



SOUTH WEST SPORTS CENTRE

"Part of Your Everyday"

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TEAM SPORTS BY-LAWS

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1. INTERPRETATION:

- 1.1 The Australian Basketball Federation Official rules, Futsal International Rules as adopted by the Australian Indoor Soccer Federation and the Australian Netball Association Rules shall apply unless otherwise provided for in these By-Laws.
- 2.1 Day to day interpretation of these By-Laws shall be at the responsibility of the most senior official present on the court (ie. Umpire/Referee).

2. NOMINATION

- 2.1. Teams must be nominated and have paid the nomination fee by the date indicated by the Sports Management Team.
- 2.2. Failure to pay nomination fee may result in team replacement or a with-holding of premiership points towards the ladder. Points are not redeemable.
- 2.3. Nomination forms must be fully completed. It is the team captain's responsibility to take ownership of the teams financial responsibilities as well.

3. REGISTRATION

- 3.1. Each team must register all players prior to the commencement of the 1st round.
- 3.2. A player is not permitted to register in more than one team on any one night/day at the centre. Players are permitted to "fill in" for other teams on the same night as long as they are not playing in a grade lower than the grade they are registered or within the same grade. This will result in an automatic forfeit to the non-offending team.
- 3.3. New players may be introduced at anytime during the season provided they comply with By-Law requirements. The Sports Management Team must also be notified of this introduction.
- 3.4. New players introduced during their last three (3) matches of the season must be registered, but are not eligible for finals match selection.
- 3.5. Players must be a minimum of 15 years of age for all Senior Team Sports.

4. TRANSFERS

- 4.1. A player may transfer from one team or club to another team only once during the season provided that:
 - Such a player is financial with and does not possess any assets of the team or club from which the player is transferring.
 - Transfers are presented to the Sports Management Team in writing before the night of the player playing for the new club or team.
- 4.2. Disputes on clearances will be heard upon request by the Sports Management Team.

5. ELIGIBILITY OF PLAYERS

- 5.1. Penalty for including the names of players who are not present and ready for play in the match is loss of all premiership points accrued for that match.
- 5.2. Late arrivals of players who are ready to play may have their name included on the official scoresheet, or during the play without penalty (as long as play has already commenced). Should it be discovered during the course of a match that the name of an on-court player does not appear on the scoresheet, this players name may be added without penalty.

- 5.3. A substitute player who is present and ready to play but does not actually participate in the match shall be considered a legal player.
- 5.4. Whilst the Sports Management Team recognises the need for teams to introduce new players during the season, they reserve the right not to allow teams to increase their playing strength beyond the compatibility of the grade in which they play, by introduction of such players.
- 5.5 The centre accepts no responsibility of injury to anyone who is deemed to be pregnant, all players play at their own risk.

6. TO PLAY

- 6.1. A team must have a minimum of 5 registered players for netball or 4 for soccer/basketball entered on a scoresheet who are ready to take the court at the commencement of the game. In the case of mixed Netball it shall comprise of no more than 3 males (with 4 females) and only 1 male being allowed in each attacking or defensive goal circle ie. GS or GA, GK or GD
- 6.2. If a prepared team has less than enough players then for every minute or part thereof that play is late commencing, the opposing team will be awarded two points in basketball until the 10 mins has expired (netball teams will lose 1 goal for every minute that goes by, soccer will lose one goal for every 3 mins that goes by) If a team does not have enough players on the court and ready to play within 10 minutes of the scheduled starting time, they must forfeit the game and be required to pay a forfeit fine as detailed in the By Laws Section 17. The final score awarded will be 20 to nil in both basketball and netball. Soccer will have a score for 5 nil. Please note: the clock must be counting down. This rule is enforced by the controlling umpires.
- 6.3. A scratch match may be played if the teams involved so desire. Normal game fees will still apply and charged to the forfeiting team. If it is the last game of the night then no umpires/referees will be provided.
- 6.4. In case of doubt, clarification may be requested through the team captain and only through him/her in sportsperson like conduct. This can be done at half time or at the end of the match but not during.
- 6.5. Participants must behave respectfully and courteously to the umpires, other officials, opponents, team mates and spectators. No foul language under any circumstance shall be displayed on the court. Players may be asked to leave the court if foul language continues. Players may be suspended due to this misconduct.

