

# **SOUTH AUSTRALIAN DISTRICTS NETBALL ASSOCIATION INC.**



## **BY-LAWS**



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## INTRODUCTION

1. These By-Laws, for the time being in force, are made pursuant to clause 9.1 of the Association's Constitution.
2. The application of these By-Laws is described in clause 7.2 of the Association's Constitution.
3. It is the responsibility of every member of the Association to be aware of the conditions outlined in these By-Laws.
4. These By-Laws should be considered in conjunction with the Netball Book, Netball Australia, Netball SA, SADNA Codes of Conduct, and Conditions of Entry.

## DEFINITIONS

1. 'SADNA' is the South Australian Districts Netball Association Inc.
2. 'Club' shall mean a SADNA approved club having submitted the affiliation form prior to the season start.
3. 'Primary Carer' means the person responsible for dealing with injuries of a team during a match.
4. 'Member/s' refers to, but is not limited to, Players, Volunteers, Coaches, Spectators, Media, Officials, Administrators, Staff, Teachers, Parents and Caregivers.
5. 'Umpires Committee' shall be made up of volunteers and/or employees appointed by the Board.
6. 'Competitions Committee' shall be made up of volunteers and/or employees appointed by the Board.
7. 'Grading Committee' shall be made up of volunteers and/or employees appointed by the Board.
8. 'Rules of Netball handbook' refers to the Rules of Netball by World Netball.
9. 'PlayHQ' is the official platform for all registrations and fixtures.
10. 'Team' means a maximum of 12 players playing in any one game.
11. 'MPIO' refers to the Member Protection Information Officer.
12. 'MPC' refers to the Member Protection Committee.
13. 'SGV' Single Game Voucher.
14. 'WWCC' Working with Children Certificate.
15. 'A' means Arbitrator; 'OA' means Office Administration; 'PO' means Public Officer.
16. 'SADNA or Admin email' admin@sadna.asn.au

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**INTERPRETATION**

The Public Officer of the Association shall be the sole interpreter of the Association’s By-Laws and Policies and reserves the right to adjudicate in the best interest of netball on any matters not specifically covered by these By-Laws.

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## 1. AGES AND TEAM COMPOSITION

- 1.1. Sub-Primary matches adopting the modified rules in Appendix A, are available for players aged 9 years and under. The Grading Committee shall recommend to the Board if modified rules shall apply.
- 1.2. Player Age Eligibility as per table below:

DIVISION	GENDER ELIGIBILITY	AGE REQUIREMENT
<b>Sub-Primary</b>	Male & Female	At least 7 years old, or turning 7 during the season, and under 10
<b>Primary</b>	Male & Female	Ages 10–11
<b>Sub-Junior</b>	Male* & Female	Ages 12–13
<b>Junior</b>	Female only	Ages 14–15
<b>Intermediate</b>	Female only	Ages 16–17
<b>Senior</b>	Female only	Ages 16 and above

\* *Male players become ineligible once they turn 14*

- 1.3. All age eligibility is determined as at 31 December of the competition year, except for males and 7 year olds, as above.
- 1.4. A team may list no more than 12 players for any match.
- 1.5. Age permits may be considered on medical grounds.
- 1.6. No more than three (3) male players may be on court per team at any one time.

## 2. COMPETITION AND NOMINATIONS

- 2.1. The Association conducts competitions involving affiliated Clubs in day and/or night formats across summer and winter seasons.
- 2.2. Matches are played according to the Rules of Netball, subject to the Association's Modified Rules (Appendix A) and these By-Laws.
- 2.3. The Association will accept team nominations received from Clubs by the notified closing date, provided they meet the following requirements:
  - a) The Club is financial with SADNA.
  - b) Nomination forms are correct and complete in all details as described in the notice which calls for nominations.
  - c) Include suitable evidence demonstrating that umpires are of an appropriate standard and available to officiate in matches involving that Club's teams, noting that Umpire registrations must be received prior to the first round of the season.

