



Darwin Netball Association

BY-LAWS

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APPENDIX I

PLAYING REGULATIONS – PREMIER LEAGUE COMPETITION



1.0 MANAGEMENT TEAM MEETINGS

1.1 Management Team (MT) meetings will be held as per the constitution.

2.0 CLUB AFFILIATION AND COLOURS

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

2.2 The MT 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 If an existing Club decides to change their uniform colours and/or design whilst being an Affiliated Club at any time, the Club is required to submit the new design and options in writing with examples for the MT to approve and ensure that there is no clash of design/colour occurs with any other affiliated Club.

2.4 The MT may set an affiliation fee before the start of each competition season.

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

2.6 Clubs may be rostered to carry out duties by the MT.

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

2.8 New senior clubs must field either a Premier League or Premier Reserve team in the competition to be considered part of the DNA senior competition. From the commencement of Season 2023, all new senior clubs as long as they are in the competition, must continue to field either a Premier League or Premier Reserve team. If they are unable to field a Premier or Premier Reserve team their affiliation of the DNA senior competition will be reviewed.

2.9 Management Team members must declare any actual or perceived conflict of interest and abstain from decision-making where such conflict exists.



3.0 REGISTRATION

- 3.1 The MT shall set all fees and charges before the commencement of each season.
- 3.1.1 A player may purchase a single game voucher through Netball Connect up to a maximum of three times per player, with each voucher valid for one game only. To continue participating in the competition beyond this limit, the player must complete a full registration.
- 3.1.2 A single game voucher player is not eligible to play in the finals series.
- 3.2 The MT 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 Netball Connect.
- 3.6 By the first game of the season, all Clubs must allocate registered players into teams in Netball Connect.
- 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 Netball Connect.
- 3.9 If a player changes Clubs and a clearance is not completed in Netball Connect 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 in writing from the MT. 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 a junior affiliated Club has no senior counterpart, a junior registered player may, on application to the MT, play for a senior Club by holding a senior registration with that club.
- 3.12 Where an affiliated Club withdraws a team, they may apply to the MT for re-allocation of those registered players into another team.
- 3.13 DNA Sign on days – all clubs are required to attend sign on day as organised by the MT unless prior notification is received. Non-attendance of clubs will be issued with a fine of \$170.



4.0 AGE GROUPS / GRADES

- 4.1 A Senior player is one aged 18 years or over on 31 December of the playing year.
- 4.2 A Junior player is a female player aged 17 years and under or a male player aged 14 years and under on 31 December of the playing year.

Note: Males who are less than 14 years of age (actual age) on the first day of the competition may participate in the 15 and under juniors competitions. There are no restrictions on the number of males on court or positions they may play for the 15 and under juniors competitions. No junior males or males are to play in the senior women's competition.

- 4.3 The junior competition is conducted in age groups (a player's age on 31 December of the playing year determines which age group they are able to play within. Noting that a junior player is able to play up one grade with their parent's and coach's consent:
- 11 years and under
 - 13 years and under
 - 15 years and under
 - 17 years and under
- 4.4 Where the junior competition is conducted in age groups, age groups shall be considered grades.
- 4.5 The grades for each junior competition will be those deemed appropriate by the MT.
- 4.6 There will be a maximum of ten teams within each grade (senior and junior). It is at the DNA MT's discretion if the team numbers within the grade either increases or decreases.
- 4.7 As a contemporary sport open to both single gender and mixed gender competition, it is vital that our management and administrative practices also change to align to this. Having transparency in regard to the age and gender of a competition, including an appropriate reference to other genders that may participate, means that both females and males can make an informed choice. At present, there are no specific rules regarding language. However, DNA for consistency across netball will use age groups and terms like 'women', 'male', 'mixed', 'junior', 'senior' to show the focus of each competition.

5.0 UNIFORM

- 5.1 New Clubs joining the Association are required to register in writing the uniform options to be worn by their teams (including junior, seniors, mens and mixed competitions). Images of the uniform design are to be provided for the MT's consideration (See also by-law 2).
- 5.2 Uniform options must cater for all weather conditions, so players are protected from the sun and/or hot/cold weather conditions (e.g. where conditions are cold, players



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can wear a long /short sleeved top under their uniform provided it has been approved and is the same colour).