7. TEAM RESPONSIBILITIES

- 7.1. All teams must provide their own scorer for the duration of the match. Teams are therefore responsible for keeping a "check" on the scores during the game. Failure to provide a scorer will leave offending team no recourse to challenge the score.
- 7.2. The team will be held responsible for the conduct of its members and spectators. Further, teams are expected to conduct themselves in keeping with the ethos of participation, enjoyment and healthy competition. Spectators can be sent from the Centre. Due to this, the game can be called off and considered a forfeit.
- 7.3. No participants can wear jewellery, pins, or other dangerous items. Fingernails may be taped or cut at the discretion of the umpires or referees. No acrylic/false nails will be allowed and nails must be cut or taped if wearing gloves.
- 7.4. Under no circumstances shall any player or spectator be allowed entry to the playing arena if he/she are deemed to be under the influence of drugs or alcohol (other than prescribed medication). You may be asked to leave the centre; the umpires/duty manager's decision is final. Failure to comply with this can result in the game being cancelled or for the opposing team to receive goals/points.

8. UMPIRES/REFEREES

- 8.1. Responsibility of the umpire/s or referee/s are:

Prior to the match:

- . Inspect the condition of playing area, ball and equipment.
- . Ensure all players are wearing correct uniform.
- . Check all players nails and jewellery.
- . Ensure scoresheets are filled out in full
- . Apply and inform both teams about late points/goals and uniform penalties

During the match:

- Sanction misconduct and delays.
- All faults and play

8.2. The umpire's/referee's decision is final. He/she shall not permit any discussion about his/her decision. The team captain may approach the umpire at an appropriate break in play.

9. TEAM CAPTAIN

9.1. Responsibilities of the team captain are:

Prior to the match:

- complete the scoresheet with full names (and numbers for basketball)
- represent team in coin toss (In netball, the first team named on the scoresheet takes the centre pass)

During the match:

- to ask for an explanation of umpire decisions (at half time or after match)
- to ask authorisation to change uniforms, equipment

After the match:

- thank umpire/referee

10. TEAM UNIFORMS

10.1. All players in each team are required to present themselves in conforming uniforms for each match. Uniforms are to have the same colour top. Same colour (shade) bottoms are compulsory. Bottoms may include shorts, skirts or track pants. No lowcut or revealing tops or bottoms permitted.

10.2. Failure to comply will result in a loss of 2 goals per item of clothing per player in netball. 5 points will be given for every player out of uniform for basketball for the game and soccer will have 2 goals for 1 or more players out of uniform for the game. The umpire/referee will use their discretion with regards to the suitability of uniforms

10.3. All players shall be required to be identified by a number located on the back of the uniform for basketball. Numbers must be neat and tidy. Written on numbers or taped numbers are not acceptable. Discretion of the umpires/referees or the Sports Management Team will apply.

10.4. Three weeks grace will be allowed from the commencement of the season for players to procure conforming numbered uniforms (netball will be without numbers). After this period, players not in correct numbered uniform will be penalised five points awarded to the opposing team for basketball, 2 goals per item of clothing for netball and two goals for soccer for the game for 1 or more players (as per 10.2).

10.5. A fill-in player coming from another game on the same night does not have to comply with that teams uniform and will not be penalised.

10.6. Any teams replacing another team during the season in progress will be given two (2) weeks to comply with conforming uniforms.

11. ILLEGAL PLAYERS

11.1. The penalty for playing illegal players is automatic forfeiture of the match in which the offence occurred.

11.2. Illegal players will be defined as follows:

- non registered players by the third playing fixture, unless approved by the Sports Management Team
- players failing to pay the appropriate admission fee
- players under suspension
- players participating under an assumed name
- non observance of transfer regulations
- non observance of qualification criteria for finals matches

11.3. A player knowingly playing under an assumed name or a coach playing a player under an assumed name, may be reported for misconduct to The Sports Management Team. From this a penalty will be delivered.

