains. Details must be provided on the Match Report. Players reported by Team Captains are not subject to the Order-Off process.
- d)
  - i) When a player is ordered off, they cannot be replaced. Rules applying to teams short of players will apply.
  - ii) Teams unable to field the minimum number of players as a result of players being ordered off will cause the game to be forfeited
- e)
  - i) Players found guilty of misconduct and suspended will be prohibited from playing the next scheduled round(s) for which they are eligible and any other sanctioned ISV event in between time (Including interstate matches).
  - ii) The serving of suspensions which run into the finals period will be dictated by the performance of the last team the player played with. As soon as that team is ineligible for finals, any outstanding suspension must be served in the next season in which the player is participating. Eligibility for higher or lower grades will not help to reduce the suspension.
- f) For further information refer to separate document entitled "Guidelines for Disciplinary Hearings".

## **BY-RULE 10 - BANNED PERSONS**

Persons banned by Centre Management from attending their centre will have the ban upheld by the Board for representative games, (Including finals), unless permission is gained from the relevant Centre Management for the person to enter the premises. This arrangement will be a matter for negotiation between the banned person and Centre Management. The Board will not intervene.

## **BY-RULE 11 - CONSUMPTION OF ALCOHOL**

- a) Any player, Coach or Official seen to consume alcohol, either prior or during any part of a match they are participating in, can be prevented by the Duty Manager from taking any further part in the match. Allegations on this point can be made only by the Umpire or Team Captain to the Duty Manager. If the allegation is proven to the Duty Manager's satisfaction, the offender is to be barred from further participation and the team must play according to the Player Short Rule.
- b) The serving of alcohol in a centre is at the discretion of the Licensee although they are encouraged not to serve people they can identify as participating in a game in progress or a later scheduled match.
- c) Any team which believes it has not been supported by the Duty Manager in their request to implement this Rule should pass their complaint to the Administrative Office as per the conditions in By-Rule 3 – Complaints / Appeals.

## **BY-RULE 12 – AMENDMENTS TO BY-RULES AND GAME RULES**

- a) The Board will review tournament By-Rules and Game Rules as required.
- b) Amendments to rules will be notified by correspondence to club management who will be expected to pass the information on to their team captains.

## **BY-RULE 13 - LEAGUE STYLE TOURNAMENTS AND GRADING**

- a) Financial ISV full members and associate members will be invited to nominate teams for a season of games against other member teams.
  - i) The season length will be advised by the Board prior each tournament.
  - ii) Non-member centres are ineligible to participate in ISV tournaments. A tournament will not be sanctioned which includes a non-member's teams.
  - iii) The season will include a fixture whereby teams play each other on a Home and Away or Round Robin basis followed by a Finals series to determine the top team in each grade.
- b)
  - i) To be fixtured, clubs must enter the teams as designated each season by the Board.
  - ii) The loss of a club's designated team during the season will not disqualify the club from continued participation in the tournament.
- c)
  - i) The Board will determine the number and size of divisions and grades for which competitions will be fixtured based on nominations received and retains discretionary powers when grading to ensure a balanced competition.
  - ii) Clubs must be prepared to participate at 'A' grade or Division 1 level as a condition of entry. Grading will generally be based on prior same season form.
  - iii) The first five rounds will be distributed with the possibility of a re-grade at that point if necessary. If teams are to be graded down, they will start on equal points as the team on the bottom of the ladder. If teams are to be graded up, they will start on equal points as the team on the top of the ladder.
- d)
  - i) The fixture will be prepared by the Administrative Office or Tournament Organiser under the auspices of the Board or Tournament Committee.
  - ii) Game times will be chosen by the Board and advised each season.
- e) A final acceptance date will be designated each season and any club who withdraws a team after this date will be required to pay the Team Nomination Fee to ISV. In addition, if the team is withdrawn in the first five rounds of the season, clubs only pay full match fees for the first five games to the host centres where the team was fixtured to play away games. After the first five rounds, the offending club must pay the full match fee for the rest of the season to the host centres where the team was fixtured to play away games.
- f) A promotion and relegation system will be applied where appropriate at the discretion of the Board. The conditions of the promotion/relegation system will be advised at the commencement of each season.

## **BY-RULE 14 - REGISTRATION OF PLAYERS / PROOF-OF-AGE**

- a) All players must be registered with the Administrative Office to be eligible to compete. Clubs should ensure that players understand the Registration/Clearance system before they sign the official Form. It is on the onus of the player to play at their own risk.
- b)
  - i) A player is not considered officially registered unless the official Registration/Clearance Form and Proof-of-Age, if appropriate, correctly filled out, is approved and on file with the Office.
  - ii) The onus for ensuring that Registration/Clearance Forms are received at the Office lies with the clubs.
- c)
  - i) Player details must be filled out on the official Registration/Clearance Form, signed by the club and player and lodged at the latest with the results of the round in which the player first plays. If the Registration/Clearance Form is not received with the results, the player will be considered unregistered and the team will be penalised as per By-Rule 16 – Ineligible Player subject to By-Rule 14 (c) (ii) below.
  - ii) The Office, after application by a club, has the discretion to extend the deadline for receipt of Registration / Clearance Forms. However, all last round new Registration / Clearance Forms and Proof-of-Age must be provided with the results of the last Home and Away round to avoid penalty. No time extensions will be given for the last round.

- d) **Proof-of-Age**  
Players in set age tournaments must provide Proof-of-Age (Eg. Driver's licence, birth certificate, passport or statutory declaration stating their birth date) with their Registration/Clearance Form within one week of playing their first game. Clubs who do not provide Proof-of-Age when requested will cause the relevant team to lose the points earned in games played by the ineligible player.
- e) Any player, Manager or Official who falsifies information on the Registration/Clearance Form or Proof-of-Age will be given a mandatory 2 match suspension. Any team who plays that player will still incur loss of all points earned in the game.
- f) **Juniors**  
Junior players playing senior competitions must get their parents to sign the appropriate section on the Registration/Clearance Form. The player will not be considered officially registered if this section is not filled out. A Junior player is one who is Under 18.
- g) **Registration At One Club**
  - i) Once a player registers with a club, he/she remains attached to that club for all Indoor Sports Victoria's sanctioned tournaments the club participates in, regardless of the type of sport.
  - ii) Players who want to play in two or more sports can only do so at the one club. Exemptions will not be granted to allow players to play a sport at another club on the basis that their existing club did not enter teams in that sport.
  - iii) Players who play with one club whilst registered at another will cause the team they played in to lose the points it earned in the relevant game and the player may be suspended for 2 matches at the discretion of the Board.
- h) Players from disbanded or deregistered clubs or clubs which change regions do not require Clearances but must re-register if they join a new club.
- i) Clubs may continue to register new players not requiring Clearances until the end of the Home and Away season.
- j) **Indoor Sports Centre Employee / Player**  
Indoor sports centre employees will be subject to the same Registration/Clearance and Finals Qualification Rules as all players. The Board does not generally encourage Centre Management to take part as a player in ISV sanctioned games. The Board will not hear any special requests to make exceptions to the Rules because of an employee's current or altered employment circumstances.

## **BY-RULE 15 - CLEARANCES**

Players who are registered with one club and wish to play with another club must be cleared from their existing club whether or not they played for the club. The following sets out the Rules regarding Clearances:

- a) Clearances can be applied for in two ways:
  1. **STANDARD CLEARANCE**  
Fill out the appropriate sections on both sides of the Registration/Clearance Form and have the Manager of the old club sign it.
  2. **VERBAL CLEARANCE**
    - i) Fill out the appropriate sections on both sides of the Registration/Clearance Form and have the new Club Manager request a verbal approval from the old Club Manager. (Note: Players are not entitled to process their own Verbal Clearance).
    - ii) If the Clearance is approved, the new Club Manager must sign as proxy for the old Club Manager in the appropriate section on the Form and immediately contact the Administrative Office who will confirm with the old Club Manager that the conversation took place.
    - iii) Only Club Management, or a person designated by Club Management, is entitled to give verbal authority to clear players.
    - iv) Clubs are not obliged to give Verbal Clearances and can request a "10 day Cooling-Off" period and/or insist upon signing the Clearance under the "Standard" system.

- v) Effectively, a Verbal Clearance does not exist until the office confirms it with the club giving the Clearance, and it is not completed until the Registration/Clearance Form is received at the Administrative Office.
  - vi) Clubs, who fail to phone in Verbal Clearances to the Administrative Office, prior to the player's first game, acknowledge the risk involved in the event that the player is not eligible.
- b) Clearances must be officially recognised by the Office. The information requested on the official Registration/Clearance Form must be provided to and checked by the Office before the Clearance is approved.
- c) The combined Registration/Clearance Form with all information correctly filled out on both sides must be received with the results of the game the player first plays in unless agreement has been reached with ISV Office to lodge the Form at a later date. No time extensions will be given for the last round. The penalty for not supplying the information on time is:
- Loss of all points earned in the game in which the player participated; plus,
  - Loss of player's Best & Fairest votes (if any); plus,
  - Loss of game as part of uncleared player's Finals Qualification.
- d) **Clearance Refusal**
- i) Clearance applications cannot be refused except where players owe their club money for items related to ISV tournaments (e.g. Uniform) or are required to return club property. In these instances, written evidence must be provided to the Administrative Office, within 5 days of the refusal, to assist the Board's assessment of the validity of the refusal. Failure to do so will invalidate the refusal and the Clearance will be approved by the Board. (Note: Money owed for game fees is not recognised as a valid reason for refusal to clear).
  - ii) A club cannot request a "10 Day Cooling Off" period and apply a "Refusal" to the same Clearance.
- e) **Clearance Withdrawal**
- A player can withdraw a Verbal Clearance prior to signing the form, subject to not having played for their new club.
- f) **"10 Day Cooling Off" Period**
- If a club believes a player is making a hasty decision it can claim a "10 Day Cooling Off" period. The aim of this is to allow both player and club time to resolve any differences if the club believes it has a chance of retaining the player's services.
- i) A club may claim a "Cooling Off" period of 10 clear days from the date of the request for a Clearance. The claim must be noted in the appropriate section on the Form. The Office is to be advised if a "10 Day Cooling Off" period has been claimed, but the Clearance Form must still be passed onto the Office. After 10 clear days from the date of request, the Office will contact the player's new club to confirm if they still require the Clearance. If so, the Clearance will be automatic. The player can play on the 11th day after the date shown on the Form against the old Club Manager's signature.
  - ii) Players can only play with their existing club during the "10 Day Cooling Off" period.
  - iii) Clubs may give full Clearance approval before the "10 Day Cooling Off" period is due for completion.
  - iv) Players subject to a "10 Day Cooling Off" period which carries past the deadline for Clearance applications will still be eligible to play for their proposed new club at the end of the period.
  - v) A club cannot request a "10 Day Cooling Off" period and apply a "Refusal" to the same Clearance.
- g) **12 Month Limit**
- Players who have not played for 12 consecutive months with a club they are registered at can claim exemption from the Office to play with another club without gaining a Clearance. Players will only be eligible under this rule if the 12 month period does not include time served as part of a Disciplinary Hearing suspension.

