



BY-LAWS

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APPENDIX I PLAYING REGULATIONS – PREMIER LEAGUE COMPETITION



1.0 MANAGEMENT TEAM MEETINGS

1.1 Management Team Meetings will be held as per the constitution.

2.0 CLUB AFFILIATION AND COLOURS

2.1 New Clubs must apply to the Management Team before deciding on the name of their Club and the colours and description of their uniform. All must be approved by the Management team before a nomination to compete in a Darwin Netball Association (DNA) competition can be accepted.

2.2 The Management team may require that an alternative name/design be submitted if there is a clash of name/design/colour occurs with an established affiliated Club.

2.3 The Management Team may set an affiliation fee before the start of each competition season.

2.4 Each year all Clubs wishing to affiliate with the DNA shall be invoiced as per the service agreement.

2.5 Clubs may be rostered to carry out duties by the Management Team.

2.6 Any Club failing to carry out their allocated duties shall be screened by the Management Team before their affiliation is accepted the following year.

2.7 New Clubs must field a nominated Premier League team in the competition to be considered part of the DNA competition.

3.0 REGISTRATION

3.1 The Management Team shall set all fees and charges before the commencement of each season.

3.1.1 Clubs shall be permitted to purchase an unassigned player registration (floater) from the DNA at any time during the season.

3.1.2 This registration may be allocated on a one off basis to a player.

3.1.3 If any player utilises this allowance three times that player then assumes that registration (this scheme is to be administered by the DNA Administration Officer).

3.1.4 The maximum number of floating registrations per Club per season is three.

3.2 The Management Team shall set and advise all Clubs of the closing date for the nomination of teams to the competition.



- 3.3 Team nominations shall be on the appropriate form provided by the DNA.
- 3.4 After the nomination closing date, the only team entries which will be accepted are those which take up byes.
- 3.5 Every player shall be required to be registered with the DNA through MyNetball.
- 3.6 By the first game of the season, all Clubs must allocate registered players into teams in MyNetball.
- 3.7 Any player or Club knowingly furnishing incorrect information or particulars on their application for registration shall be liable for disciplinary action as decided by Management Team.
- 3.8 A player wishing to change Clubs must be cleared online as per the clearance policy in MyNetball.
- 3.9 If a player changes Clubs and a clearance is not completed in MyNetball that player shall be considered to be unregistered and the new Club will incur a penalty.
- 3.10 A player can only play for one Club per season unless special permission is granted from the Management Team. Players failing to comply with this by-law will be considered to be unregistered and a penalty incurred.
- 3.11 Interchange between different Clubs:
 - 3.11.1 Where an affiliated Club has no junior counterpart, a registered player may, on application to the Management Team, play for another junior Club without penalty.
 - 3.11.2 Where a junior affiliated Club has no senior counterpart, a junior registered player may, on application to the Management Team, play for a senior Club without penalty.
- 3.12 Where an affiliated Club withdraws a team they may apply to the Management Team for re-allocation of those registered players into another team.
- 3.13 Refund of DNA Registration Fees – Long (Dry Season) Competition

Players must be registered with DNA before the player takes the court for the first time (unless the card is marked to indicate use of floating registration).

Where a player plays less than three games in a season, that player's Club may apply to the Management Team for a refund of the player's registration fee. In support of the application the following situations can be quoted (list not exclusive), serious injury, professional transfer or schedule change.



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The Management Team will verify that the player has played less than three games during the season and may approve a refund to the Club. The amount of any refund is at the discretion of the Management Team.

Refunds will not be given where the member has made a sports injury claim.

- 3.14 Junior Sign On Days - all Clubs that nominate junior teams for the upcoming season are required to attend the junior sign on day organised by the Management Team.

4.0 AGE GROUPS / GRADES

- 4.1 A player's age on 31 December in the current year will determine the player's age group.
- 4.2 A Senior player is one aged 18 years or over on 31 December of the playing year.
- 4.3 A junior player is a female player aged 17 years and under or a male player aged 12 years and under as at 31 December of the playing year.
- 4.4 The junior competition **may** be conducted in age groups.
- 4.5 Where the junior competition is conducted in age groups, age groups shall be considered grades.
- 4.6 The grades for each junior competition will be those deemed appropriate by the Management Team.
- 4.7 There will be a maximum of ten teams within each grade (senior and junior). It is at the DNA Management Team's discretion if the team numbers within the grade either increases or decreases.