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- 2.4. Any changes to listed team members occurring after nominations have been lodged must be notified to SADNA admin, via email, no later than the Monday prior to Round 1.
  - a) For the first match of the season where at least five (5) or more players differ from those originally nominated and the Association has not been notified, those players will be deemed ineligible and subject to penalties under By-Law 16.
- 2.5. Nominations from any Club that is un-financial with SADNA or appears on the NSA Unfinancial List will not be accepted until all outstanding amounts are paid.
- 2.6. Unless otherwise approved by the Grading Committee, the lowest graded team within an age group will be withdrawn first.
- 2.7. Any Club withdrawing a team within 14 days of the scheduled commencement of that competition will be invoiced the full team fee.
- 2.8. Clubs are required to keep their contact information up to date in Play HQ at all times.

### 3. PROGRAMS AND GRADING

- 3.1. The Competitions Committee is responsible for preparing the program of matches for each season.
- 3.2. The program shall be arranged so that no grade contains more than ten (10) teams. These matches constitute the Minor Round.
- 3.3. The Minor Rounds may consist of up to twenty (20) weeks of competition.
- 3.4. Matches played after the Minor Round, other than replays, shall be known as the Major Round.
- 3.5. The Grading Committee is responsible for determining the grading of all teams.

### 4. PLAYING TIMES AND LATE ARRIVAL

- 4.1. Matches shall be played at the time, date and court number programmed unless conditions for abandonment, forfeiture or replay occur.
- 4.2. Standard match duration and breaks are outlined in the table below, noting that from time to time the match program may change with respect to the duration of quarters and breaks:

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### MATCH DURATION AND BREAKS MATRIX

DIVISION/GRADE	QUARTERS	1/4 & 3/4 TIME BREAK	1/2 TIME BREAK
<b>Sub-Primary</b>	10 minutes	2 minutes	3 minutes
<b>Primary</b>	10 minutes	2 minutes	3 minutes
<b>Sub-Junior</b>	12 minutes	2 minutes	3 minutes
<b>Junior</b>	15 minutes	3 minutes	5 minutes
<b>Intermediate</b>	15 minutes	3 minutes	5 minutes
<b>Senior</b>	15 minutes	3 minutes	5 minutes

- 4.3. A late penalty of 1 goal per 30 seconds will apply from the scheduled start time, when a team does not have the minimum number of players or required umpires to take the court.
- 4.4. Prior to the commencement time of the match each team must assemble in an orderly manner on their court for pre-match inspection by the officiating umpires.

## 5. MAJOR ROUND

- 5.1. Major Round matches will be played by teams finishing in the top four positions on the ladder of each grade (excluding Sub Primary teams) following the final match of the minor round. Matches will be played in accordance with the table below.

Match	Teams
<b>First Semi-Final</b>	1st Team vs 2nd Team
<b>Second Semi-Final</b>	3rd Team vs 4th Team
<b>Preliminary Final</b>	Loser of First Semi-Final vs Winner of Second Semi-Final
<b>Grand Final</b>	Winner of First Semi-Final vs Winner of Preliminary Final

- 5.2. Only qualified players, as defined by By-Law 12.5, may participate.
- 5.3. If a Semi-Final, Preliminary Final or Grand Final is drawn at the end of regulation time, extra time will be played as follows:

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STANDARD GAME TIMING	EXTRA TIME PLAYED
4 × 10 min quarters	2 × 5 min quarters
4 × 12 min quarters	2 × 6 min quarters
4 × 15 min quarters	2 × 7 min quarters

## 6. PREMIERSHIP POINTS AND PERCENTAGES

MATCH OUTCOME	PREMIERSHIP POINTS AWARDED
Winning team	2 points
Team receiving a forfeit	2 points
Team with a scheduled bye	2 points
Draw	1 point each
Abandoned match (By-Law 9)	1 point each

- 6.1. Premiership points may be deducted where a team breaches a By-Law.
- 6.2. If two or more teams have equal premiership points, ladder positions will be determined by percentage, calculated using this formula:

$$P=100 \times \frac{[F]}{[F+A]}$$

## 7. OFFICIALS – SCORERS AND COACHES

- 7.1. Each team must provide a scorer, a timekeeper and a primary carer for each of their matches.
- 7.2. The second named team shall time each interval and stoppages for illness or injury.
- 7.3. Scorers and timekeepers must be at least 15 years of age on 31 December of the competition year.
- 7.4. The home team is the official scorer, and their scorecard will be the official record of the match. The away team acts as the check scorer.
- 7.5. The scorecards must be completed accurately and legibly, and signed by both umpires, captains and scorers from both teams, then submitted to the SADNA office immediately after the completion of the match.
- 7.6. A scorer shall:
- Accurately record total scores at each quarter and at full time.
  - Ensure recorded scores on both scorecards match.