- h) **Presentation of Standard Clearances**
- i) Clearance Forms presented to a club either personally or by fax will be considered to have been received from the time they were presented whether or not they are signed immediately by the Manager of the clearing club.
  - ii) All Clearances must be signed and dated by the appropriate persons in the appropriate sections to be valid. The Administrative Office is to be advised if this is not done.
- i) **Clearance Periods**
- Clearance applications, whether verbal, mail or electronic, will only be accepted at the Administrative Office during the following two periods. Applications received outside these periods will be invalid and any paperwork will be returned to the relevant clubs.
- Period 1:** Between prior season's Grand Finals and two weeks before Preliminary Grading
  - Period 2:** Between the completion of the second round and 5.00p.m. Monday following the fifth round of the relevant season.
- j) **Restrictions on Player Movement**
- 1. **Limit Per Sport.**
    - i) Any one club will be limited in a single season to recruiting players from another club as follows - Netball 7 players.
    - ii) For multi-sports players, the category of sport will be determined by the sport in which the player last qualified for finals.
    - iii) Players who qualified for finals in 2 or more sports will be included in the limits applied to each of the relevant sports if their new club enters teams in those sports.
    - iv) The limits apply to players registered to member clubs who have not entered teams.
    - v) Players whose last game for a club was 12 months or more prior their first game for their new club will not be subject to this rule (refer to By-Rule 15 g)).
    - vi) The above rules apply for all seasons, i.e. Majorleague to Superleague and vice versa.
  - 2) **One Clearance Per Season**
    - i) A player can apply for only one (1) Clearance in a season except where they return to the club they were registered at before the first clearance.
- k) **Non-Participating Clubs**
- i) Players registered with clubs not participating in any season of their chosen sport must still gain a clearance but they can do so at any time during the season.
  - ii) Clubs not participating in any season are not entitled to recruit another club's players in that season.
  - iii) Clearances gained on the understanding that a club is participating will become invalid if the club subsequently does not participate. The relevant players will revert to being registered with their old club.
- l) **Open Clearances Not Permitted**
- Players must nominate the club they are clearing to before the clearance is valid. An open clearance to an unidentified club is not permitted.
- m) **Club Risk**
- Clubs are encouraged to check with the Administrative Office to see if players belong to other clubs. Clubs who play players without first checking if they require a Clearance acknowledge the risk involved in the event that the player is not eligible. Enquiries can be made up to 5:00pm Friday prior competition. Ignorance of the Rules is not accepted as an excuse for playing an ineligible player.
- n) **False Information**
- Any player, manager or official who falsifies information on the Registration/Clearance Form will be given a mandatory 2 match suspension. Any team who plays that player will still incur loss of all points earned in the relevant game.
- o) **Disbanded or Deregistered Clubs**
- A player from a disbanded or deregistered club or one which changes regions does not require a Clearance but must re-register if they join a new club.

## **BY-RULE 16 - INELIGIBLE PLAYER: PENALTY**

- a) Ineligible players are those who can be identified as Unregistered, Uncleared, Unqualified, Suspended, playing under a false name or otherwise playing outside the Rules. The results of games where an ineligible player participates will be affected as follows:
- i) **Home & Away Games**
    - Offending team wins:
    - Offending team loses:
    - Legitimate team wins:
    - Legitimate team loses
    - Both teams play ineligible players: No Points or Skins to either team.
  - ii) **Finals Games**
    - Offending team wins: Declared loser.
    - Legitimate team loses: Declared winner.
    - Both teams play ineligible players: Board to determine result.
- b) Scores in Home and Away games involving ineligible players will not be altered. Runs / Goals / Sets scored by the offending team will stand for the purposes of calculating percentage.
- c) Players who continue to play whilst ineligible will cause their team to lose points progressively on a weekly basis.
- d) Best & Fairest votes scored by ineligible players will be discarded but no replacement votes will be given. Should they subsequently become eligible, the votes will be reinstated.
- e) The game played by an ineligible player will count towards their Finals Qualification when they become eligible. The other players' qualifications will not be affected.
- f) Games involving ineligible players will not be replayed.
- g) Team Captains, or acting team captains on the day, will automatically be suspended for a minimum of two (2) matches if the evidence demonstrates they knowingly played ineligible player. If other are involved in playing ineligible players, they may also be suspended.

## **BY-RULE 17 - TEAM SELECTIONS AND FINALS QUALIFICATIONS**

- a) All players must be registered with the Administrative Office on the official Registration/Clearance Form to be considered an eligible player.
- b) The following guidelines must be adhered to when selecting players for a particular grade:
- Mens & Mixed                      Open competitions for both male and females.
  - Womens                              Competition for females only.
  - Mens & Mixed Masters          Competition for both males and females who are of an age to be designated by the Board each season.
  - Juniors                                If there is no Junior tournament, Juniors playing Senior tournaments are 17 & Under.
  - Womens Masters                  Competition for females only who are of an age to be designated by the Board each season.
- c) **Player Selection**
- i) General Principle

The spirit of selecting teams is that the best players are selected for the highest grade. Players deliberately playing in a grade below their ability are to be discouraged. Any club who suspects that another club has loaded a low grade team with high grade players should bring the matter to the Board's attention. Any club who can be shown to be selecting their teams in this manner may be subject to regrade. Also refer to By-Rule 34 - "Players Short".
  - ii) State Level Players

Players who have been chosen to represent Victoria at open age in the 12 months prior to playing in a league season, can only be selected to play with their clubs highest Mens, Womens or Mixed grade. The penalty for violating this rule will be loss of points for playing an ineligible player.
  - iii) Clubs may gain permission from ISV to play such players at a lower level under special circumstances. They must show good reason for this to be granted.

d) **Minimum Age**

A player under 17 years of age is not permitted to play open competition games except with parental permission. This must be in writing and signed by the player's parent or guardian and Centre Manager and a copy passed onto the Administrative Office. Penalty: Loss of game points.

e) **Participation**

i) Minimum Periods

To have a game count towards qualification for finals, players must participate on court for the minimum period of one quarter. (Note: there is no allowance for injury during these minimum periods):

ii) Interchange / Substitute Players

- Interchange / Substitute players must sign the Team Sheet and have their names initialed by the match Umpire to confirm they participated on court for the above minimum periods if the game is to count towards their finals qualification.
- It is the Captain's responsibility to ensure that Umpires initial the names of interchange / substitute players who legitimately participated.

iii) A player cannot participate as a substitute or interchange player if they have participated in another game in the same round of matches. If this rule is violated, the penalty will be as described in By-Rule 16 – Ineligible players.

iv) Substitute / Interchange players cannot play in a later game scheduled in the same round of matches.

f) **Games Per Round**

i) Home and Away Games

1. Players are permitted to play in:

- i) Two (2) or more types of sport (eg. Friday netball and Saturday cricket or Friday volleyball and Friday soccer).
- ii) A Friday and Saturday tournament of the same sport (eg. Friday netball and Saturday netball).

2. Players are not permitted to play in:

- i) A higher grade and a lower grade within the same tournament in the same round.
- ii) For example, you cannot play Mixed 'A' netball at 8.45am then play Mixed 'B' netball at 9.50am on the same day. (or Mixed 'B' followed by Mixed 'A')
- iii) Two (2) or more regionalised competitions of the same sport (eg North West Beach Volleyball and Open Beach Volleyball).

3. If these rules are violated, the following will happen:

- i) The game a player first plays in will be credited to their Finals Qualification.
- ii) In their second game, if the opposition team is unaware of the violation, but it is noticed by the Administrative Office, the team will be considered to have played an ineligible player and will be penalised as per By-Rule 16 – Ineligible Players.
- iii) If the non-offending team is aware of the fact prior to a game commencing, they can refuse to play unless the offending player withdraws. If the offending player is not withdrawn, the offending team will forfeit the match. (Teams may still play a scratch match with the Management's permission).
- iv) The non-offending team can choose to play on request from the offending team but will only be awarded a win plus runs / skins / goals / sets gained through playing the game. There will be no additional penalty points. The offending team cannot earn any points but the game will count towards their legitimate players' Finals Qualifications.

ii) Finals Games

1. Players can only play in one Finals game per round per sport except when playing in two (2) grades (Eg. Mens and Mixed volleyball) is permitted. If this rule is violated, the game a player first plays in will be valid. Their second game will cause the team to be penalised as per By-Rule 16 – Ineligible Players.

2. In a Final 4 series, the Elimination Final is categorised as the same round as the Qualifying Final.

- In a Final 5 series, the Elimination Final is categorised as the same round as the Qualifying Final, and the 1st Semi Final is categorised as the same round as the 2nd SemiFinal.
  - In a Final 6 series, the 1st Elimination Final is categorised as the same round as the 2<sup>nd</sup> Elimination Final, and the 1st Semi Final is categorised as the same round as the 2nd Semi Final.
  - Preliminary Finals and Grand Finals are separate rounds.
3. A player cannot play a Home & Away and Finals game in different grades in the same week.

iii) Doubleheaders (Teams play 2 games on same day/weekend)

All lower grade players are eligible to play in the 2nd game of a higher grade doubleheader if the equivalent round is not fixtured for the lower grade or there are no other lower grade games fixtured on the day/weekend.

g) **Centres with 2 Teams in the Same Competition**

Clubs who have 2 or more teams in the same grade will be given a moratorium of 3 games to resolve which players will form the nucleus of each team. As of the 3rd game a player participates in, the team in which a player is selected is the only team for which they can play in that grade for the rest of the season. They may however play in a higher or lower grade within their club but they can only move up or down through the team they played in as of the 3rd game. (NB: Players can still bypass these grades, eg. if a club has 2 teams in WOMENS A, players can be promoted from WOMENS 2 grade to WOMENS A grade or vice versa). Penalty: Loss of all game points.

h) **Tournament Types and Finals Eligibility**

- i) The basic tournament grades are: Mens, Mixed, Womens, and Juniors.
- ii) Players must play 45% of the games fixtured (Not including Byes) in one tournament grade or combination of grades to be eligible to play finals in that tournament (Rounded down to the nearest whole number). This means if players want to be eligible to play in both the MIXED Netball finals and WOMENS Netball finals, for example, they need to qualify in both grades.
- iii) Games played in one type of tournament, (Eg. WOMENS), cannot be added to games played in another type of tournament, (Eg. MIXED), to make the player eligible for finals.

i) **Forfeited Game: Finals Qualification for Non-Offending Team**

If a game is forfeited, the non-offending team may present or phone to the Office a Team Sheet with the names of intended players to have the game added to their Finals Qualifications. Signatures are not required. Names must be received by the Office before the next scheduled game is played for the forfeited game to count.

j) **Byes**

- i) Byes do not count towards player Finals Qualifications. Team Sheets will not be accepted for byes.
- ii) A grade or team which is adversely affected by extra byes will have its Finals Qualification requirements lowered to 45% of the home and away games it is fixtured to play (Rounded down to the nearest whole number). Teams will not be entitled to violate the 10 Game Rule (By-Rule 17 (q)) because of a bye.
- iii) Higher grade teams which are fixtured a bye cannot drop more than 2 players selected in the prior round to a lower grade team in the round of the bye. If this rule is violated, the offending team will lose all points earned in the game.

k) **Team Replacing Withdrawn Team or Filling Bye**

A team replacing a withdrawn team or filling a bye after the season has commenced will have its Finals Qualification lowered to 45% of the Home and Away games it was fixtured to play (Rounded down to the nearest whole number).

l) **Team Withdrawn From Competition**

Refer to By-Rule 37 – Team out of Competition (d) and (e).

m) **State or National Representation during Season**

Players who miss club games whilst representing ISV, or a national body to which ISV is affiliated, can apply through their home centre Management to have these games taken into account when calculating their finals qualification. The qualification will be 45% of games fixtured less byes and less representative

games. This rule only applies to players who did not get their games changed during the season and applies only to the last day of the tournament they have been attending.

n) **Finals Ineligibility Not Appealable**

Ignorance of the Finals Qualification Rules, personal commitments, business commitments, holidays, illness, accident, change of personal circumstances or club selection policies will not be accepted as reasons for appealing for unqualified players to have special exemption from a particular grade's Finals Qualification criteria. Clubs are not permitted to appeal for exemption from this rule.

o) **Teams Short Of Players/Insufficient Players to Take Court for Finals**

i) If only the minimum numbers of players are qualified and available to play in a particular grade, then that team must play with those players only.

ii) If less than the minimum number of players are qualified and available then the final will be forfeited to the team they were scheduled to play. Under no circumstances will an unqualified player be permitted to substitute.

p) **Forfeited Final**

i) A team who forfeits a final or withdraws or is excluded for any reason will be prohibited from further participation in the series but will not be replaced by a substitute team.

ii) Forfeited finals or finals where teams were disqualified will not be replayed.

q) **10 Game Rule**

Once a player has played in 10 games in any higher or combination of higher grades during the season, regardless of club, permission must be sought from the Administrative Office by 5.00 p.m, Friday, before that player can be selected to play in a lower grade. The penalty for failure to gain permission will be as described under By-Rule 16 - "Ineligible Player". Teams will be penalised irrespective of the violation being intentional or made through ignorance. Any late team changes should be made only if they fit within the rules and only after reference to the club's 10th Round Qualification List. In determining what is a higher grade or lower grade, refer to the "Order of Ascendancy" at By-Rule 17 (r).

