

OMEO DISTRICT FOOTBALL NETBALL LEAGUE

NETBALL BYLAWS

FINAL

DATE: 3rd March 2025

(Amended 17/3/2025)

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DEFINITIONS

“League” means the Omeo District Football Netball League.

“Club” means a non-profit incorporated body which has an interest in netball and is affiliated with the League.

“Bylaws” means these By-Laws of the League as amended from time to time.

“Committee” is the governing body of the League.

“Constitution” means the constitution of the League as amended from time to time.

“Club Delegate” is a representative of a Club or Team who liaises with the Committee.

“Ineligible player” is a player who is not entitled to participate in a game, which may include a player who has not qualified or a player not eligible to play in that age section/grade.

BYLAWS

These Bylaws govern the Omeo District Football Netball League netball competition. They are the operating procedures that determine the conduct of the League and its members. The Committee adopted these Bylaws 3rd March 2025. Any amendments to these Bylaws come into effect on the date they are approved by the Committee and will remain in force until amended, repealed or replaced.

# GENERAL

## All matches conducted under the auspice of the Omeo District Football Netball League Inc. shall operate in accordance with the codes, policies, procedures and regulations of ‘Netball Victoria and Netball Australia’ as amended from time to time..

## The League is subject to, and must comply at all times with, The ‘Official Rules of Netball’ as amended or revised from time to time.

# AFFILIATION FEE

## The League shall affiliate with Netball Victoria and pay the sum as set per Netball Victoria.

# REGISTRATION

## **NETBALL VICTORIA MEMBERSHIP**

1. The Netball Victoria membership fees are set annually by the Victorian Netball Association Inc.
2. In order to be eligible to participate in the League’s activities, a player, coach or umpire must be a current financial Netball Victoria member.
3. All players, coaches and umpires (inclusive of umpire mentors) must register through the Netball Connect online registration form as provided by the club or League.
4. An off-the-court membership (administrative roles e.g. President, secretary, time keeper) product will be offered to those League members that have an off-court role.
5. NO player, coach or umpire will be permitted to participate in the League’s activities in any capacity without a current Netball Victoria membership.

**PENALTY**:

A team using an ineligible player or umpire will be deemed to have lost the match with the opposition being awarded the four (4) points. In addition the declared winning team will gain percentage points from their total goal score to the offending team having a nil (0) score.

An ineligible player will not be awarded games played for the offending game.

## **SINGLE GAME VOUCHERS**

1. Individuals may purchase a Single Game Voucher as per the cost set out on Netball Connect. The purchase of a voucher will allow the individual to participate as a player in the League’s activities only for the particular game to which the Single Game Voucher relates.
2. The Single Game Voucher does not count towards eligibility for finals.
3. There is no limit to the number of Single Game Vouchers that a player can have during a season.
4. A player must purchase a Single Game Voucher through the club registration page on Netball Connect prior to becoming eligible to participating in the relevant game.
5. A Single Game Voucher (SGV) must be applied for prior to the start of the game. A SGV player can only be added to the team sheet on game day via ‘Borrow a Player’. The player must write their **NAME, ADDRESS, DATE OF BIRTH, PHONE NUMBER** on the back of the team sheet. **Please check correct spelling.** If the player is under 18 years, a parent must sign the sheet. If it is found that the player added to the team sheet does not have a SGV then they will be deemed an ineligible player in accordance with bylaw 3.1(e).

# COMPETITION

## **THE DRAW** will be the Omeo District Football Netball League draw.

## **GRADES AND CONDITION OF PLAY**

## The league offers the following competition & programs:

## **12 & Under- Mixed (females & males – no restrictions).**

## Players turning 13 on or before the 31st December (in the year of competition) will be ineligible to play at this level. Size 4 netball. Full height goal ring (3.05m, 10ft). *See Inclusive Environments regarding male participation.*

## ***Minimum age requirements: Players turning 8 on or before the 31st December (in the year of competition) are eligible to play at this level.***

## ***Players under the age of 8 must register for NetSetGO.***

## **17 & Under- Mixed (female and males – restrictions apply)**

Female players turning turning 18 on or before the 31st December (in the year of competition) will be ineligible to play at this level.

Male players <15 years of age on or before the 31st December (in the year of competition) may participate. Restrictions apply. See by law 5.9 Inclusive Environments regarding male participation.