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- c) Ensure all players' names are included on the scorecard (players may be added after play begins but must be recorded on the scorecard before the player takes the court).
  - d) Stand with the opposing scorer to ensure score accuracy.
- 7.7. A **coach** shall:
- a) Be at least 15 years old by December 31st of the competition year.
  - b) Have their details submitted via the Coaches Registration Form prior to the first match of the season.
  - c) Register in Play HQ and upload their WWCC when available (no fee applies) prior to coaching their first match.
- 7.8. A person may coach more than one team.

## 8. UMPIRES

- 8.1. Clubs competing in competition matches must provide:
- a) For A grade teams - an umpire who holds a current National C badge or higher.
  - b) For all other teams - one eligible registered umpire for each match in which it competes.
  - c) For Sub Primary teams (modified rules) - suitable experienced umpires are required.
- 8.2. Clubs must register all umpires with the Association prior to the umpire officiating their first match at SADNA.
- 8.3. All Umpires must register in PlayHQ prior to umpiring for the first time and upload their WWCC and Umpire credentials once available. (No fee applies)
- 8.4. A registered umpire may officiate in no more than two (2) matches per day.
- 8.5. Failure of a club to provide the required number of eligible umpire(s) to meet its commitments may result in:
- a) The match being forfeited, and
  - b) Penalties under By-Law 16 being applied.
- 8.6. A Club competing in the Major Round must provide one eligible umpire per team competing in each Major round match.
- 8.7. Umpires will be assigned to officiate Major Round matches by the Umpires Committee.
- 8.8. A Club that fails to provide sufficient registered umpires for the Major Round will be suspended until the commitment is met.
- 8.9. The SADNA Umpires Committee may schedule umpires' meetings, and each Club must provide a representative at each umpire's meeting.

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- 8.10. Umpires are bound by the Association's Code of Conduct.
- 8.11. SADNA adopts the Netball SA Uniform Guidelines Policy with the following exceptions:
- a) SADNA branded umpire top (where supplied)
  - b) White tops as a back up only (or for fill in umpires)
  - c) Black bottoms preferred
  - d) White bottoms allowed

## 9. ABANDONED MATCH

- 9.1. A match shall be abandoned if:
- a) The Association enacts its Inclement Weather Policy.
  - b) Both teams mutually agree, or
  - c) The officiating umpires deem the conditions unsafe.
- 9.2. Where the Association abandons a match, both teams shall be awarded one premiership point (By-Law 6).
- 9.3. Where the Association advises that matches are abandoned, Clubs may submit, within 72 hours, either the original scorecard, or by emailing the Association, a list of players who would have participated in the match for qualification purposes.
- 9.4. Where a match is partially played and then abandoned:
- a) Before the end of the 3rd quarter - each team receives one (1) premiership point.
  - b) After the end of the 3rd quarter – the current scores stand, and premiership points will be awarded accordingly.
- 9.5. If an abandoned match is replayed by order of the Competitions Committee, premiership points and scores will be taken from the replayed match.

## 10. FORFEITED MATCH

- 10.1. A match shall be declared a forfeit against a team that:
- a) Plays an ineligible player (refer Bylaw 16)
  - b) Has a player(s) or official(s) who, in the umpire's opinion:
    - i. Acts in an unsporting manner,
    - ii. Persistently fails to abide by the Rules of Netball and/or SADNA policies.

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- c) Cannot continue a match because their umpire is injured/ill and no eligible replacement umpire is available within 2 minutes.
  - d) Does not have at least five (5) players ready to commence by the late time allowance.
  - e) Does not have all players ready to resume play upon request by the umpires.
  - f) Leaves the court and refuses to complete the match.
- 10.2. To avoid a forfeit, a team must, within 30 seconds of the scheduled start time:
- a) Provide a scorer,
  - b) Provide a timekeeper,
  - c) Provide a Primary Carer
  - d) Provide a suitable qualified (registered) umpire.
- 10.3. Teams intending to forfeit must notify:
- a) The Secretary of the opposing Club (a list of Club Secretaries and their contact details is available on the SADNA website), and
  - b) The Association, via email to SADNA admin
- 10.4. Teams receiving forfeits will be awarded 2 premierships points and results will be based on the table below:

DIVISION/GRADE	SCORE
Senior	25 points to 0
Intermediate	25 points to 0
Junior	20 points to 0
Sub-Junior	15 points to 0
Primary	10 points to 0

- 10.5. A team receiving a forfeit may submit, by emailing the Association within 72 hours of the scheduled match time, a list of players who would have participated in the match for qualification purposes.