Note: Longer or shorter seasons will cause the calculation to be raised or lowered accordingly.

r) **Player Qualification Lists**

i) The Administrative Office will provide lists showing the games played by all players in each club prior to the Finals. These lists are determined from the Team Sheets and Registration/Clearance Forms. They are the official records. The Qualification Lists will indicate which grade's finals each player is qualified to participate in. It is the responsibility of each club to contact the Office in the event of any query prior team selection. Teams should only be selected after reference to these lists. Unqualified players will not be permitted to take the court.

ii) Finals host centres will be given a copy of the lists to check off pre-game as a safeguard against ineligible players participating, however it is possible that errors may still occur. The office checks all finals team sheets. Should an ineligible player be discovered and the team be penalised, the responsibility will lay directly with the relevant club.

iii) Team Captains are entitled to check the host centre Qualification List if there is a query against any of their team's players.

iv) Players who are advised by a finals host centre that they are not listed as eligible will be unable to take the court. If players still do take the court, and the ISV Office finds the player ineligible, the team will be penalised. Finals teams should only be selected from the Finals Qualification Lists prepared by ISV office and distributed to clubs. These lists in turn should be provided by clubs to the captains of teams in the finals.

v) ISV Administrative staff will not be available to adjudicate disputes on match day.

s) **Finals Game Commencement / Late Players**

Finals games cannot commence until all Team Sheets have been checked by the host centre against the Qualification Lists provided by the office. Late players should report to the Duty Manager before taking the court.

t) **Finals Qualifications: Specific Grade Requirements**

Specific grade qualifications for each sport will be advised to clubs each season.

## BY-RULE 18 – UMPIRES

### Netball Umpires: One Umpire

ISV recommends that one experienced Umpire, with the option of two (if necessary) will be appointed to officiate each game

- a) Each home centre is to recruit and pay their own Umpires for games scheduled in their centre. Fees payable to Umpires are a matter for negotiation between the Umpire and Centre Management.
- b) Late Arrival: Netball
  - i) In the case of two Umpires being appointed and one Umpire arriving late, the game will commence as scheduled with one Umpire. If the late Umpire arrives prior to the commencement of the second half, the balance of the game can be officiated by both Umpires. If the arrival is after the commencement of the second half, the rest of the game can only be officiated by the Umpire who started the game.
  - ii) If a home Umpire is not available, and an Umpire is present within the visiting players and is prepared to officiate, the home team must play one player short. Once deciding to Umpire, the player cannot participate in the game.
- c) Uniforms
  - i) Umpires must wear the following uniforms when officiating ISV tournaments:  
**Navy Blue pants, white top**
- d) Centres are to select their best and most senior Umpires to officiate in the highest grades.
- e) Umpires are empowered to report players for Misconduct. A Disciplinary Hearing will be established to hear reported cases and Umpires will be expected to give verbal evidence to support their charge.
- f) Umpires should be briefed by Centre Management on relevant By-Rules.
- g) Umpires are responsible for the following paperwork:
  - The filling out of scoresheets where appropriate.
  - Collection of Team Sheets signed by all players.
  - Completion of Match Reports in their entirety and signed by the Captains and the Duty Manager.
  - Completion of Votocard for the match.
- h) Umpires must check all uniforms and equipment, especially the ball type, prior to the commencement of the match.
- i) **Incapacitated Umpire / Walk Off by Umpire**

Any Umpire who is unable through illness or unwilling on principle to continue in a match is to be replaced at the time. All measures should be taken to ensure the game is played on the day. (This does not include Umpires who refuse to continue officiating due to the Misconduct of players, in which case the game can be abandoned after consultation with the Duty Manager and the Captains).
- j) Umpires may take non alcoholic fluid refreshments but are not to eat or smoke during a game.
- k) Complaints regarding Umpire performance are to be made in writing addressed to the relevant Centre Manager and detailing the areas of concern and recommendations for improvement. Complainants may choose to send a copy of the complaint to the Administrative Office for future reference but no action will be taken by the Board except in extreme cases.
- l) **Umpires Coordinator**
  - i) The association may appoint an Umpires Coordinator to recruit and appoint umpires to officiate at the relevant host centres. They will supervise the Umpires, assess their performance on the day and adjudicate on Game Rules and By-Rules.
  - ii) Centre Management will be expected to give full support to the Umpires Coordinator in the event of any disputes.

## BY-RULE 19 – TEAM SHEETS

- a) All teams must fill out Team Sheets to signify who played listing the seven players playing the first quarter and then any interchange players. The Team Sheets are the official record of who played and form the basis of determining player Finals Qualifications.
  - i) All players, including substitutes / interchange, must sign the Team Sheet.
  - ii) Team Sheets must be filled out completely including shirt numbers and printed first name and surname.
  - iii) Only the number of players entitled to take the court i.e.(10 for Ladies, 11 for Mixed), should be listed on the Team Sheet. Listing an excessive number of players could cause the team to be penalised as per By-Rule 16 – Ineligible Player.
  - iv) Substitutes / interchange players must have their names on the Team Sheet initialled by the Umpire, as confirmation that they participated for the minimum period required, for the game to count towards their finals qualification.
- b) The host centre must provide Team Sheets for all home and visiting teams. Only the Teams Sheets provided by the host centre on match day are to be filled out and signed by participants. Duty management is not to accept any other Team Sheets. Players not prepared to sign under this system are to be prevented from taking the court.
- c)
  - i) Player names/signatures on Team Sheets must match up with the players who participated in that particular game.
  - ii) The name a player was registered under and the player’s normal signature shown on the Registration/Clearance Form is the same information which should be shown on the Team Sheets. “Nicknames” are not to be used.
  - iii) The signing-on of players by team mates is a violation of the rules, even if they did take the court. Teams will be penalised as per (d) below if this happens.
- d)
  - i) Falsification of information/signatures on Team Sheets will mean automatic loss of points earned in the game and mandatory 2 match suspension for the Captain.
  - ii) In the case of finals games, if the offending team wins they will be declared the loser and the legitimate team declared the winner.
- e) Team Sheets from both teams must be handed to the Umpire prior to the commencement of the match.
- f) A game must start when scheduled when each team has present the minimum number of players needed to play a game and the players have signed the Team Sheet.
- g) Late players must sign the Team Sheet before taking the court. Umpires and Captains are jointly responsible for ensuring that late players do not play before signing.
- h) The Umpire is to hand the Team Sheets to the Duty Manager at the end of the match.
- i) Failure to provide Team Sheets to the Administrative Office by the following round may mean no player is credited with the game and loss of game points could occur as player eligibility cannot be verified.
- j) Netball players whose printed names and signatures do not appear on the Team Sheet are considered not to have played. The onus is on the team Captain to ensure all their players are listed and sign the Team Sheet. There is no right of appeal for exemption from this rule.
- k) Any player whose eligibility is challenged by the opposition must provide proof of identification when requested by the Office.
- l) Players who play and score votes and fail to sign the Team Sheet after being requested by the Office will cause the votes to be discarded.
- m) It is the Team Captain’s responsibility to check all players have signed the Team Sheet and to remove the names of players who were listed but subsequently did not participate as members of their team.
- n) A team who has been forfeited against or is drawn to play a team out of competition, must put in a Team Sheet with the results or phone the player names to the Office before the next scheduled round for those players to have the game count towards their Finals Qualifications. Only players currently registered at the

relevant club or for whom a Registration/Clearance Form is provided with the results will be eligible under this Rule.

## **BY-RULE 20 – MATCH REPORTS**

- a) Match Reports must be filled out in their entirety.
- b) The Match Report is the place for Umpires, Captains and Duty Managers to note misconduct by players and officials (Including Umpires and Centre Management). Umpires can stop the game to allow themselves time to fill out the Match Report with relevant details if this is necessary.
- c) At the end of the game, the two Captains, the Umpire and Duty Manager must sign the Match Report to acknowledge their awareness of the information on the Match Report. It is the responsibility of the Umpire to seek out the Captains and Duty Manager for their signatures. If a Captain has to leave early, this should be noted on the match report under ‘Captain’s Comments’.
- d) Captains and Duty Managers may report incidents not noted by the Umpire. Additional Match Report sheets are to be made available for the purpose if necessary and again signed by all parties as above. The reporting person is to be identified in the appropriate section.
- e) Information added, amended or deleted after all parties have signed the Match Report will be disregarded unless all parties are aware of the changes.
- f) Game "start" and "finish" times are to be noted in the appropriate section on the Match Report. If a late start penalty is to be applied, the offending team and the reason must be noted See. By-Rule 22 b)
- g) If player Misconduct is to be the subject of a Disciplinary Hearing the nature of the charge, from the list on the back of the Match Report, must be noted and the player or their Captain advised by the Umpire or Duty Manager at the time of signing the Match Report. The category of the charge, however, can be amended at the discretion of the judiciary after hearing preliminary evidence.
- h) Persons who are not noted on the Match Report under the heading "Reported Players" will not be considered as charged. Subsequent charges per letter will not be accepted unless By-Rule 5 (d) is invoked.
- i) Any difficulty in having a reported person's name recorded on the Match Report is to be resolved with the Duty Manager prior to the signing of the Match Report. Intimidation of persons who wish to lay charges should not be permitted by the Duty Manager. Anyone who does not gain co-operation in recording a charge or other information on the Match Report should notify the Office on the Monday following the match.
- j) Red & Yellow card penalties applied for player Misconduct must be noted in the appropriate section.
- k) The Match Report must be filled out and signed whether any reportable incidents took place or not.
- l) Preferably, the Match Report Form provided by the Office is to be used. However, in the event that the official form is not available, any facsimile will suffice. The information must still be countersigned by the relevant parties.
- m) Match Reports must be handed by the Umpire to the Duty Manager at the end of the match. It is their joint responsibility to ensure that all sections are completely and correctly filled out.

## **BY-RULE 21 - BEST & FAIREST AWARDS**

### **Best & Fairest Awards**

- a) Awards will be given to players considered the Best & Fairest in each grade based on votes given by the Umpires during the Home & Away series only.
- b) Players will be rated 10, 8, 6. The key considerations in assessing players will be playing performance and behaviour.
- c) Umpires must give votes for every game (except abandoned or incomplete games) no matter what their opinion is of the game.
- d)
  - i) Any lost, incomplete or illegible Votecards will be replaced by the Administrative Office after discussion with the Umpire in question.
  - ii) Players named on the Votecard whose ratings have been omitted will be given a rating of ‘10,8,6’ by the Administrative Office.

- e) Votes for games where Umpires are incapacitated or walk off and are replaced will be given jointly by the 2 Umpires if possible.
- g) Votes scored by ineligible players will be discarded but no replacement votes will be given. Should the ineligible players become eligible, their votes will be reinstated.
- h) Where a game is abandoned or not completed, votes will be given if 90% of the game has been played.
- i) Any player given a Red or Yellow card or is reported and found guilty by Disciplinary Hearing cannot be given votes for the game. In the event that votes are given in this instance, they will be discarded by the Office and no replacement votes given.
- j) Any player suspended by Disciplinary Hearing or under the card system prior the presentation of Best & Fairest awards, is not eligible to win a Best & Fairest award. Suspensions carried over from the previous season will not disqualify players.
- k) Votes scored by players in teams who are withdrawn or omitted during the season will be declared invalid but not replaced.
- l) Umpires must sign the Votecard and are not to discuss the details of their voting with any other person.
- m) The Administrative Office has the right to query Umpires directly or through their Centre Management regarding their assessment of vote getters and make adjustments if subsequently agreed.
- n) At the end of the season, if there is a tie in any one grade, the winner will be the player who scores the most '10' votes. If still tied, then a joint winner will be declared.

## **BY-RULE 22 – GAME COMMENCEMENT / LATE AND EARLY STARTS / FORFEITS**

- a) In Netball a game cannot be declared a forfeit before the time allocated for the first quarter after the scheduled game time. Forfeits can only be declared by the Duty Manager
  - i) Teams not able to start a game before the end of the first quarter will forfeit the game unless By-Rule (a) (iii) below is invoked.
  - ii) If a team arrives after the start of the second quarter, the non-offending team, after approval by the Duty Manager, may choose to waive the right to the forfeit for the sake of getting the game played. However, once a game has commenced under these circumstances teams acknowledge they are playing for premiership points and all Game Rules and By-Rules, including the penalties listed at (b) below, will apply.
  - iii) Forfeits can only be declared by the Duty Manager.
- b) Teams will be penalised for causing a game to start after the scheduled game time. Penalties for late start are added at the start of the game to the non-offending teams' score and will be as follows:
  - Teams will be penalised one goal for every minute a team is late. (If the late team is not ready to start the second quarter, the opposition may claim a forfeit. However, if a delayed game is started, only the balance of the game time left can be played. Netball games can be played up to half time but only if the non-offending team agrees).
- c)
  - i) Under no circumstances is any game to start without the minimum number of players required to play a game being present.
  - ii) A team which commences playing with less than the minimum number may be considered to have forfeited the match. If players are delayed, the game must commence when the minimum number of players from each side are available and have signed the Team Sheet.
  - iii) In extraordinary circumstances, games can be commenced without the full game fee being paid. However, if all fees are not paid or payback conditions are not negotiated by the end of the first innings, quarter, set or half, the game will be declared a forfeit by the offending team.
- d) If a previous game runs overtime and a team is still late, the penalty will be calculated on the time lapse between the scheduled start time and the actual start time.
- e) If a team has caused a game to start 5 minutes or more late, the time and reason must be noted in the appropriate section of the Match Report.