Due to the large age range for this competition, males turning 15 on or before the 31st December (in the year of competition) will be ineligible to play at this level.

*Size 5 netball. Full height goal ring (3.05m, 10ft).*

***Minimum age requirements: players turning 12 on or before the 31st December (in the year of competition) are eligible to play at this level.***

***Where a player is under the minimum age requirement, a permit must be sort to allow players aged 10 and 11 to participate in the 17/U competition. This permit must be submitted on the day and included in the Match Day envelope. See ‘Form A’.***

**B Grade- Female Only.**

Open age. Size 5 netball. Full height goal ring (3.05m, 10ft).

***Minimum age requirements: players turning 15 on or before the 31st December (in the year of competition) are eligible to play at this level.***

**A Grade- Female Only.**

Open age. Size 5 netball. Full height goal ring (3.05m, 10ft).

***Minimum age requirements: players turning 15 on or before the 31st December (in the year of competition) are eligible to play at this level.***

## **CONDUCT OF MATCHES**

1. Match Times and Length of quarters and intervals:

**12 &U-**

Match time: 11.00am.

Quarters and Intervals: 10 minute quarters. ¼ and ¾ intervals are to be 2 minutes. Half time is to be 3 minutes.

**17&U -**

Match time: 12.00pm.

Quarters & Intervals: 12 minute quarters. ¼ and ¾ intervals are to be 2 minutes. Half time is to be 3 minutes.

**B Grade-**

Match time: 1.10pm.

Quarters & Intervals: 12 minute quarters. ¼ and ¾ intervals are to be 2 minutes. Half time is to be 3 minutes.

**A Grade-**

Match time: 2.15pm.

Quarters & Intervals: 15 minute quarters. ¼ and ¾ intervals are to be 3 minutes. Half time is to be 5 minutes.

1. When one or both teams are unable to field a B Grade team starting times will be:

## 11.00am- 12&U

## 12.00pm- 17&U

## 1.10pm- A Grade

1. Where a team have players who are involved in officiating games or coaching before or after a match they are participating in, up to 10 minutes of grace may be applied to allow time for that player to complete their previous duties and prepare for the next. Both teams and umpires are to be made aware of any extended time.
2. Teams shall toss a coin to determine first centre pass. Home team tosses. Away team calls.
3. There shall be a 15 minute grace time allowance for travel for visiting teams with starting times for later games to be adjusted accordingly.
4. Intervals can be adjusted to suit weather conditions after consultation with the captains, team managers and umpires.
5. It is encouraged that all clubs run a NetSetGO program where practical. Participants aged between 5 and 10 years are encouraged to participate in the NetSetGO Program where provided by clubs or, where accessible, utilise a NetSetGO program at a nearby netball association.

## **A AND B GRADE ELIGIBILITY AND RESTRICTIONS**

1. All clubs are encouraged to field an Open B Grade team.
2. A club which is unable to field a B Grade team for the entire season will not be penalised.
3. Clubs that are unable to field a B Grade team will be listed as part of the competition with all unplayed games awarded as a forfeit to the opposing team. No player games will be allocated.
4. If a club is able to form a team during the season they will be eligible to participate in the competition from such time.
5. Should conditions arise (e.g. player numbers) that impact on a clubs ability to continue to field an A or B grade team during the season, clubs may submit an application for exemption to the league.
6. **Junior Players (17&U) -**
7. There is no restriction on the number of games an eligible 17&U player can play for B Grade *(see 4.2 a B Grade age restrictions).* An eligible 17&U player may play in the 17&U game and then play again in B Grade on the same day.
8. An eligible 17&U player may play in A Grade *(see 4.2 A Grade age restrictions),* however once an eligible 17&U player has played 6 games in A Grade they are not permitted to play in B Grade for the remainder of the season, including finals. They remain eligible for junior competition.
9. **A Grade Players -**
10. A Grade players may play in B Grade up until they play 6 games in A Grade. Once a player has played 6 games in A Grade they are not permitted to play in B Grade for the remainder of the season, including finals.

## **PLAYER AND OFFICIAL MANAGEMENT**

1. Coaches and club officials must be aware of player and umpire welfare and not over-taxing players and umpires.
2. Players and Umpires may only play or officiate in **up to two (2) games** but participate in **NO MORE than 3 games** on any given match day.