## 11. PLAYER REGISTRATION

- 11.1. Each Club must ensure all players are fully registered in PlayHQ prior to participating in their first game.
- 11.2. Clubs are responsible for ensuring all player information in PlayHQ is correct.
- 11.3. A player who changes their name, must notify SADNA Admin and update PlayHQ within 72 hours of completing their first match under their new name.

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- 11.4. New players joining during the season must register in PlayHQ before participating in a match.
- 11.5. Unregistered “fill-in” players must purchase a Single Game Voucher (SGV) via:
  - a) The SGV link on the SADNA website,
  - b) The QR code provided to Club Secretaries or available from the SADNA office.
- 11.6. Single Game Vouchers must be completed for every fill in match, and players may fill in for any Club within a season up to 4 times. A full player registration is required with the Club with whom they play their 5<sup>th</sup> match. (the player is then considered a permanent player of that Club)

NOTE: A non-refundable fee applies per SGV and cannot be offset against full registration fees.

## 12. PLAYER ELIGIBILITY AND PERMITS

- 12.1. Players are considered a member of a team once the Club’s nomination forms and team lists have been submitted to SADNA. Any movements after nominations have been received must be notified to SADNA Admin via email.
- 12.2. Where a Club has two teams in the same grade, a player who has played five (5) matches in the higher numbered team may not play for the lower numbered team. *Example: A player from Team 3 may not play for Team 4 once they have played five matches in Team 3.*
- 12.3. Once a player has played five (5) matches in a higher grade, they may not return to any lower grade, EXCEPT for Sub-Primary players who may move up or down between SP2 and lower Sub-Primary grades.

Example: Grade Played: C2, B4, B2, C2, B4, C2, B2, A3  
 Eligibility: C2, C2, C2, C2, C2, C2, C2, B4

- 12.4. A player must not participate in any match that is below the grade for which they are eligible.
- 12.5. Players must be fully registered and have played five (5) matches to qualify for their team in the Major Round.
- 12.6. A team with only seven (7) qualified players after the Minor Rounds will not be granted a permit for an eighth (8th) Major Round player.

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- 12.7. All applications for permits must be lodged via the permit form on the SADNA website.
- 12.8. All/Any permits must be approved before the commencement of the match for which it applies.
- 12.9. A player may not play for more than two (2) teams within the same Club in the same programmed week unless a permit has been issued.
- 12.10. A player may not play for more than one (1) Club in a competition.

## 13. PLAYER TRANSFER

- 13.1. Transfers during the season are not encouraged and must be approved by SADNA via PlayHQ.
- 13.2. All transfers are administered through PlayHQ. SADNA will not manually process transfers outside the PlayHQ system.
- 13.3. Player transfers between clubs between seasons are only permitted when the player has no outstanding debts with their existing Club.
- 13.4. For a player transfer SADNA may require up to 8 days from PlayHQ notification to finalise transfer, after which the player is eligible to play.

## 14. UNIFORMS

- 14.1. SADNA Adopts the Netball SA Uniform Guidelines Policy with the following exceptions:
  - a) No tracksuit pants
- 14.2. Clubs must advise the Association of its official uniform as part of the nomination process, and this uniform must be worn by players in all competition matches.
- 14.3. SADNA shall maintain a register of all Club uniforms.
- 14.4. Duplication of colours or styles between Clubs should be avoided. If identification of players becomes difficult due to similar uniforms, the umpires may require the second-named team to wear an alternative colour for playing bibs.
- 14.5. SADNA may reject any uniform that does not comply with the By-Laws.
- 14.6. Clubs must not alter their uniform or colours without advising SADNA and obtaining approval.
- 14.7. Clubs may not use SADNA'S uniform colours. These colours are navy, sky blue, grey and white (in any combination).