- f) All teams are to be present at the court allocated for their match to do the toss 2 minutes prior to the scheduled commencement of their game. Any team failing to arrive on time will forfeit the right to a toss. Refer to specific Game Rules for further guidance on this matter.
- g) Delays in paying game fees, no matter how many players are present, that cause games to start late will be penalised.
- h) Any team disputing Start and Finish times should provide evidence in writing to the Office.
- i) Late players will be subject to the relevant rules governing the playing of the game.
- j) **Umpires Causing Late Start**  
All centres should have a contingency plan in the event that umpires are late or fail to arrive. Centres whose umpires cause a game to start late will mean the relevant home team is penalised accordingly.
- k) **Early Starts**  
Games can be started earlier but only if all players are present and both Captains and Duty Management agree.

### **BY-RULE 23 – UNIFORMS**

Clubs are to participate in uniforms with distinguishing colours that do not clash with those of other clubs. Refer to Appendix (i) at the back of this booklet for information relevant to netball uniforms.

### **BY-RULE 24 – AMATEUR STATUS**

- a) Indoor Sports Victoria competitions are staged for participants who play for the love of the game. Clubs are not permitted to pay players in money, goods or services for performance. Exception: One Coach per club may be paid.
- b) Clubs can cover the following player costs: travelling; uniforms; game fees; refreshments; insurance.
- c) The Board reserves the right to question any player or club concerning alleged payments to players. Any player who on the evidence available is shown to be remunerated in any manner will cause their team to lose all points earned in games participated by the player, and the player will be disqualified indefinitely. Further disciplinary action could be taken by the Board against the club as a whole.

### **BY-RULE 25 – FEES**

- a) Game Fees:
  - i) Game Fees will be designated by the Board prior each tournament. The host centre will be paid the full game fee by each participating team regardless of the number of players participating in each team. (Also refer to By-Rule 36 – Forfeits).
  - ii) A forfeit will be declared against the offending team at the end of the first quarter where the prerequisite game fee has not been paid or pay back conditions have not been negotiated.
  - iii) Whether a team is permitted to play whilst making a short payment of a game fee will be a matter for negotiation between the host Duty Management, the relevant team and its Centre Management. Collection of short payments is the host centres' responsibility. Penalties will not be applied for non-payment. Short pays are to be billed to clubs payable similar to forfeit fees. Refer to By-Rule 36 – Forfeits (c).
- b) Team Nomination Fee:
  - i) For League type tournaments, members will pay ISV a designated Team Nomination Fee to cover Administrative costs. The fee is payable whether the team is omitted or withdrawn from competition and will be billed under terms applied by the Board at the start of the season.
  - ii) A club who withdraws a team after the designated date for team withdrawal will be required to pay the Team Nomination Fee.
- c) All fee payments are the responsibility of the acknowledged full member or associate member.
  - i) Members who delay payment of any ISV invoice to beyond the due date noted on the invoice will cause each of their teams to lose 1 x Premiership point for each round played after the due date.

- ii) Payments overdue 2 rounds after the due date will cause the next round of ISV games scheduled at the offending centre to be rescheduled to another centre or centres subject to teams being given adequate notice.
- iii) Members unfinancial up to and including fees owed for the month prior any round of finals cannot participate in finals.
- e) Teams who play and win whilst their centre is overdue could have the result overturned at the discretion of the Board and the teams disqualified from further participation in the tournament.
- f) Dishonoured cheques will cause retrospective penalties to be applied if the member would otherwise have been overdue at the time the cheque was first presented.

## **BY-RULE 26 – GAME RULES**

### **Refer to Appendix (ii) for INA Rules**

The Board will confirm the game rules applying to the playing of interclub games at the start of the season. The following rules will be included:

#### **a) Disputed Umpire Ruling**

- i) If a team believes that an Umpire has incorrectly interpreted a rule, only the Captain, if on court, or through one of the players, if off court, can approach the Umpire to question the ruling. The issue must be resolved there and then and the game recommenced without further discussion.
- ii) No coach, player or spectator is permitted to approach an Umpire / Referee from outside the court. All approaches to Umpires / Referees must be made by request through the players on court. Any violation of this rule will be automatically penalised.
- iii) The prevailing Official Rules of the Game or this By-Rules book should be referred to if necessary.
- iv) If the Umpire agrees with the disputing party then the Umpire must decide there and then whether any score will count.
- v) If the Umpire had been interpreting a rule incorrectly on earlier occasions in the match, he/she should, with the agreement of the Captains, continue to do so for the rest of the match for the sake of consistency.
- vi) An Umpire must not make retrospective alterations to the score if he/she becomes aware that an incorrect ruling has been made during a match, except on the first occasion it is brought to their notice.
- vii) The Umpire's decision will be final and no appeal will alter the result.
- viii) Games will not be replayed because of controversy over rules and umpiring.

#### **b) Blood Ruling (also refer relevant Game Rules)**

- i) The Duty Manager will be the arbiter of what constitutes an amount of blood on clothing that could reasonably be assumed to be a danger to the health of other participants.
- ii) Contaminated shirts are to be preferably replaced with another club shirt. If this is not available, a club jacket will suffice. If neither a club shirt nor jacket is available, then a casual shirt may be worn.
- iii) Contaminated pants, shorts or skirts are to be preferably replaced with the same colour and style. If these are not available, any colour and style will suffice.
- iv) Uniform penalties will not apply in the above circumstances.
- v) Duty Managers are entitled to abandon a game where players refuse to follow their directions regarding the blood rule.

#### **c) Mixed Netball – The Team**

- i) A complete on court mixed team will consist of four (4) females and three (3) males.
- ii) To be able to start a game each team must consist of at least 3 females and 2 males who must take the court to play
- iii) In the event of one of these males being unable to take any further part in a game (e.g. through injury or illness) after his team has started with two (2) males and there is no substitute available, the team may continue to play as long as there is one (1) males and at least four (4) females on court for the rest of the game.

- iv) A team cannot take the court with only one (1) male even if the arrival of another male player is pending.
- v) A team reduced to less than one (1) male and four (4) females will be considered to have forfeited.
- vi) There must be a minimum of three (3) females on court except where the team is reduced to one (1) male in which case there must be a minimum of four (4) females on court.
- vii) A team may play a minimum of two (2) males on court even if three (3) are available.

Legitimate on Court player ratio for Mixed Netball

4	+	3	
3	+	3	
5	+	2	
4	+	2	
3	+	2	
6	+	1	(If game started with 2 males)
5	+	1	(If game started with 2 males)
4	+	1	(If game started with 2 males)

Male Playing Positions – Male players can play any position on court providing there are not two males in any one third regardless of how many males are on court, i.e. 2 or 3

Note: Three (3) Interchange / substitute players are permitted in any one game. These players may be made up in any ratio of male and female adhering to all other official rules.

### **BY-RULE 27 – LIGHTING**

- a) Centres must turn on a full set of lights for each court in use regardless of the natural lighting conditions. They must have warmed up to their brightest glow prior to the scheduled warm up time (5 minutes prior to game commencement). The spirit of the rule is that the match is played under the same lighting conditions. No additional lighting can be switched on or off during a match to allow for changed lighting conditions unless both Captains, the Umpire and Duty Manager agree.
- b) Where lighting is reduced for any reason and cannot be readily replaced, the Captains, Umpire and Duty Manager will jointly decide whether to continue the game on that court or another court if available. There must be 3 voices within this group in agreement before a game is called off for poor lighting. The decision to continue a game in reduced lighting should only be made after careful consideration of the effect on the safety of the players.
- c) The result of games abandoned due to light failure will be resolved by the Board.

### **BY-RULE 28 - COURT MARKINGS**

Court lines and tapes must be clearly visible, in good condition and marked as per the dimensions described in the prevailing Official Rules of the Game. Continued non-conformity could lead to home games being transferred or penalties being applied to teams.

### **BY-RULE 29 – COURT TYPE / UNSUITABLE COURTS**

- a) **Court Type**  
Netball must be played on netted courts.
- b) **Unsuitable Courts**
  - i) Courts declared unsuitable for this level of competition may be banned from holding further matches.
  - ii) The Board will be the judge of a court's condition.
  - iii) All games scheduled on this/these courts will be rescheduled by the Board until such time as the necessary maintenance is carried out.

## **BY-RULE 30 - GAME / COURT ALLOCATION**

On match day, it is the responsibility of the Captain to ensure that their team is aware of and participates on the court allocated for their game at the fixtured time. Centre Management in turn should ensure that the game board is written up clearly and accurately, courts are readily identifiable and Umpires are holding the correct paperwork for their game.

## **BY-RULE 31 - PRACTICE / WARM UP**

Each team will be given a 5 minute period on court to practice and/or warm up subject to that team being ready 15 minutes prior to the scheduled commencement time.

## **BY-RULE 32 - PLAYING EQUIPMENT / BALLS**

- a) **Bibs**  
Teams will provide their own bibs. The host centre will supply a set of neutral bibs, where both sets are similar or identical, to be worn by the team named second on the fixture.
- b) **Balls**
  - i) All games will be played using balls designated by the Board each season.
  - ii) Balls must be in good playing condition.
- c) **Ball Collection**  
The responsibility for collection of the match ball at the end of the game lies with the host centre Umpire.

## **BY-RULE 33 - THE TOSS**

Unless contrary to the Official Rules of the Game:

- a) In Home and Away games, the visiting team, or the team named second on the fixture, will call.
- b) In Finals games, the team who finished highest on the ladder after the Home and Away series will be the first named team and will call.
- c) All teams are to be present at the court allocated for their match to do the toss 2 minutes prior to the scheduled commencement of their game. Any team failing to arrive on time will forfeit the right to a toss

## **BY-RULE 34 - PLAYERS SHORT / INELIGIBLE PLAYERS AS FILL-INS**

- a) If a club's A and B teams are fixtured at the same time at the same venue and enough players from the same club are present to form 2 teams, then the players are to be shared across both teams. If only one team can be selected, it must be the A team. The same process is to be followed with any other combination of teams. (Penalty: Lower grade game result may be overturned by the Board).
- b) Games may be played using ineligible players as fill-ins but they will be considered practice matches. The non-offending team will be awarded forfeit points although a forfeit will not be counted against the offending team.

## **BY-RULE 35 - CORRECT SCORE**

If there is a dispute regarding the correctness of the score, it must be resolved before the Match Report is signed. Once Captains have signed the Match Report it is assumed the score is correct. Other rules to be aware of are:

- a) It is preferred to have a hand scorer but not essential. If there is no hand scorer, the electronic score will be assumed to be correct.
- b) **Where both methods of scoring are kept, electronic and written, the written record shall be the official score.**

- c) At the end of each quarter the Captains and Umpire/s must verify with the hand scorer that the electronic scoreboard is correct.
- d) Captains or designated hand scorers can notify the umpire if they consider a mistake has been made but only at the time they believe the mistake was made. The umpire's decision on this matter will be final and there will be no appeal. Any continued dispute regarding the umpire's decision could lead to a red or yellow card being awarded for disputing decisions.

## **BY-RULE 36 – FORFEITS / TEAM WALK OFFS / INCOMPLETE GAMES**

### a) **Forfeits**

Any team that is fixtured to play a game but fails to turn up and play according to Indoor Sports Victoria rules is considered to have forfeited the game, regardless of giving advance notice.