- 5.3 Uniform options include dress (including cycle short colour), t-shirt, singlet, shorts (no pockets), skirt (including cycle short colour), socks,
- 5.4 Uniform options must be stated for all teams including junior, seniors, mens and mixed. Noting that head coverings should be included as an item in a Club's uniform options.
- 5.5 The MT allows individual players in each team to choose any combination of uniform items. However, Clubs are to ensure that these items are of similar designs to create continuity of uniforms throughout the team and assist umpires to officiate the game:
 - T-shirts, singlets or long sleeve t-shirts must be the same design
 - T-shirts, singlets or long sleeve t-shirts must still be able to clearly display a playing positional bib
 - the choice of bottoms must either include the same design as the dress/top or a designated block colour to match the uniform (i.e. black, royal blue, navy blue etc.)
 - head or face coverings should be a designated block colour to match the uniform (i.e. black, royal blue, navy blue etc.)
 - allow the wearing of skins/leggings as long as they are completely black, white or in a block colour to match the uniform.
- 5.6 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 MT to that Club.

6.0 GRADING

- 6.1 Grading will be conducted as per the DNA grading policy.
- 6.2 Premier League and Premier Reserve teams are not subjected to the DNA grading policy.



7.0 INVITATIONAL TEAMS

- 7.1 An invitational team may apply to the MT for permission to play in the DNA Competition before the competition begins.
- 7.2 MT 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 Netball Connect 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 DNA Administration Manager in writing of its intention to forfeit no later than 48 hours prior to the match commencement time.
- 8.2 The DNA Administration Manager will inform the opposing team's Club Secretary of the forfeit in writing and complete the score card 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 review by the MT.

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 or score card device will be accepted by the DNA MT.

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 finalised at the end of the match on the score device 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 finalised at the end of the match on the score device on the day of the fixture.

11.8 A score card on the provided score device must be filled out correctly and shall not include incorrect information.

11.9 Where there is any dispute as to the score or any other matter, the Captain of the team disputing should not complete the score card. The disputing Captain should go immediately to the DNA Office and convey the complaint.

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

11.11 All complaints shall be made in writing to the MT via the Club President/Committee/Club Email.



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 DNA Umpire Coordinator. Clubs may be allocated umpire duty if required.
- 13.2 DNA badged registered umpires shall wear the uniform as supplied by DNA. Club umpires are expected to wear a predominately white shirt and appropriate footwear.
- 13.3 All nominated umpires shall attend all practical clinics as designated by the DNA Umpire Coordinator.

14.0 INCLEMENT WEATHER AND/OR EXTRAORDINARY CIRCUMSTANCES

- 14.1 In the event of inclement weather or extraordinary circumstances, only members of the MT 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 MT 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 MT.
- 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 MT not less than 14 days prior to the scheduled game. After consultation the MT 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 in writing through their Club President to the MT to reschedule for other clashes e.g. School camps, the BEAT.

15.3 These requests will be considered by the MT 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 MT 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 participate in semi-final or final matches, a player must have played a minimum of twelve (12) quarters in competition matches for the relevant Club and grade during the season to which the finals relate.

A maximum of four (4) qualifying quarters may be counted in any one match day or fixture. Qualifying quarters must not be accumulated within a single match for eligibility purposes.

Any team found to have fielded an ineligible player in a finals match shall forfeit the match.

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.

17.2 Electronic (iPads)

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

17.3 Forfeits

The penalty for an unnotified forfeit shall \$200

The penalty for a notified forfeit shall be \$100

17.4 Club Non-Attendance at DNA Sign on Day

The penalty for a Club who is not present at the DNA Junior Sign on Day shall be \$170 unless extenuating circumstances and approval by the DNA Management team.

17.5 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.



17.6 Notification

- 17.5.1 The DNA Administration Officer or other member of the MT 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 score card device of a match where a penalty was incurred, giving the manner of the breach and subsequent penalty.

17.7 Penalties for Code of Conduct Offences

- (a) Level 1 – Official reprimand and/or fine of up to \$200 and/or a ban of up to two matches
- (b) Level 2 – A suspension of two or three matches
- (c) Level 3 – A suspension of three to five matches
- (d) Level 4 – A suspension of six or more matches

In imposing a suspension or disqualification, the DNA MT may impose that penalty by reference to:

- a number of games in a particular competition or grade, or
- a time-period suspension or disqualification.

Any part of a suspension may be offered as a suspended penalty for a given period of time. Should any person currently serving a suspended penalty be found guilty of a further offence, that suspended penalty is automatically added to any subsequent penalty imposed

The Code of Conduct Offences Policy applies to all registered members and non-members of the DNA competition.

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 Premier Reserve team in the senior competition.
- 1.2 From the commencement of Season 2023 each new Club to the competition is required to nominate and field a Premier League and Premier Reserve team from their commencement and ongoing for their Club to remain in the DNA competition.
- 1.3 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 Premier Reserve in the relevant season.
- 2.2 Each Club in the League division will be allocated a spot in the Premier Reserve division. A Club can only nominate one team in Premier Reserve.
- 2.3 The senior 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 Premier Reserve final series if she/they have 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 Premier 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 refer to 4.2. Once played three games in one division can only play in that division and up.
- 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 cannot 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 MT 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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- Completing the score card device 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.