5.0 UNIFORM

- 5.1 On joining the DNA, Clubs shall register the uniform to be worn by their teams. (See also by-law 2).
- 5.2 After three round games, no player shall be allowed to compete in competition matches out of uniform unless written permission has been granted by the Management Team to that Club.

6.0 GRADING

- 6.1 Grading will be conducted as per the DNA grading policy.

7.0 INVITATIONAL TEAMS

- 7.1 An invitational team may apply to the Management Team for permission to play in the DNA Competition before the competition begins.
- 7.2 Management Team must approve any further registrations during the year.



- 7.3 Invitational teams will abide by the DNA Constitution and by-laws.
- 7.4 An invitational team must pay all fees and charges with the exception of the Club affiliation fee.
- 7.5 Players must be registered with the DNA in MyNetball in order to participate in an Invitational team in a DNA competition.
- 7.6 The invitational team will not be recognised as a Club and therefore will not have any of the rights conferred by affiliation (e.g. voting).
- 7.7 Participation by individual squad members in an invitational team does not count towards their eligibility for their Club games.
- 7.8 Any games played for an invitational team in a higher/same grade do not disqualify the player from qualifying for finals for their Club.

8.0 NOTIFIED FORFEITS

- 8.1 A team shall notify the Registrar in writing of its intention to forfeit no later than 48 hours prior to the match commencement time.
- 8.2 The Registrar will inform the opposing team's Club Secretary of the forfeit in writing and complete the scorecard on behalf of the team awarded the forfeit.
- 8.3 Notification with less than 48 hours notice will be considered an Unnotified Forfeit.

9.0 UNNOTIFIED FORFEITS

- 9.1 In the case of central timing, a team may claim a forfeit if the opposition cannot field the minimum number of five players when the starting signal is given.
- 9.2 Where central timing is not used, a team may claim a forfeit if the opposition cannot field the minimum number of five players within five minutes of the advertised starting time of the match.
- 9.3 Teams claiming unnotified forfeits should complete the score card as usual and failure to do so will render the match null and void.
- 9.4 A team winning a match on a forfeit shall be awarded the appropriate number of premiership points for a win, according to by-law 12 and a score of 20 goals to nil be recorded.
- 9.5 A team that forfeits more than three times in a season may be withdrawn by the Management Team.



10.0 WAITING FOR UMPIRE

10.1 Play may only be delayed when:

- A team member is delayed because of an umpiring commitment; or
- The umpire is delayed through an umpiring or playing commitment.

11.0 SCORE CARD

11.1 Only scores recorded on the official score card will be accepted by the Registrar.

11.2 Each team must supply a responsible timekeeper/scorer for their match.

11.3 Scorers/timekeepers should sit together near the centre of the court and jointly carry out the responsibility of scoring/timekeeping.

11.4 Teams failing to supply a scorer or sign a score card must accept without challenge the score sheet as submitted by the opposing team.

11.5 The Captain or Manager of the winning team is responsible for ensuring that the score card is delivered to a representative of the Management Team on the day of the fixture.

11.6 Failure to comply with by-law 11.5 results in no points being awarded for that game.

11.7 In the event of a drawn match, both captains are responsible for ensuring that the score card is delivered to the office on the day of the fixture.

11.8 A scorecard must be filled out correctly and shall not include incorrect information.

11.9 The signature of the team Captain, affixed to the scorecard at the conclusion of the game indicates the consent and agreement of that team to the score and conduct of the match.

11.10 Where there is any dispute as to the score or any other matter, the Captain of the team disputing should not sign the scorecard. The disputing Captain should take the card immediately to the Office and convey the complaint.