- b) Before any game is declared a forfeit or abandoned, all the relevant facts of the matter should be carefully considered in a calm manner between the Duty Manager, Umpire and Team Captains. In the event that no consensus can be reached, the ultimate deciding authority is the Duty Manager. Every effort must be made to play the game if it can be done so within the Rules. Umpires are not entitled to declare forfeits in their own right except as in By-Rule 2 – Tournament By-Rules & Official Game Rules (e) (ii).
  - c) i) If the away team forfeits, the full match fee is to be paid to the home centre. If the home team forfeits, no fee will be paid.
  - ii) Forfeit fees will be billed on the relevant centres monthly invoices by ISV.
  - iii) A club must pay all forfeit fees it owes prior the commencement of finals before any of the club's teams can be eligible for finals.
- d) Team Captains and / or players are not to notify opposition clubs of their intention to forfeit. Team Captains or players should notify their Centre's Duty Manager of their intention to forfeit and Centre Management must decide whether to inform the opposition of an impending forfeit, or attempt to find replacement players. Clubs should not accept forfeit notification from a Captain or player and must confirm the information with the Centre Manager or Duty Manager before notifying players and Umpires / Referees.
- e) Any team which forfeits three (3) times will be excluded from further competition and will cause all that club's teams to be omitted from competition unless the club or centre pays the full match fee to each of the home centres scheduled to play the forfeiting team in the remaining rounds. If a centre withdraws their team within the first five rounds of the season, clubs are only required to pay forfeit fees for the first five rounds.
- f) A club who has two teams withdraw or be excluded from one particular sport in the one season will cause all that club's other teams to be omitted from competing in that sport whether or not they are prepared to continue to pay for the excluded teams scheduled away games in the remaining rounds. The first two forfeit fees for each team are payable to the relevant centres. However, further forfeit fees are not payable once the club has been excluded from competition. (Note: Exclusion from one sport does not disqualify the club from continued participation in other sports.
- g) Teams who forfeit will not be permitted to make up the game at an alternative time or venue.
- h) Forfeited Home and Away Game-Points for Non-Offending Team: Refer to By-Rule 41 – Premiership Points (b).
- i) Forfeited Finals: Refer to By-Rule 17 – Team Selections & Finals Qualifications (p).
- j) **Team Walk Off**  
Should a team walk off prior to a match being completed, without due cause and regardless of how much time is left, any points earned in the game will be lost and the Captain and players will be subject to suspension after review by the board. The non-offending team will be awarded the win plus skins / bonus points / goals won at the time or the average scored against the opposition up to the relevant round, whichever is the highest. The offending team will not have the game counted towards their finals qualifications.
- k) **Incomplete Games**  
A match where a team is reduced to less than the minimum number of players required to be on court through, injury, illness or emergency requiring immediate personal attention that occurs during the match, will be considered an incomplete game. Incomplete games are not counted as forfeits. Points will be awarded as per By-Rule 41 – Premiership Points (g).

### **BY-RULE 37 - TEAM OUT OF COMPETITION (Effect on Tournament)**

- a) In the event that teams withdraw or are removed from competition, a grade's fixture will not be redrawn except at the Board's discretion.
- b)
  - i) A team drawn to play a team out of competition will be awarded half win points
  - ii) When there is no disadvantage to any team, no points will be given.
- c) A grade that is reduced to less than 4 teams may have the Home and Away games discontinued. Whether a final is played or Best & Fairest trophy awarded will be at the discretion of the Board.
- d) If a club's team is omitted or withdrawn from competition, as of the immediate next round any player who has played 45% of their games with that team will be ineligible to play in lower grade Home and Away matches or Finals (Whether they are qualified to play in Finals or not). The calculation will be based on games played up to and including the last round fixtured for the relevant team and will be rounded to the nearest whole number.
- e) Teams drawn to play teams out of competition must provide a Team Sheet with the names of intended players to have the game added to their Finals Qualifications. Names must be received by the office before the next scheduled game is played.
- f) Best & Fairest votes given to members of a team subsequently out of competition will be declared invalid. Votes given to opposition players will count.

### **BY-RULE 38 - CENTRE CLOSURE (Effect on League Games)**

Teams from clubs which cease to operate during the season and who wish to stay together and continue in competition can only do so at the discretion of the Board and under conditions it imposes.

### **BY-RULE 39 - GAME CHANGES / TRANSFER TO ANOTHER VENUE**

- a) There will be no changes to the fixture except under extreme circumstances (Eg. power failure, storm damage, centre closure, teams out of competition, teams filling vacancies and vandalism) and By-Rules (b) & (c) below. In the case of power failure, flooding and vandalism, every effort must be made to transfer the games to an alternative, suitable venue time permitting and Captains being agreeable. If prior knowledge is known of the circumstances, the Office should be advised.
- b)
  - i) A Home & Away game time, (Not finals) can be changed when the benefit is to the visiting team and they and the home team are agreeable. However, if a forfeit is caused through confusion over the correct time, there may be no penalty applied. The Board will assess any such situation.
  - ii) The Administrative Office is to be advised if there are any changes to game times.
- c) **State or National Representation**

Teams who have 3 or more players selected to represent Indoor Sports Victoria are entitled to play their games on preselected dates to reduce the problems caused by player unavailability. Player unavailability extends only to the last day of the tournament they have participated in as a representative of ISV. If teams take up their entitlement, negotiations must be between the owner/operators, not the teams. The teams affected by state or National representation will have priority in the event that both parties cannot agree on times. Teams who fail to agree to the game changes will be considered to have forfeited the game. The Board will advise the preselected dates each season. Only Home & Away games can be rescheduled. Every effort should be made to play rescheduled games before the 2nd last round of each season.

### **BY-RULE 40 – INCOMPLETE, UNCOMMENCED, ABANDONED GAMES**

- a) The result of any game which is not completed, commenced or abandoned for reasons other than forfeits will be determined by the Board when these By-Rules do not provide clear guidance to the Office.
- b) Incomplete, games not commenced or abandoned games will not be replayed or played at another time. Finals may be replayed at the discretion of the Board.
- c) The host centre may be required to refund all or part of any match fees collected for incomplete games.

## BY-RULE 41 - PREMIERSHIP POINTS: SUPERLEAGUE SEASON

- a) **Win Points** = 4      **Tie Points** = 2 each team      **Skin** = 1 skin per quarter
- b) **Forfeit Points**  
Teams who are forfeited against will be awarded 4 Win points and 4 skin points.
- c) **Bye Points**  
i) Points are not given for byes.  
ii) In grades where some teams are fixtured more byes than others, teams fixtured an additional bye will be awarded half win points
- d) **Team Out of Competition: Points for Fixtured Opponents**  
A team drawn to play a team excluded by the Board or withdrawn by a club will be awarded half win admin@indoorsportsvictoria.com.aupoints, and half skin points  
When there is no disadvantage to any team, no points will be given.
- e) **Team Filling a Vacancy / Team Added to Tournament**  
A team filling a vacancy or added to the tournament will be given win points and skins/bonus points/runs/goals/sets for and against equal to the team lowest on the ladder and will start in bottom position.
- f) **Ineligible Players: Team Penalty**  
Teams will lose points as per By-Rule 16 – Ineligible Player if they play ineligible players.
- g) **Incomplete Games**  
Where games have commenced then been stopped because a team is unable to play with the minimum number of players for reasons such as loss of players to injury, illness, or emergency requiring immediate personal attention that occurs during the match the following points will be awarded:
- non-offending team will be awarded goals scored in game plus win points.
  - offending team will be awarded goals scored in game.
  - goals scored to stoppage will count.
- h) **Team Walk Off: Points to Opposition**  
Should a team walk off prior a match being completed, the non-offending team, will be awarded the win plus skins, goals won at the time or the average scored against the opposition up to the relevant round, whichever is the highest. The offending team will be awarded no points or score.

## BY-RULE 42 - LADDERS & RESULTS

- a) Ladders and Results will be distributed to clubs after each round.
- b) Where teams are penalised premiership points, the reason will be noted at the base of the relevant ladders.
- c) Percentage is calculated by taking a team's total score and dividing it by the total scored against it by the opposition and multiplying by 100.
- d) The ladder position is determined by the following criteria:
- Highest Total Points.
  - Highest number of Wins and Ties (a Tie = Half a Win) (If equal on Total Points).
  - Highest Percentage (if equal on all of the above).
  - Highest number of Goals scored (if equal on all of the above).

*\*If “against” is more than “for”, the lowest minus score will be the highest difference.*

## **BY-RULE 43 – FINALS**

a) **Final 4**

Grades with 6 or less teams will play a Finals series involving the 4 teams who finished highest at the end of the Home & Away series. The format is as follows:

- Game 1 - Elimination Final 3rd v 4th.
- Game 2 - Qualifying Final 1st v 2nd.
- Game 3 - Preliminary Final Loser Game 2 v Winner Game 1.
- Game 4 - Grand Final Winner Game 2 v Winner Game 3.

b) **Final 5**

Grades with 7 teams will play a Finals series involving the 5 teams who finished highest at the end of the Home & Away series. The format is as follows:

- Game 1 - Elimination Final 4th v 5th
- Game 2 - Qualifying Final 2nd v 3rd
- Game 3 - First Semi Final Loser Game 2 v Winner Game 1
- Game 4 - Second Semi Final 1st v Winner Game 2.
- Game 5 - Preliminary Final Loser Game 4 v Winner Game 3.
- Game 6 - Grand Final Winner Game 4 v Winner Game 5.

c) **Final 6**

Grades with 8 or more teams will play a Finals series involving the 6 teams who finished highest at the end of the Home & Away series. The format is as follows:

- Game 1 – First Elimination Final 4th v 5th
- Game 2 – Second Elimination Final 3rd v 6th
- Game 3 – First Semi Final Winner Game 1 v Winner Game 2
- Game 4 – Second Semi Final 1st v 2nd
- Game 5 – Preliminary Final Loser Game 4 v Winner Game 3
- Game 6 – Grand Final Winner Game 4 v Winner Game 5

- d) The Board reserves the right to change a Finals format should a grade be reduced to less than 5 teams or to suit special circumstances.
- e) The Board will determine the dates on which each grade will play its Finals games. These will be noted on the fixtures which will be sent to each participating club.
- f) The first named team on a finals fixture will be the team who finished highest after the Home and Away series.

## **BY-RULE 44 - DRAWN FINALS**

### **All Finals**

If teams are tied on goals scored then extra time shall be played. After a one (1) minute break the teams shall change ends and the centre pass shall continue to alternate. Two five (5) minute halves shall be played with a one minute break at half time for teams to change ends. If the game is still tied at the end of extra time, the two captains shall toss for the next centre pass and play continues until one team has a two (2) goal advantage.

## **BY-RULE 45 – INJURY TIME IN FINALS**

During Semi-finals or Grand Finals play may be stopped for injury or illness. A time limit of two (2) minutes will be allowed for each stoppage while team officials decide whether the player is fit to continue and to deal with the injury keeping in mind that coaching is not permitted at this time. Time lost for stoppage is played at the end of the quarter/half in which the stoppage occurred unless using central timing when it will be added to the end of the game

## **BY-RULE 46 - FINALS VENUES / ALLOCATION SYSTEM**

- a) Finals games will be allocated only to full members.
- b) The number of games allocated will be in proportion to the number of teams the full members have entered in each sport.
- c) Other criteria will affect the allocation including court requirements and availability, previous allocation of finals, sharing of game income and playing games together to create atmosphere.
- d) Grand Finals are considered more valuable than other finals.
- e) The finals fixture will be compiled by the Administrative Office

## **BY-RULE 47 - TROPHIES & AWARDS NIGHT**

- a) ISV will provide end of season trophies for each grade as follows:
  - Premier Player Award
  - Best & Fairest Award (Also refer to By-Rule 2 – Tournament By-Rules & Official Game Rules (a)).

## **BY-RULE 48 - TOURNAMENT STATIONERY**

- a) The Office will provide the following stationery for use by clubs: Match Reports and Scoresheets and combined Registration/Clearance Forms. Clubs can get Team Sheets, Vote-cards, Netball, Soccer and Volleyball scoresheets emailed on request via the internet.
- b) Copies of all paperwork (Except Votecards) must be made available on match day for each team. The originals are to be retained and passed onto the Office.

## **BY-RULE 49 – RESULTS FAX / EMAIL RESULTS COLLECTION**

- **Paperwork Sent Via Mail / Email**

Centres are required to send results straight after games have commenced in order for ISV to get results in as early as possible. If possible centres may also drop results into ISV before Monday, 9.00am. Or else centres can email results into ISV. If centres don't have the ISV sanctioned scoreboards, then they must enter the scores in themselves.

## **BY-RULE 50 – SPONSORSHIP**

Operators and participants will be expected to support the terms of sponsorships applicable to sanctioned ISV tournaments.