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**15. PROTESTS / GRIEVANCES / REPORTS – REFER APPENDIX B**

- 15.1. All formal complaints, reports, umpire feedback or concerns should be dealt with according to the process shown in Appendix B.
- 15.2. All correspondence to SADNA regarding complaints etc, should only be lodged by the Club Administration.
- 15.3. Reports not submitted to SADNA via Club Administration will be forwarded to the relevant Club(s) for investigation or additional information.
- 15.4. Matters concerning child abuse or harassment, or issues requiring confidentiality must be reported to the Member Protection Information Officer via [operations@sadna.asn.au](mailto:operations@sadna.asn.au).
- 15.5. Timeline for such matters is a guide only.

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## 16. FINES AND PENALTIES MATRIX

INFRINGEMENT or OFFENCE	REFERENCE	PENALTY
Over-age, under-age, unregistered or ineligible player	By-Law 1	Forfeit match + loss of 2 premiership points + \$25 first offence; \$50 each subsequent offence
Scorecard either incorrect, incomplete, or not submitted	By-Law 7.5	\$15 per offence
Non-provision of registered umpires	By-Laws 8.1	Suspension of all teams in that section of the competition until umpires are provided.
Non-attendance of an appointed umpire	By-Law 8.5 & 8.6	\$50 per occurrence
Non-attendance at an appointed umpires' meeting	By-Law 8.9	\$25
Un-notified forfeit Notified forfeit	By-Law 10	\$75 \$50 first occurrence. \$75 subsequent occurrences.
Harassment, verbal abuse or other breaches of the Code of Conduct against Umpires or Officials	Codes of Conduct/ Conditions of Entry	Up to \$150 per offence + loss of 2 premiership points
Members/Officials behaving in an unsporting manner and/or persistently failing to abide by the rules of the game and/or where the umpire(s) abandons game due to breaches of the Code of Conduct	Code of Conduct/ Conditions of Entry	No points awarded to teams.  \$150 fine and exclusion from complex.
Frivolous complaint		\$50
Late payment or non-payment of fees/fines		Loss of premiership points and ineligibility to play Major round until all fines/fees are paid.

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## APPENDIX A - MODIFIED RULES – SUB-PRIMARY (9 & Under)

(Reference: By-Law 2.2. “Except Sub-Primary 1”)

### 1. EQUIPMENT

- 1.1. The match ball shall have a circumference of 24 inches (size 4 soccer ball).
- 1.2. Goal rings shall be positioned at a height of 2.44 metres (8 feet) above the playing surface.

### 2. PLAYERS

- 2.1. Players’ positions may be changed at any interval.
- 2.2. When more than seven players are used, each player must play two quarters, except where they become injured or ill during the match:
- 2.3. Each player must play a different position each match, consistent with the development intent of the Sub-Primary program.
- 2.4. A player who leaves the court due to injury may return to any vacant position only after:
  - a) They have received first aid; and
  - b) The umpire has checked to ensure they are free of blood

Note: 1. Time is only held until the player is removed from play  
 2. The player may only return to the court if cleared to do so by the umpires.

### 3. PLAYING RULES

- 3.1. Playing the ball: A player having gained possession of the ball shall pass it or attempt a shot for goal within 6 seconds.
- 3.2. Footwork: Movement of one or both feet after gaining possession of the ball is permitted to maintain balance; provided no significant forward progress is made.
- 3.3. Defending:
  - a) One-to-one defence applies at all times.
  - b) A Sub-Primary shot may be defended.
  - c) When a penalty pass or shot is awarded, no other opposing player may defend the player taking the penalty.
  - d) No defending is permitted within 1.2 metres (4 feet) of a player in possession of the ball

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#### 4. PLAYING TIME

4.1. By-Law 4.2 sets out playing times and breaks.

#### 5. UMPIRING

5.1. Two umpires shall officiate in each match.

5.2. Umpires should:

- a) Use simple language
- b) Explain decisions
- c) Adopt an encouraging and pleasant manner
- d) Promote an open and free flowing game
- e) Be supportive when setting up penalties and throw-ins