11.11 Notification of any dispute should be forwarded to the Administration Officer as soon as possible after the game.

11.12 All complaints shall be made in writing to the Management Team.



12.0 POINTS

Competition points are awarded as follows:

Win: 2; Draw: 1; Loss: 0

In the case of the Junior competition where an age group has a bye, 1 point is awarded. Management Team may allocate 1 point to Senior grades with a bye.

13.0 UMPIRES

- 13.1 Umpires will be allocated by the Umpire Sub Committee and Clubs may be allocated an umpire duty if required by the USC.
- 13.2 Each item of umpires clothing shall be predominantly white ie. predominately does not mean white shirt and coloured skirt or shorts.
- 13.3 DNA registered umpires shall wear the uniform shirt supplied by DNA.
- 13.4 All nominated umpires shall attend all practical clinics as designated by the Umpires Sub-committee.

14.0 INCLEMENT WEATHER AND/OR EXTRAORDINARY CIRCUMSTANCES

- 14.1 In the event of inclement weather or extraordinary circumstances, only members of the Management Team may decide whether fixtures will begin.
- 14.2 In the event of inclement weather or extraordinary circumstances once play has commenced, only a members of the Management Team may decide whether play will continue.
- 14.3 No points will be given to matches, byes or forfeits cancelled because of inclement conditions or extraordinary circumstances.
- 14.4 Matches cancelled because of inclement weather, or extraordinary circumstances may be rescheduled at the discretion of the Management Team.
- 14.5 If play is interrupted due to extraordinary circumstances pertaining to the courts (failure of lighting, broken goal post etc.) and there is a vacant court at that time, the match shall resume on that court.



15.0 RESCHEDULED GAMES

15.1 Senior and Junior Competitions:

Where any team in the competition is aware that two or more of its players will be unavailable to play a scheduled game due to representative netball duties, that team may forward a request to reschedule the game to the Management Team not less than 14 days prior to the scheduled game. After consultation the Management Team may reschedule the game and will inform all parties of the new date and time of match.

15.2 Junior Competitions:

Junior Clubs may apply to Management Team to reschedule for other clashes eg School camps, the BEAT.

15.3 These requests will be considered on a case by case basis.

15.4 Notice shall be given on the reschedule form, proposing an alternative date and time for the fixture.

16.0 FINALS

16.1 Finals may be played as and when appropriate. This will be determined by the Management Team prior to the commencement of competition games.

16.2 If there is a draw for any of the first four places at the end of the competition rounds and any decision has to be decided by goal count, the team obtaining the higher percentage calculated thus:

Goals for _____ X 100 Goals
against shall take the higher position.

16.3 Full Final Series – Method of Play

First Semi Final 3 v 4

Second Semi Final 1 v 2

The Preliminary Finals shall be played between the winner of the first semi- final and the loser of the second semi-final.

The Grand Final shall be played between the winner of the 2nd semi-final and the winner of the preliminary final.



16.4 Draw in Finals Game – Method of Play

Semi Finals, Preliminary Finals and Grand Finals.

If the score is even at full time, there will be a break of three minutes, the teams will change ends and play seven minutes extra time each way without a break. If the score is still even, play will continue until one team has a two goal advantage.

16.5 Qualifying for Finals

To be eligible to play in semi-final or final matches, a player must have played 12 quarters (which can not be played in one night and four quarters can only be played in one night) in competition matches with that Club in the competition (Junior or Senior) to which the finals relate. Penalty - team forfeit.

17.0 PENALTIES

17.1 Uniform

- a) The penalty for a breach of by-laws in relation to uniforms for players shall be a fine of \$25.
- b) The penalty for a breach of by-laws in relation to uniforms for umpires shall be that the umpire will be paid as a non badged umpire.

17.2 Scorecards

The penalty for a breach of by-laws in relation to scorecards shall be a fine of \$25.

17.3 Forfeits

The penalty for an unnotified forfeit shall be \$120 at outdoor venues and \$170 at indoor venues.

17.4 Playing an Unregistered player

A team playing an unregistered player shall forfeit the match, which will be awarded to the opposing team with a recorded score of 20 goals to nil and a fine of \$50 to the offending team.