# APPENDIX (i) 6 a side NETBALL

6 a-side netball is played according to the Official Rules of Indoor Netball Federation Australia. Basic rules are:

## **RULE.1 THE TEAM**

1-1 A game of Indoor Netball is played between two teams with each team consisting of a maximum of twelve players in Ladies & Men's and thirteen in Mixed grades with a minimum of five players, one of whom shall be the team captain.

1-2 A team is comprised of; Two Attack Players/Two Defence Players/Two Link/Centre Players

1-3 Substitutions may be made at quarter, half or three-quarter time, and in the event of injury, illness or blood bin, only the injured, ill or blood-binned player(s) may be substituted.

## **RULE.2 MIXED TEAMS**

2-1 No more than six/seven male players or six/seven female players may participate in any one game. With only 3 males & 3 females permitted at any one time.

2-2 Each of the three court positions must be filled by a male player and a female player.

If due to injury/illness there is no male player available to fill the position the team will have to play with only five players. A female cannot take up the vacant position i.e. Four Females/ Two Males.

## **RULE.3 DURATION OF THE GAME**

3-1 Round Robin games shall consist of four quarters of ten minutes each. Quarter-finals, semi-finals and grand-finals shall consist of four quarters of ten minutes each.

Quarter-time interval 1 minute

Half-time interval 2 minutes

Three-quarter time interval 1 minute

3-2 A quarter may be stopped by an umpire to deal with an emergency, injury/illness.

During this stoppage Coaching is allowed from outside or inside the court.

# APPENDIX (ii) UNIFORM BY-RULES

1.
  - a) Clubs are to participate in uniforms with distinguishing colours that do not clash with those of other clubs. A list of club designs is available from the Administrative Office.
  - b) All players, including new and existing players, must represent their club in the declared uniform. Superseded uniforms may be used as an interim measure. But playing in another club's uniform is not permitted.
  - c) Any disputes regarding colours and names will be resolved by the Tournament Advisory Board.
  - d) Players violating this rule are to be penalised for being out of uniform.
  - e) In the event of new clubs participating in Indoor Sports Victoria's tournaments, they will be required to alter their colours if they are too similar in design to an existing club.

## SHIRTS

2. The following shirt rules apply to all sports. It is assumed that a club will present its players in the same shirt regardless of the sport.
  - a) **Matching Shirts/All in one piece**  
All players in each team are to dress in matching short sleeve or long sleeve leisure shirts or all-in-one piece, of the same style and colour. (Note: Shirts with collars are not the same style as shirts without collars).
  - b) **Club Sponsors**
    - The primary areas for club sponsors are back and front of shirts.
    - Clubs should avoid cluttering the number area with sponsor logos causing the player's number to be crowded.
    - Club sponsor logo may differ on individual shirts.
  - c) **Wash and Wear**  
Variation in colour through wash and wear will be tolerated as long as the colour has not varied too significantly.
  - d) **Preferred Design**  
A drawing of the preferred shirt design indicating the position of various components is provided at the end of this appendix.
  - e) **Penalty**  
The penalty for being out of uniform will be as described at 3 m.

## NETBALL

3. The following rules apply to the netball uniform (In addition to the rules previously outlined for the wearing of shirts):
  - a) **Womens Grades: Skirts/All In One Piece**
    - Players in **Womens** teams are to wear skirts of the same style and length and containing at least 80% of the same colour as their team-mates. All In-One-Piece must all be the same colour and style.
  - b) **Mixed Grades: Skirts/Shorts**
    - **Male** players in **Mixed** teams are to wear shorts of the same colour containing at least 80% of the same colour and style as their team-mates.
    - **Female** players in **Mixed** teams have the option to wear shorts, skirts or All In-One-Piece. Whichever option they choose, all females must wear the same style and length of garment containing at least 80% of the same colour and style as their team-mates. All In-One-Piece must be all the same style and colour.
    - **Male** and **Female** garments in **Mixed** grades must contain at least 80% of the same colour.

- c) **Bibs**
- All players must wear bibs with initials identifying their court position on both the front and back of the bibs.
  - The initials must be a minimum of 150mm in height and be clearly visible above the waist when the bibs are worn.
  - Teams will provide their own bibs.
  - In the event of two teams having similar or identical bibs, the second named team on the fixture shall wear neutral bibs supplied by the host centre.
  - Advertising on the bibs by team sponsors is permitted but is not to encroach upon the initials.
- d) **Bike Pants – No skins are to be worn**
- Bike pants may be worn under skirts or shorts.
  - They must be either the same colour as the skirts / shorts or be black.
  - If bike pants are worn by more than one player in a team they must be matching, ie. either all the same colour as the skirts / shorts or all black.
  - Bike pants must not protrude beyond the hem of the skirt
- e) **Fingernails**
- Fingernails must be cut short or taped (bandaids, electrical tape and like excluded) to the satisfaction of the Umpire.
  - The Umpire may at any time request a player to re-tape their nails.
- f) **Gloves**
- Gloves are permitted to be worn
- g) **Jewellery / Adornments**
- No sharp adornments, including heavy hair clasps or items of jewellery, except a wedding ring or medical bracelet, may be worn.
  - If a wedding ring or medical bracelet is worn, it must be taped to the satisfaction of the Umpire.
- h) **Wash and Wear**
- Variation in colour through wash and wear will be tolerated as long as the colour has not varied too significantly.
- i) **Shorts**
- Shorts may or may not have pockets, flies or elastic
- j) **Prohibited Clothing**
- Jumpers, jackets, track pants, track tops and windcheaters are not to be worn whilst playing on court.
- k) **Exemption**
- A player may be exempted from the above regulations for medical reasons. If so, a doctor's certificate stating the reason must be provided to the Office and, if approved, subsequently provided as evidence to all games.
- l) **Umpire Inspection**
- i) Umpires are to inspect the uniforms of both teams before the match starts.
  - ii) The Umpire is the judge of the correctness of a uniform in the first instance. In the event of a dispute with the Umpire, the Duty Manager will make the final decision after consultation with all relevant parties and these By-Rules.
  - iii) Once the game starts, it will be assumed all parties are satisfied.
  - iv) The opposition may challenge a player's uniform if overlooked by the Umpire prior to that player commencing play on court
- m) **Penalty**
- Individual players out of uniform are to be penalised 2 goals per item of incorrect clothing to a maximum of 10 goals per team. An item is shorts, skirt, bike pants, shirt, bib, number or jumper. The penalty will be deducted from the offending teams' score at the commencement of the game or when the offending player comes on court for the first time to play
- i) The uniform penalty of one team is not to be squared off against penalties that may apply to the opposition.

- ii) Captains who correctly appeal for uniform penalties, but are ignored by the Umpire or Duty Manager are to make note on the Match Report. The Office will follow up the complaint. If it can be shown the Umpire or Duty Manager ignored these By-Rules during a match, the result of the game could be overturned.
- iii) Continued violation of the Uniform By-Rules could lead to suspension of the offending player.
- iv) Late players will still be subject to penalty if they take the court out of uniform.
- n) **Uniform Violation Not Challenged**  
Once a player has started playing without challenge to their uniform from any party – Opposition Captain, Umpire or Duty Manager – the player is entitled to complete the game without penalty.

<b>MISCELLANEOUS</b>
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**4. FOOTWEAR**

- a) **Rubber Sole** Players must wear a form of rubber-soled sports shoe or boot that will not mark the indoor sports surface.
- b) **Prohibited.** Players are not permitted to play in socks, leather-soled footwear or barefoot

**5. SUPPLY PROBLEM**

Problems caused by suppliers delivering new uniforms late will not excuse teams from being subject to these rules. If uniforms are delayed, clubs can use alternative garments (e.g. Old shirts or plain white T-shirts with numbers taped on the sleeves, as an interim measure). Clubs are not restricted to taking the court in their designated club colours if the supply of garments has been delayed.

**6. DESIGN CHANGE**

A club who has changed uniform design may continue to use the old club uniform so long as each member in the team wears the same uniform and it conforms to the above By-Rules.

**7. FINALS**

All finals host centres are required to enforce the Uniform By-Rules irrespective of any argument that a team has been able to take the court illegally with players out of uniform during the season.

**8. EXEMPTION**

Teams or players who claim to have exemption from any of the above rules must provide the Duty Manager with a letter signed by the General Manager or Director of ISV as evidence.

# APPENDIX (iii) INA RULES OF THE GAME

The following are the Official Rules of Indoor Netball as determined by Indoor Netball Australia. In Majorleague and / or Superleague the Tournament By-Rules over ride these rules if applicable. Cross reference to the relevant Tournament By-Rule has been noted. Please refer to this first.

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### 1. Equipment

#### 1.1 **The Court**

- a) The court shall be rectangular in shape and shall measure between 28 to 30 metres in length and 10 to 12 metres in width being no less than 4 metres and no more than 4.5 metres in height. The court shall be fully enclosed by netting.
- b) The long lines shall be called “Side Lines” and the short lines, “End Lines”. Two Transverse Lines parallel to the End Lines shall divide the court into a “Centre Third” and two “Goal Thirds”.
- c) There shall be a circle (0.9 metres in diameter) in the exact centre of the court. This shall be the “Centre Circle”.
- d) In each Goal Third a semi circle (3.66 metres in radius) shall be drawn with its centre the mid-point of the End Line. These shall be the “Goal Circles”.
- e) The width of all court markings (i.e Transverse Lines, Goal Circles and Centre Circle) shall be between 50-60mm)

#### 1.2 **Goal Rings**

- a) A steel ring 380mm in diameter shall be attached to a post or other wall mounting outside the court. The top part of the “Goal Rings” must be 3.05 metres above the floor and shall project horizontally onto the court at the central point of each End Line.
- b) The attachment shall no allow more than 152mm between the End Net and the near side of the Goal Rings. The ring shall be fitted with a net which shall be open at each end, and shall be classed as part of the Goal Rings.
- c) Any post used to support the Goal Rings must be inserted into a socket in the floor outside the nets or may be supported by a metal base which shall not protrude onto the court.

#### 1.3 **Ball**      **REFER BY-RULE 32**

#### 1.4 **Players**      **REFER APPENDIX (i)**

## 2. Officials

The Officials are Umpires, Scorers and Timekeepers who are appointed by the Centre. Team officials are Coaches, Managers/ess and Captains.

### 2.1 **Umpire**      **REFER BY-RULE 18**

- a) There shall be at least one appointed Umpire who shall have control of the game and give decisions and shall umpire according to the Rules and decide on any matter not covered by the Rules. The decisions of the umpire shall be final and shall be given without appeal.
- b) The Umpire shall wear a uniform, distinct from the players, preferably white or any uniform as designated by the Centre Management.
- c) The Umpires' whistle shall stop and start the game.
- d) The Umpire shall re-start the Game after each goal is scored and after each interval or stoppage.
- e) The Umpire shall officiate within the court and endeavor to move into position to see play and make decisions without interfering with play. However, it may be necessary to move onto the playing area to indicate where a penalty is to be taken, or take a Toss-Up or to gain an uninterrupted view of play. If the ball strikes the Umpire or the Umpire interferes with the progress of play, play will not cease unless either of the teams has been unduly penalised.  
**Penalty:** Free Pass to that team, or if two opposing players have been unduly penalised the decision shall be a Toss-Up between the players concerned.
- f) The Umpire shall call " advantage" to indicate that an infringement has been noted whenever possible to ensure that play is continuous and to avoid unduly penalising the non-offending team. If the whistle is blown for any infringement the penalty must be taken.
- g) The Umpire has the right to stand off any player out of uniform, or give a three goal penalty if prior arrangements have not been made with the Coordinator. **PLEASE NOTE THIS RULE REPLACED WITH BY-RULE 8**
- h) The Umpire shall ensure that player remain inside the court during a stoppage for injury or illness and will ensure that there is no coaching during such stoppage.
- i) The Umpire will state the infringement and penalty and it is preferable that the umpire use hand signals to clarify the decisions.
- j) The Umpire shall not criticise or Coach any team while a match is in progress.