11.4 A player may only fill-in for a team in the same division in which they are nominated.

12. TIMING

12.1. Games will be played on a time limit of:

- Basketball: 2 x 20 min halves with a 2 min half time
- Futsal: Soccer: 2 x 20 min halves with a 3 min half time
- Netball: 4 x 10 min quarters with a 1 min break between quarters

12.2. The clock will start at the stated time whether teams are ready or not.

12.3. If teams are late the following penalties will apply:

- Basketball: 2 points per min or part there of, awarded to the opposing team
- Soccer: 1 goal per 3 mins or part there of, awarded to the opposing team
- Netball: 1 goal per min or part there of, awarded to the opposing team. Games must commence within 10 minutes of the scheduled start time.

13. PREMIERSHIP POINTS

13.1. Premiership points are as such:

WIN	3 points
DRAW	1 point
LOSS	0 point
Forfeit Win	3 Points
Forfeit Loss	0 Points

13.2. Position on the ladder is determined by premiership points divided by the number of games the team has played.

14. SUBSTITUTES

14.1. Each team shall be permitted a maximum of five (5) substitute players. Substitutions may be made when there is a stoppage in play and the referee/umpire is notified. Netball substitutes can only be made between quarters unless an injury arises.

14.2. During finals, teams will be limited to the number of players they can have as substitutes. See finals section.

15. ABANDONED GAMES

15.1. The final outcome of abandoned games will be decided upon by the umpire/referee on the court at the time.

15.2. If a team is unable to continue playing due to injury of a player/s that can not be removed from the court, the game will be ended and the score will stand as it is at the stop of play.

15.3. If a team "chooses" to discontinue play although the game can continue after injury, then the game will be called as a forfeit by this team. A win will be awarded to the opposition team. See section 17.7 for the final outcome of the game.

16. FINALS

16.1. To participate in semi finals/finals a player must be registered and have participated in a minimum of three games in the grade.

16.2. Semi finals/ finals will be played as a knockout between 1st through to 8th (if that is how many teams the division has). All teams are expected to play and will be scheduled for finals with normal game fees and forfeits applied, no matter where they sit on the ladder.

16.3. Grand finals will be played between the winners of 16.2.

16.4. In the event of a draw in any final match there will be a one minute break until overtime:

- Basketball: 3 mins each way, with no rest in between
- Soccer: 5 min overtime
- Netball: 5 mins each way with no rest in between

16.5. If a draw still occurs after this extra time:

- Basketball: will play an extra 3 mins or until a team leads by 4 points - which ever happens first
- Soccer: teams will go to a penalty shoot out.
- Netball: teams will continue to play until a team leads by 2 goals.

16.6. In the event of the Grand Finals the clock will be stopped during the last three minutes of the second half only for basketball. The clock will not be stopped for semi finals in any sport. No time outs permitted in the last three minutes of the second half for basketball

17. FORFEITS

- 17.1. Forfeit fines will be applied according to the following schedule:
- 24 hours or more notice will incur a fine of a game fee
 - Less than 24 hours notice will incur a fine of a game fee plus the opposing team's game fee
- 17.2. Fines must be paid within 7 days of the forfeit date.
- 17.3. Should the fine be unpaid within the 7 day period, the team can be withdrawn from the competition forthwith and replaced by another team or teams will be removed from the fixtures until such time as the forfeit is paid or at the discretion of the Sports Management Team.
- 17.4. In the event of a forfeit the non offending team shall receive a credit if the game fee has been paid
- 17.5. No premiership points will be awarded to forfeiting teams until such time as the forfeit fines are paid in full. Premiership points are not redeemable.
- 17.6. Any team forfeiting twice in any one season may be withdrawn without notice at the discretion of the Sports Management Team. Fines will still be billed to the team captain.
- 17.7. The score for a forfeited game will be 20 to 0 for basketball and netball. The score will read 5-0 for soccer.

18. PROTESTS

- 18.1. All protests are to be lodged in writing to the Sports Management Team on the day of notification. Teams, who do not enter a protest on the day of notification of any offence, relinquish their rights for a protest.