#### 6. SCORES AND SCORECARDS

6.1. Scorecards must be completed and submitted for all matches (By-Law 7).

6.2. Sub-Primary goals scored by each team must be recorded.

6.3. Match scores will not be published.

6.4. No premiership points are allocated.

6.5. There shall be no Major round matches.

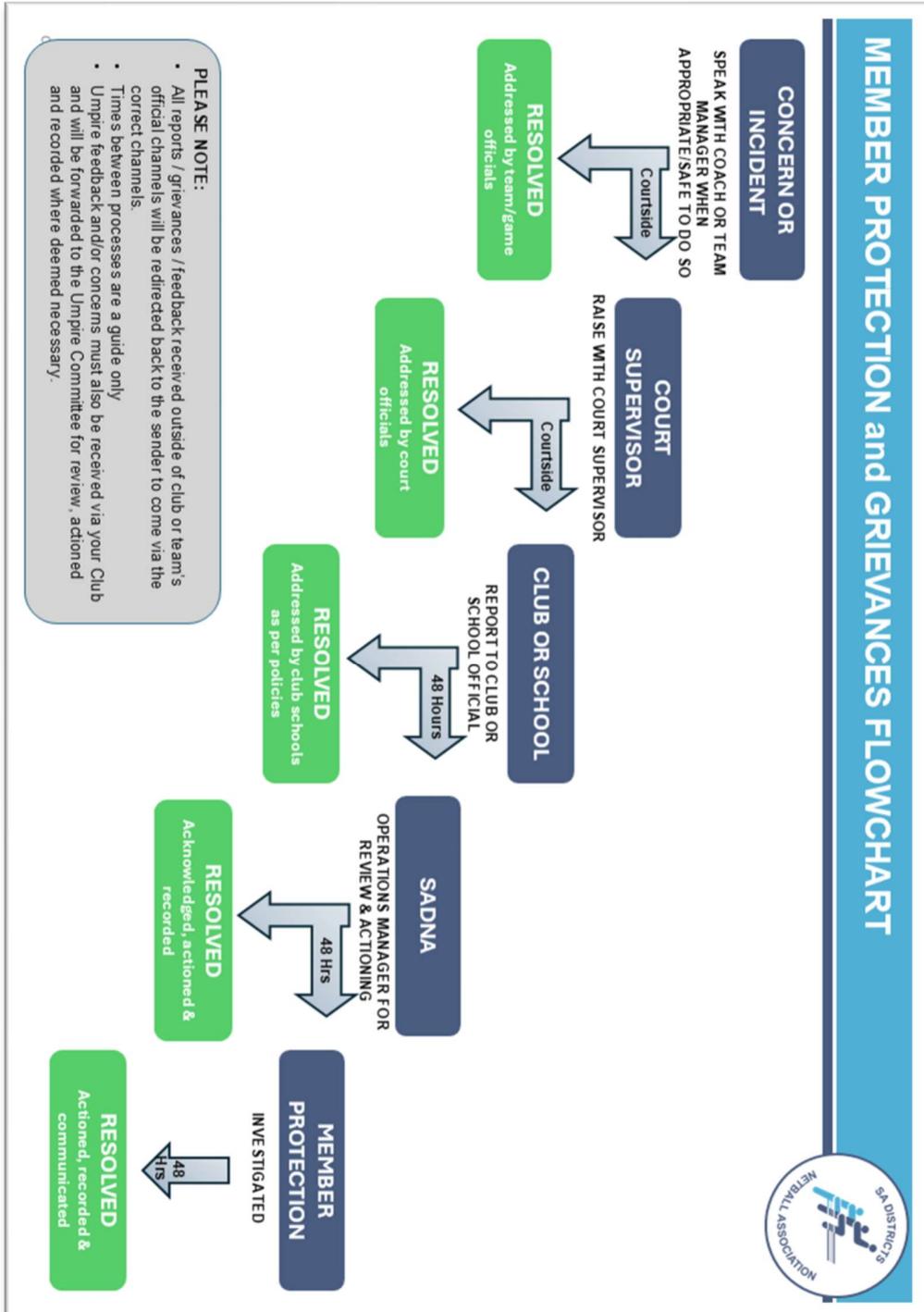
#### 7. COACHES

7.1. One person per team may coach during match play and must nominate to, and be recognised by, the Umpire(s) as the Coach.

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APPENDIX B



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**DOCUMENT CONTROL HISTORY**

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