### 2.2 **Scorer**      **REFER BY-RULE 35**

The appointed scorer shall

- a) Operate electronic scoreboard and/or keep a written record of the score.
- b) Record each goal as it is scored unless the goal is disallowed by the Umpire. **Where both methods of scoring is kept, the written score shall be the official score of the game.**
- c) If a written score if kept a written record of centre passes should be kept, and advise the Umpire of centre passes when approached by the Umpire

### 2.3 **Timekeeper**      **REFER BY-RULE 44 and 45**

The appointed Timekeeper shall:

- a) Start the time clock by the Umpire's whistle and shall signal the end of each quarter/or half to the Umpire. The game will also finish on the Umpire's whistle not the hooter or siren.
- b) During Finals stop the clock when signalled to do so by the Umpire and restart the clock by the Umpire's whistle to re-start play, time lost for stoppage is played at the end of the quarter/half in which the stoppage occurred or if centrally timed, at the end of the game.

- c) During Finals, if a draw results, then extra time shall be played. After a one (1) minute break the teams shall change ends and the Centre Pass shall continue to alternate. Two x five minute halves shall be played with a one (1) minute break at half time for teams to change ends. If the result at the end of this extra time is still a draw, the two Captains shall toss for the next Centre Pass, play continues until one team has a two (2) goal clear advantage.

## 2.4 Captains

The Captains shall:

- a) Toss for the first Centre Pass or direction of play at the commencement of the match with the winning Captain notifying the Umpire and Scorer of the result of the toss.  
**REFER BY RULE 33**
- b) Ensure each player's name is officially recorded on the appropriate registration card including all interchange players. **REFER BY-RULE 19**
- c) Notify the Umpire and the opposing Captain of any changes in position or substitution of players which may take place during any interval or after any stoppage for injury or illness.  
**BY-RULE 19**
- d) Have the right to approach the Umpire before, during an interval or after the game for clarification of any Rule or interpretation. **REFER BY-RULE 26 a)**

**Penalty for failure to comply with c):** Free Pass to the opposing team immediately any player enters an area that was offside prior to that player being changed or substituted. The Free Pass shall be taken:

- i) From the place in the offside area where the player was first deemed to be offside.
- ii) By any player allowed in the area.
- iii) After the opposition Captain has been given the opportunity to re-arrange her/his team if desired. The offending player is allowed to remain in the position now being played.

## 3. Area of Play

- 3.1 A team shall consist of seven (7) players and their positions and areas of play are as follows:
- |                    |                    |                   |
|--------------------|--------------------|-------------------|
| GOAL SHOOTER (G.S) | WING DEFENCE (W.D) | GOAL ATTACK (G.A) |
| GOAL DEFENCE (G.D) | WING ATTACK (W.A)  | GOAL KEEPER (G.K) |
| CENTRE (C)         |                    |                   |

(To see areas of play refer to page 8 of the Indoor Netball Australia Rules)

- 3.2 Teams must have a minimum of five registered players present on court for the duration of the game. **REFER BY-RULES 19 & 22**
- 3.3 The Transverse lines bounding each area are included as part of that playing area.

## 4. Duration of the Game

- 4.1 The game shall consist of four (4) twelve minute quarters with one (1) minute at quarter time and two (2) minutes at half time or two (2) 15 minute halves for 5 a side
- 4.2 Teams shall change ends at the commencement of each quarter or half.
- 4.3 Time shall not be added to compensate for any time lost because of accident or any other cause except in Finals Matches when the time lost for a stoppage shall be added to the quarter/half in which it occurs. **REFER BY-RULE 45**
- 4.4 Extra time shall be allowed to take a penalty shot in any game.

5. **Late Arrivals REFER BY-RULE 19**

5.1 Latecomers may not enter the court after the game has started unless:

- i) after a goal had been scored or;
- ii) immediately after the interval or;
- iii) play is stopped for injury or illness.

5.2 No latecomer may take up a position on court already occupied by an existing player.

5.3 The latecomer must notify the Umpire and the opposing Captain before entering the court.

**Penalty for infringement of any of the above:**

Free Pass to the opposing team where the infringer entered the court unless this is a disadvantage to the non-offending team in which case the Free Pass shall be taken where the ball was at the time of the infringement.

5.4 The infringer shall leave the court until able to comply with Rules 5.1 & 5.3.

6. **Player Interchange/Substitution**

6.1 **Player Interchange**

Player interchange is the action of alternating players on and off the court.

- a) A maximum of three interchange players are permitted to be used by any team at any game.
- b) Interchanges will be allowed at any interval.
- c) Included in these three changes players shall be any player who is utilized as a substitute in the event of injury or illness.
- d) A player coming onto the court as an interchange must first report to the umpire who shall check the player's jewellery, nails and uniform and conform with the rules.

6.2 **Player Substitution**

a) A substitute player is one who joins the game after the game has officially commenced to replace an existing player who is incapable of completing the game due to injury or illness. A maximum of two (2) minutes can be taken in order to determine whether a player is fit to continue and to deal with the injury or illness. If further time is required, the Captain may appeal to the Umpire for additional time.

b) Once an injured player has been replaced, this player **SHALL HAVE NO FURTHER PART IN THE GAME.**

**Penalty:** Free Pass to the opposing team. The infringer must leave the court and take no further part in play. A substitute may be utilized to take up the vacant position. No team changes are permitted for either team.

c) If a substitution has NOT been made for a player who leaves the court due to injury, that player may return to the vacant position at any time later in the match, abiding by the following rules.

- i) Play be stopped for injury or illness or following the scoring of a goal or at any interval.
- ii) The player notifies the umpire of their intention to resume playing.

6.3 **Blood Bin Rule REFER BY-RULE 26**

a) A player must be stopped if the Umpire notices or is made aware of any player who is bleeding. The player **MUST** leave the court immediately to be treated.

b) The wound must be securely covered any blood stained clothing replaced to the satisfaction of the Umpire.

c) The player may be substituted as per Rule 6.2 – If the player is substituted they shall take no further part in that game.

d) Injury time IS permitted as per INA Rule 7.

- e) If the team elects not to utilize a substitute, neither team may make positional changes. If the player concerned is the Centre Court player, one positional change is permitted by that team. When the Centre Court player returns to the court, all players must return to the player position they occupied prior to the injury unless there has been an interval or stoppage for injury or illness.
  - f) Before play can recommence the Umpire must ensure there is no blood on the ball, the court or any other player.
- 6.4** Playing positions may be changed at any interval or at any stoppage for injury or illness. An injured player who is not removed from the court may change positions with another team member. In the event of this happening the umpire must ensure that both teams are given the option of changing positions.
- 6.5** The Team Captain must notify the Umpire and opposing Captain of all injury substitutions and interchanges.
- Penalty for failure to comply:**  
Free Pass to the opposing team immediately any player enters an area that was offside prior to that player being changed or substituted. The Free Pass shall be taken from the place where the player was first deemed to be offside by any player allowed in that area, and after the opposing Captain has been given the opportunity to make positional changes if desired. The offending player is now allowed to remain in the new position.
- 6.6** Any player who leaves the court without permission of the Umpire shall be **UNABLE TO TAKE ANY FURTHER PART IN THE GAME** (except at the discretion of the Umpire). No substitute shall be permitted, except if the departure is due to injury or illness.

**7. Stoppages      REFER BY-RULE 45**

- 7.1** During Semi-Finals or Finals, play may be stopped for injury or illness. A time limit of two (2) minutes will be allowed while team officials decide whether the player is fit to continue, and to deal with the injury, keeping in mind that coaching is not permitted to this time.
- 7.2** Play may be stopped for any emergency relating to the equipment, court, nets and openings or interference by outside agencies, a players' person or clothing or officials in charge of the match.
- 7.3** To stop play the Umpire shall blow the whistle and, in the event of the match being a semi-final or final, instruct the Timekeeper to hold time.
- 7.4** Play will be re-started when the Umpire blows the whistle after first notifying the Timekeeper of intention to do so.
- 7.5** Play is continued with the same player and from the position where the ball was when play was stopped except:
- i) When the Umpire is unable to say who was in possession of the ball, or the ball was on the ground, or in flight when play was stopped.  
**Decision:** A Toss-Up between any two opposing players allowed in that area and as near as possible to where the ball was when play was stopped.
  - ii) When the stoppage was due to an infringement in which case the infringement shall be penalised and play continued.
- 7.6** During any stoppage for injury or illness players must remain inside the court and no coaching is permitted.
- 7.7** After stoppage for injury or illness, when no substitute has been made for a player unable to continue when play resumes, that player may return to the vacant position at any time later in the match, abiding by all the substitution rules, and after notifying the Umpire.
- 7.8** Any player who wishes to leave the court for an emergency:
- i) Must first get permission from the Umpire.
  - ii) May only re-enter the court as per Section 5.1.

## 8. Offside

- 8.1** A player shall be offside if they enter any area other than their designated playing area whether they are in possession of the ball or not. (Refer Rule 3.1).
- 8.2** A player shall be offside, despite the positional bib worn, if the Captain fails to notify officials of positional changes or substitution. That player is deemed to be still in the original playing position.
- 8.3** A player may take the ball from an offside area or lean on the ball to gain balance but shall not be deemed offside unless body contact is made with the floor or net in the offside area.  
**Penalty:** Free Pass to the opposing team where the offside occurred.

When two opposing player are simultaneously offside:

- i) If neither is in contact with the ball and no advantage is gained by either side play continues with no penalty.
- ii) If one or both is in possession of the ball or touches it, a Toss-Up is taken between the two players in their own area.
- iii) If in different areas and either is in contact with the ball, a Toss-Up between any two opposing players will be taken where the infringement occurred.

## 9. The Nets

The Side Line, End Line and Ceiling Nets shall form part of the court and the ball shall be in play off any net.

### 9.1 Use of the Nets

- i) Players may use the nets to direct the ball to another player. They may bounce the ball off any of the Side Nets or the Ceiling Net obeying the over a Third rule (see Rule 10.6).
- ii) The one exception is the Centre Pass: The pass must be directed to a player allowed in the Centre Third. It may not be bounced off the nets or in any circumstances touch any of the nets before being touched by a player.  
**Penalty:** Free Pass to the opposing team where the infringement occurred.
- iii) The ball shall be “live” off all nets. Once a player has released the ball that player may not touch or regain possession until it is first touched by another player or makes contact with with the goal ring. The nets must not be construed as ‘another player’.  
**Penalty:** Free Pass to the opposing team where the infringement occurred.

### 9.2 Net Abuse

- i) A player may not deliberately hold the nets or use the nets to ‘push off’ to gain an advantage.  
**Penalty:** Penalty Pass or Penalty Pass or Shot on court close to the point from where the infringer was standing.
- ii) A player may not step, land or jump into the nets.  
**Penalty:** Penalty Pass or Pass or Shot on court close to the point from where the infringer was standing.
- iii) The nets may not be used to ‘pin’ a player in such a manner as to prevent movement by said player.  
**Penalty:** Penalty Pass or Penalty Pass or Shot from the point where the infringer was standing unless this places the non-offending team at a disadvantage when the penalty will be taken from where the attacking player was standing.
- iv) A Player may not deliberately hold the ball into the net or push off with the ball to gain an advantage.  
**Penalty:** Penalty Pass or Penalty Pass or Shot on court close to the point from where the infringer was standing.

## 10. Conduct of the Game

### 10.1 Positioning of Player for the Start of the Game

- a) The attacking Centre, with the ball shall stand wholly in the Centre Circle.
- b) The opposing Centre shall be in the Centre Third and shall be permitted to move freely.
- c) All other player shall be in whichever Goal Third is part of their playing area and shall be permitted to move freely
- d) No other player shall enter the Centre Third until the whistle has been blown to start or restart the game.

**Penalty:** Free Pass to the opposing team where the player entered the Centre Third. If two opposing player simultaneously enter the Centre Third before the whistle, the Simultaneous Offside Rule applies. (Rule 8.3 i)).

### 10.2 Start of Play

- a) The Umpire shall blow the whistle to start and re-start play.
- b) The pass made by the Centre is the Centre Pass.
- c) Play shall be re-started after the scoring of every goal and after each interval and shall be taken alternately by the opposing Centre players throughout the game.
- d) The Centre Pass is not deemed to have been taken until the ball is released from the Centre player's hands.
- e) Any team not ready for play, provided that the opposition team is on court ready for play, shall be penalized at the rate of one (1) goal per minute up to twelve (12) minutes when the game shall be awarded to the non-offending team. The match will then be regarded as a forfeited match and all forfeit rules shall apply. **REFER BY-RULE 22**

### 10.3 The Centre Pass

- a) When the whistle is blown, the Centre player will throw the ball within three (3) seconds, obeying the Footwork Rule.
- b) The Centre Pass must be caught or touched by a member of the attacking team who lands wholly in the Centre Third.
- c) A player who lands with the first foot, or on both feet simultaneously wholly in the Centre Third is deemed to have received the ball in the Centre Third.
- d) An attacking player who lands both feet simultaneously astride the Transverse Line shall be deemed to have taken the ball in the Centre Third.