19. PLAYER REPORTS

- 19.1. Players and spectators shall be subject to report by the umpires/referee or by the Sports Management Team for any form of misconduct.
- 19.2. Misconduct shall include abusive language, unsporting conduct, undue rough play, resistance to obey or take reason from an official, striking and attempted striking.
- 19.3. Reported players will be required to answer allegations made, either by letter or appearing in person to the Sports Management Team.
- 19.4. Reported players and spectators will be advised of:
- date and incident report arose from
 - date, time and venue of interview with the Sports Management Team
- 19.5. Non attendance to the interview or response in writing on the night of this offence (or the day to which they were informed of the offence) to the Sports Management Team shall be interpreted as an admission of guilt.
- 19.6. The Sports Management Team reserves the right to suspend or expel players or teams from the competition.
- 19.7. If a player is put on report, the official will notify the player immediately of this report. The official will then explain to the player that if they disagree with the report, they are to see front reception about it. If a feedback form is lodged about the incident, a Sports Management Team member will be in contact with them in the next 3 working days

20. PLAYER SUSPENSION

- 20.1. Any player disqualified with two (2) technical fouls and/or the disqualifying foul is a technical foul in basketball or a red card in soccer will automatically receive a one match suspension to be served at their teams next playing date. If the suspension given is longer than 1 game, the team captain will be notified by the Sports Management Team
- 20.2. If necessary, a player may be disqualified by an umpire/referee without warning, at any time during the course of a game. See section 21 for more details.
- 20.3. If a player is disqualified from a fixtured game more than three (3) times throughout the season, they will be suspended for the remainder of the current season.
- 20.4. If after the tribunal process the player is found guilty of the prescribed charge/incident they will be suspended as per the table attached (appendix 1)

21. TECHNICAL FOULS/ RED CARDS/ YELLOW CARDS

- 21.1 A player can receive a technical foul or red card or yellow card by an official for any such actions as outlined in the Australian Basketball Federation Official rules, Futsal International Rules as adopted by the Australian Indoor Soccer Federation.
- 21.2. In addition to 21.1 a player can receive a technical foul or red card or yellow card by an official for any of the following such actions:
- Disrespectfully addressing or contact with an official
 - Using offensive language or gestures
 - Baiting an opponent
 - Deliberately delaying the game
 - Changing his/her playing number without notifying the scorer
 - Unnecessarily hanging on the ring
- 21.3. The penalty for a player technical foul is two shots to the opposing team in basketball. For a bench technical foul, the penalty is two shots and possession of the ball to the opposing team in basketball.

22. FIXTURES

- 22.1. The Sports Management Team reserves the right to alter fixtures at any time. Teams will be notified with a minimum of 48 hours if there is a major change in fixtures. Circumstances may arise if a team is not able to play and the team on a bye is called in.

23. INSURANCE

- 23.1. All players are responsible for their own insurance for personal injury or property damage
- 23.2. All injuries however, must be reported to the Duty Manager on the night.

APPENDIX 1: PRESCRIBED PENALTIES FOR MISCONDUCT

Behaviour	Low	Moderate	High	Extreme
Offensive language				
➤ Abusive or derogatory comments not accompanied by any swearing or obscene language.	Suspended Sentence	1 Week	2 Weeks	3 Weeks
➤ Offensive comments, swearing, racial discrimination.	1 Week	2 Weeks	4 Weeks	5 Weeks
➤ Extremely foul language and uncontrollable behaviour beyond the official's control.	4 Weeks	5 Weeks	7 Weeks	9 Weeks
Unsportsmanlike Behaviour				
➤ Offensive body language, intentional aggravation, baiting of opponents, throwing items.	1 Week	2 Weeks	3 Weeks	5 Weeks
Unjustified Rough Play				
➤ Any unjustified physical action eg; deliberate physical contact, tripping or deliberately causing contact.	2 Weeks	4 Weeks	8 Weeks	14 Weeks
Threatening Behaviour				
➤ Any intimidating actions, words or gestures.	2 Weeks	3 Weeks	5 Weeks	7 Weeks
Pushing				
➤ Pushing of any kind that does not cause a person to fall.	3 Weeks	4 Weeks	6 Weeks	8 Weeks
➤ Pushing of any kind that causes a person to fall.	4 Weeks	5 Weeks	7 Weeks	10 Weeks
Non Compliance with Official's				
➤ Disobeying the official's instruction.	2 Weeks	3 Weeks	5 Weeks	6 Weeks
Striking and Attempted Striking				
➤ Attempted striking eg; slapping, punching, biting or any other striking actions intending to harm.	5 Weeks	7 Weeks	10 Weeks	13 Weeks
➤ Malicious and intentional actions given with intent to injure or cause serious harm.	6 Months	1 Year	2 Years	3 Years