17.5 Notification

- 17.5.1 The DNA Administration Officer or other member of the Management Team shall notify the offending Club in writing of penalties, prior to the next scheduled match.
- 17.5.2 A note shall be made on the scorecard of a match where a penalty was incurred, giving the manner of the breach and subsequent



penalty.

17.6 Payment of Fines

- 17.6.1 Fines must be paid or an appeal lodged within 15 days of the date of the notification.
- 17.6.2 If the fine is not paid or an appeal lodged within 15 days of notification, the offending Club will be considered to be un-financial and not permitted to participate in scheduled matches until the matter is resolved or the fine paid.



PLAYING REGULATIONS POLICY

1.0 PARTICIPANTS

- 1.1 Each DNA Club is permitted to nominate one team into the Premier League; which includes mandatory entry of one Reserves team in the senior competition.
- 1.2 Subject to cl 1.3 an invitational Club may request to participate in the Premier League. In cases that such Clubs are granted the chance to enter a team into Premier League, grading/ relegation may be required in the League division in that season.

2.0 COMPETITION COMPOSITION

- 2.1 Condition of entry - a Club must nominate one team in the Premier League and one Team in the Reserves team in the relevant season.
- 2.2 Each Club in the League division will be allocated a spot in the Reserves division. A Club can only nominate one team in Reserves.
- 2.3 The League division is limited to eight different Club teams.

3.0 PLAYING REGULATIONS

- 3.1 No Club shall have more than one team in the Premier League competition.
- 3.2 A player may not participate in the Reserves final series if she/he has played half or more than half of the season fixtures in Premier League.
- 3.3 The infringing team, contravening the above clause, shall forfeit the game.
- 3.4 Interchange between Reserve and Premier League players shall be subject to by- law 3 of the playing regulations, in the same way as for all other grades.
- 3.5 Players must be registered as per By-law 3.5
- 3.6 Any number of registered juniors aged 13 years and over can play in Senior Teams.
- 3.7 A team finishing on the top of the ladder on completion of the minor rounds will be recognised as minor premiers.



4.0 INTERCHANGE BETWEEN TEAMS IN THE SAME GRADE

- 4.1 Any Club with two teams in the same grade may allow players to interchange for the first three games of the season.
- 4.2 A player registered after the commencement of the first match may be permitted to interchange between teams playing in the one grade for that player's first three rounds.
- 4.3 A player not complying with the provisions of 2.1 and 2.2 above shall be considered to be unregistered.

5.0 INTERCHANGE BETWEEN DIFFERENT GRADES

- 5.1 Clubs may allow players to interchange between grades for any five rounds during the long season. After having played six rounds in a higher grade, a player may not play for a lower grade.
- 5.2 For the purpose of this regulation where an age grouping has been split into two divisions, Division 1 will be considered the higher grade.
- 5.3 A player not complying with the provisions of 3.1 and 3.2 shall be considered to be unregistered.

6.0 ELIGIBILITY FOR FINALS

- 6.1 To be eligible to play in semi-final or final matches, a player must have played 12 quarters (which can not be played in one night and four quarters can only be played in one night) in competition matches with that Club in the competition (Junior or Senior) to which the finals relate. Penalty - team forfeit.

7.0 MATCH TIMES

- 7.1 Games in the 10 and under age group shall be a minimum of 4x10 minute quarters and all other age groups a minimum of 4x12 minute quarters.

8.0 COMMENCEMENT OF COMPETITION MATCHES

- 8.1 Game times shall be set by the Management Team prior to the start of the season.
- 8.2 Matches are to be umpired and played according to the guidelines set by Netball Australia.
- 8.3 Team Managers or Captains will assist in overcoming unnecessary time delays by:
 - Having their team assembled ready to take up positions five minutes before play is due to commence.
 - Reminding members in their team who are required to umpire to go as quickly as possible to the courts where they are required.



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- Collecting score card before each match and filling in the names of players prior to the commencement of the match.
 - Opposing captains tossing before the game to decide first pass or choice of goal end.
- 8.4 After toss, Captains to advise the umpire of their decision. Teams will take up their positions on the court ready for the umpire's recognition and commencement of games.