**Penalty:** Free Pass shall be awarded to the opposing team, to be taken in the Goal Third close to the point where the ball crossed the transverse line.

- e) If a member of the opposing team touches or catches the Centre Pass in the Centre Third or in the Goal Third or with feet astride the Transverse Line, the Advantage Rule shall apply.
- f) If the ball touches the net after first being touched by a member of the opposing team, the Advantage Rule shall apply.

### 10.4 Playing the Ball

- a) A player may:
  - i) Catch the ball with one or two hands.
  - ii) Catch the ball if it rebounds from the Goal Rings.
  - iii) Bat or bounce the ball to another player.
  - iv) Tip the ball in an uncontrolled manner any number of times in an effort to gain control or to direct it to another player.
  - v) Bat the ball once and then catch it or direct it to another player.
  - vi) Bounce the ball once and then catch it or direct it to another player.
  - vii) Roll the ball to oneself to gain possession.
  - viii) Fall while holding the ball but must regain footing and dispose of the ball in a legitimate manner within three (3) seconds.
  - ix) Lean on the ball to gain possession.
  - x) Lean on the ball in an offside area.
  - xi) Bounce the ball off any nets to another player.

- b) A player may not:
  - i) Deliberately kick the ball or deliberately use the leg to influence the direction of the ball.
  - ii) Punch the ball.
  - iii) Fall on the ball.
  - iv) Attempt to gain possession of the ball whilst lying, sitting, kneeling or in contact with the nets.
  - v) Throw the ball whilst lying, sitting, kneeling or using the nets to gain advantage.
  - vi) Regain possession of the ball after it has rebounded from the nets unless it has been touched by another player or make contact with the goal ring either before or after striking the net.  
**Penalty:** Free Pass to the opposing team where the infringement occurred.
- c) A player in possession of the ball must dispose of it in a legitimate manner within three (3) seconds.
- d) A player in possession of the ball may not:
  - i) Roll the ball to another player.
  - ii) Throw the ball and replay the ball before it has been touched by another player or some part of the goal ring.
  - iii) Toss the ball in the air and replay it.
  - iv) Drop or bounce the ball and replay it.
  - v) Replay the ball after an unsuccessful shot at goal unless it is touched by another player or some part of the goal ring.
  - vi) Replay the ball after it has rebounded from the net.  
**Penalty:** Free Pass to the opposing team where the infringement occurred.

#### 10.5 Short Pass

When the ball is released there must be room for a third player to move between THE HANDS of the thrower and the receiver (this includes a bounce pass).

**Penalty:** Free Pass to the opposing team where the infringement occurred.

#### 10.6 Over A Third

- a) The ball may not be thrown completely over a third of the court without being touched or caught by a player who is deemed to be in that third. The player must be wholly in that third or must land in that third to be deemed correctly in that third.
- b) A ball thrown from the Centre Third which hits the End Net of the Goal Third shall be deemed over a Third if it is untouched by any player deemed to be in the Goal Third.  
**Penalty:** Free Pass to the opposing team just beyond the second Transverse Line that the ball has crossed except where the ball thrown from the Centre Third hits the End Net of the Goal Third where a Free Pass shall be taken. (On court adjacent to where the ball hits the net).

#### 10.7 Footwork

- a) A player may:
  - i) Catch the ball with one foot grounded or jump to catch to ball and land on one foot – this is the landed foot.
  - ii) The pivoting foot may be lifted but the player must throw or shoot the ball before regrounding the foot.
  - iii) Step with the other foot, lifting the landing foot, but must release the ball before either foot is regrounded.
- b) A player who catches the ball with both feet grounded or who lands after receiving the ball simultaneously on both feet may:
  - i) Step with the other foot in any direction and lift the grounded foot but must release the ball before either foot is regrounded.
  - ii) Step with either foot any number of times whilst pivoting on the landed foot. jump from both feet landing on either foot but must release the ball before regrounding the other foot.

- iii) Step with either foot, then jump releasing the ball before either foot is regrounded.
- c) The player in possession of the ball may not:
  - i) Drag the landed foot.
  - ii) Hop.
  - iii) Jump from both feet and land on both unless the ball is released whilst the player is still in the air.

**Penalty:** Free Pass to the opposing team where the infringement occurred.

### 10.8 Scoring A Goal

- a) A goal is scored when the ball is thrown or batted or rebounded completely through the goal ring by either the GA or GS who must be wholly within the Goal Circle. The GA or the GS may shoot for the goal after winning the ball in a Toss-Up in the Goal Circle. When taking the shot for goal a player shall shoot within three (3) seconds of receiving the ball and obeying all footwork rules. GA or GS must have no personal contact with the ground outside the Goal Circle whilst receiving the ball or in the action of shooting for goal.
 

**Penalty:** Free Pass to the opposing team where the infringement occurred.
- b) A goal will not be scored when:
  - i) A player other than the GA or GS throws or bats the ball and passes it completely through the Goal Ring in which instance play shall continue uninterrupted.
  - ii) The whistle for time or an interval, has sounded before the ball has passed completely through the Goal Ring.
  - iii) An infringement occurs by an player from the attacking team before the ball passes completely through the Goal Ring.
- c) No player may cause the Goal Ring to move so as to interfere with the shot at goal.
 

**Penalty:** Penalty Pass or Penalty Pass or shot to the opposing team to be taken from where the infringer was standing unless this places the non-offending team at a disadvantage.

### 10.9 Obstruction

- a) A defending player must not be within 0.9 metres of the player with the ball when an attempt to intercept or defend is made. The distance is measured from the landing foot or in the case of a simultaneous landing from the nearer foot of the attacker to the nearer foot of the defender.
- b) From the correct distance a player may maintain position if the player with the ball steps towards the defending player.
- c) A player may be within 0.9 metres of the player with the ball if no attempt is made to defend or intercept the ball and no interference is made to the throwing of the ball.
- d) A defending player may not shorted the correct distance of 0.9 metres in an attempt to intercept or defend the throw.
- e) Obstruction of a player not in possession of the ball occurs:
  - i) When a player makes any movements which may take the arms away from the body except as an attempt to catch or intercept the ball, to gain a rebound or to momentarily signal for a pass.
  - ii) When a player uses an intimidatory movement or sound.
  - iii) When a player 'pins' an opponent against the net or in the corner of the court in such a manner as to prevent the opponent from moving in any direction without causing contact.
- f) When a player with or without the ball intimidates an opponent it is obstruction.
 

**Penalty:** Penalty Pass or Penalty Pass or Shot where the defending player was standing unless this places the non-offending team at a disadvantage when the penalty will be taken from where the obstructed player was standing.

### 10.10 Contact

- a) **Personal**
  - i) No personal contact with an opponent shall be allowed, deliberately or accidentally if it interferes with an opponent's play.

- ii) No player shall hold an opponent, feel for an opponent or charge an opponent.
  - iii) No player shall deliberately move into the path of an already moving opponent. A player shall not move into the natural landing area of an airborne player after that player has left the floor.
- b) **Contact with the Ball**
- i) No player shall push the ball into an opponent or touch an opponent with the ball in order to interfere with that opponent's play.
  - ii) A player shall not either accidentally or deliberately, place a hand or hands on, or remove from an opponents possession, a ball held by an opposing player in such a manner as to interfere with that opponent's play.
  - iii) Where simultaneous contact occurs a Toss-Up is taken between those players.
- Penalty for Infringement of Contact Rules:**  
 Penalty Pass or Penalty Pass or shot to the opposing team where the infringer was standing except where this places the non-offending team at a disadvantage, in which case the penalty will be taken where the contacted player was standing.

## 11. Conducting Penalties

The penalties awarded are:

- a) **Free Pass, Penalty Pass, Penalty Pass or Shot and Toss-Up**
- i) The penalties are taken where the infringement occurred or where the infringer was standing unless the Advantage Rule is applied: (where the ADVANTAGE RULE applies, i.e the Umpire shall refrain from blowing the whistle to penalise an infringement when by doing so the non-offending team would be placed at a disadvantage). The footwork rule applied whilst taking a penalty.
  - ii) All penalties are awarded to the team except the Toss-Up.
  - iii) Free Pass is awarded for all infringements except Obstruction, Contact and 'Net Abuse'. (Note: where two infringements occur simultaneously a Toss-Up will result).
  - iv) Penalty Pass is awarded for all Obstruction, Contact and 'Net Abuse' offences.
  - v) Penalty Pass or Shot is awarded to the attacking team when Obstruction, Contact and 'Net Abuse' occurs in the Goal Circle.
  - vi) A player penalised for Obstruction, Contact and 'Net Abuse' must stand beside and away from the player taking the penalty and shall have no further part in play until the ball has been released. This includes any movement prior to or on the release of the ball.
- b) **Toss-Up**  
 A Toss-Up is necessary when:
- i) Two opposing player gain possession simultaneously.
  - ii) Opposing player are simultaneously offside, and one of the players is in possession of the ball or touches it.
  - iii) Opposing player make simultaneous contact.
  - iv) After a stoppage and the Umpire is unable to say where the ball was prior the stoppage.
  - v) When the Umpire interferes with two opposing player striving for the ball.
- The Toss-Up is taken between two opposing player who shall stand facing each other and their own goal line with arms straight and at their sides. There shall be a distance of 0.9 metres between the nearer foot of one player and that of her opponent and they shall not move until the whistle is blown. The Umpire shall release the ball midway between the two players from just below the shoulder level of the shorter players normal stance. The Umpire shall be stationery and hold the ball and flick it vertically not more than 600mm in the air as the whistle is blown.
- Penalty:** Free Pass to the opposing team where the infringement occurred. A Goal Shooter or Goal Attack may shoot directly for a goal after winning a Toss-Up inside the Goal Circle.

Hand Signals may be used to clarify decisions. For example:

<b>Infringement:</b>	Hand signal
<b>Stepping:</b>	Rolling Hands or Hands moving in an up and down motion.
<b>Distance in Obstruction:</b>	Hands apart in front of body.
<b>Personal contact:</b>	One hand hits the other.
<b>Held Ball:</b>	Fingers apart held up.
<b>Direction of pass:</b>	Arm pointed towards one goal line.
<b>Toss-Up:</b>	Palm of hand moved vertically upward.
<b>Take Time:</b>	Make a 'T' with the fingers of one hand against the palm of another.

An umpire can use any signal to show specifically what infringement has occurred to assist with clarification of decisions.

## 12. **Discipline REFER BY-RULE 8**

The breaking of rules and/or the employment of any action not covered in the rules which is contrary to the spirit of the game is not permitted. This includes:

- a) The breaking of rules between the scoring of a goal and the restart of play and between the awarding and taking of any penalty on court.
- b) Deliberately delaying of play.

An umpire may send a player from the court (**RED CARD**) but only when sure the original penalty is sufficient, and except in extreme cases, a warning (**YELLOW CARD**) should be given.

- c) When a player is sent from the court no replacement is permitted.
- d) When a player is sent from the court no team changes are permitted unless the offending player is a Centre player in which case one on court player only may be moved to the Centre position. No coaching will be permitted from outside the court and the Umpire has the authority to warn spectators and to award a Penalty against the team if coaching continues. Supporters of a team will not be permitted to heckle or intimidate the opposing team's players or the Umpire in any way whatsoever. The Umpire will warn the supporters and may penalize the team if this action is deemed necessary.

## 13. **Mixed Rules REFER BY-RULE 26 c)**

To be read in conjunction with the rules from Section 1 to 13.

### 13.1 **The Team**

Shall be for the duration of the game:

- a) There shall be a minimum of three (3) females, a maximum of three (3) males, with a minimum of two (2) males allowed on the court at any time.
- b) The male player **MUST** play in the following positions:
  - i) Either one (1) Goal Shooter or Goal Attack.
  - ii) One (1) Centre court player either Wing Attack, Centre or Wing Defence.
  - iii) One (1) Defence player, either Goal Defence or Goal Keeper.
- c) Three (3) interchange/substitute players are permitted in any game. (These players may be made up in any ratio of male and female players, but can only be used in conjunction with (a) and (b) and Section 6 of the INA Rule Book.