Participation includes umpiring (excluding mentoring) and playing.

The following examples for players, and umpires apply:

**PLAYERS:** All players may only participate in a maximum of three (3) games on any given match day. This may be by doing either of the following options; Play two (2) games and umpire one (1) game OR Umpire two (2) games and play one (1) game.

**UMPIRES:** No umpire will officiate in more than 2 (two) netball matches per day unless required to do so under the injury or exceptional circumstances provisions by-law.

Umpires that are also participating players are allowed a MAXIMUM of three (3) matches per day. (I.e. play one (1) match and umpire two (2) matches OR play two (2) matches and umpire one (1).)

1. If all reasonable attempts to find an appropriate substitute player or umpire have failed, a club may apply for an exemption to this rule. The club secretary or netball contact must apply in writing to the League Administrator prior to the commencement of the game in which a player or umpire or is required for the 3rd occasion. Notification must be received by email to ensure that a ‘documented record’ is maintained.

**PENALTY:**

A player or umpire who does not receive permission will be deemed ineligible for any participation on a 3rd occasion.

A team using an ineligible player or umpire will be deemed to have lost the match with the opposition being awarded the four (4) points. In addition the declared winning team will gain percentage points from their total goal score to the offending team having a nil (0) score.

An ineligible player will not be awarded games played for the offending game.

1. Where an injury or illness occurs to an umpire during a game and there is no other option available, such as the use of an opposition umpire, other than a person who has already completed their maximum number of games, then that person can complete the duties without penalty.

## **ROLLING SUBSTITUTIONS:**

1. In accordance with Netball Victoria recommendations as at 12 January 2024 in relation to Rule 10: Stoppages, the ODFNL has elected to implement ‘Rolling Substitutions’ across the League.
2. All teams are required to have TWO (2) identical sets of bibs to facilitate substitution and changes.
3. Each club will create two (2) substitution ‘zones’ at the edge of the court. The zones will be selected to ensure safety of all participants, with special consideration given to the movement of umpires. Zones can be created with chalk (considering the impact of the weather), or paint (only appropriate paint for surface type to be used). Flat rubber discs may be used in exceptional circumstances but are not preferred due to the additional trip hazard.
4. ‘Substitution zones’:
   1. Each court requires two (2) zones (one per team) Consider the umpires’ path when making the decision of where the zone will be placed.
   2. Zones should be a line on the court.
   3. Zones MUST be a minimum of two (2) metres from the sideline.
   4. Zone lines should be 50mm wide to match the rest of the court lines.
   5. Zone lines should start in line with the transverse line and be 90cm long either from the transverse line towards the goal third or from the transverse into the centre third. (this length gives the line a 2nd purpose being our defending distance).
   6. Ensure that the lines match to make the distance fair to both teams.
5. A ‘Position Tracking’ form (see appendix 8) must be used to keep track of all rolling substitutions made. It is the responsibility of each team to complete the ‘Position Tracking Form’ and hand it to the score bench at the end of the game.
6. There is no limit to the number of substitutions a team may make during a game.
7. The Position Tracking Form for each game must be put into the Match Day Envelope and forwarded to the League Administrator.
8. Rolling Substitutions can be made by following this procedure:
   1. The rolling substitution stands at the designated area.
   2. Before leaving the designated area, the substitute tags (with hands) the player leaving the court.
   3. Only one (1) rolling substitute per team can be made at a time.
   4. On court positional changes are not permitted.
   5. Play is not to be held up for rolling substitutions. If play is delayed, the player will be penalised under Rule 19.2. Delaying play.
   6. Players must use the substitution zone allocated to their team.
   7. Players must observe the offside rules as they enter/leave the court.

Sanction: Free pass where the infringement occurred (offside area) unless this places the non-infringing team at a disadvantage, or advantage is applied.

* 1. Players must not interfere with the umpire’s movement during the substitution.

Sanction: Free pass where the ball was when play was stopped (advantage may be applied).

* 1. If a player leaves the court as a rolling substitution, and there is no player in the designated area, the replacement player is treated as a late player (as per Rule 3.8) and must wait until a break in play to enter the court.   
     *3.8. Any late player may, after advising the umpire, take the court in the vacant position/s at the next break in play.*

Action: Any late player is sent from the court until the correct time for entry and possession is awarded to the opposing team where the ball was when play stopped.   
Terminology: Incorrect entry

INCLUSIVE ENVIRONMENTS

## The League is committed to providing a safe, fair and inclusive sporting environment where all people can contribute and participate.

## The League will endeavour to provide opportunities for males to participate in mixed and male competitions.

## The League may conduct cultural awareness training & inclusive workshops to ensure your club is providing a welcoming environment and creating awareness around cultural views and barriers.

## The League supports participation in netball on the basis of the gender with which a person identifies. If issues arise, the League will seek advice on the application of the applicable Victorian discrimination laws for the particular circumstances.

## All competitions will be clearly labelled in regard to age group and gender. This includes additional references to all genders that are permitted to play. All competition labelling will be clear and transparent.

## The League observes the Netball Victoria Gender Regulation in regard to **male participation**.

## The League observes the Netball Victorian Gender Regulation in regard to **mixed competition.**

## Mixed competition for the 12&U age group will have **NO restrictions** applied on the basis of gender.

## Mixed competition for the **17&U age group** will observe the following rules:

## The minimum number of males in a team is ZERO, and

## A mixed team must only have a maximum of 3 males on court at any one time, and

## A mixed team must only have up to one male in each third on court.  For the avoidance of doubt this means:

## One male is permitted in the defence third occupying the position of Goal Defence or Goal Keeper, and

## One male is permitted in the mid third occupying the position of Center, Wing Attack or Wing Defence, and

## One male is permitted in the goal third occupying the position of Goal Attack or Goal Shooter.

# DRESS CODE

## **WORKSAFE BIB PATCHES**

1. In accordance with the Worksafe Country Netball League (WCNL) partnership agreement with Netball Victoria ‘all leagues and clubs affiliated with the WCNL must agree to comply with and promote Worksafe Victoria’s message of workplace safety… and must comply with the sponsorship obligations.
2. Worksafe bib patches to be worn on the front and back of each uniform bib worn in WCNL matches. Logos must be 8cm x 4cm in size, no smaller. Worksafe bib patches must be worn on the front and back of all positional bibs worn during any sanctioned WCNL match.
3. It is preferred that the patches be placed onto the top centre of the bib. Worksafe bib patches must not obscure playing position initials in any way.
4. Clubs are not permitted to have sponsor logos on playing bibs unless the league opts to not use their bib sponsor location and the league provides them written permission to do so. Please note, written permission can only be granted for one year at a time.
5. Clubs may display sponsor logos on uniform items such as dresses/tops, tracksuits and bags.

## **PLAYERS UNIFORM**

1. Each Club and Team must submit its proposed uniform for their teams to the League, for approval by the League. Clubs must use the Netball Australia Uniforms Guide, 2022 when considering their uniform. See: <https://netball.com.au/sites/default/files/2022-12/2022%20WOS%20Uniform%20Guidelines%20Final%2011122022.pdf>
2. Clubs must notify the League in writing of any proposed changes to their uniform for approval by the League.
3. The League must approve all Club uniform colors and designs.
4. All players must wear their Clubs nominated uniform including positional bibs when participating in the League activities.
5. Any player may seek a variation to the uniform for medical, cultural, religious or other reasonable grounds and must submit a request to the League, which may be granted or declined at the discretion of the League.
6. A record of nominated club uniforms will be maintained by the league. (See Appendix 1. NOMINATED CLUB UNIFORM)
7. No jewelry or body piercing may be worn when participating in the Leagues activities and players may be precluded from participating until such jewelry or body piercings are removed. Medical bracelets may be worn providing they are covered with tape.
8. If jewellery is not able to be removed for medical reasons, it is the player’s choice to play with them, and this player accepts the risks involved. Jewellery which cannot be removed for medical reasons should be covered with padding / tape as necessary to prevent injury to others. Jewellery or other items which cannot be securely covered or taped must be removed. A medical certificate must be available on request.
9. A player seeking exemption to the jewellery bylaw 6.2g for grounds other than medical, must apply to the league in writing prior to game day. Exemptions should not be sought from umpires.
10. Finger nails must be short and smooth when participating in the Leagues activities. Players will not be able to take the court if this requirement is not met.
11. Players may wear black long sleeve tops and black tracksuit pants or leggings. Tops must be worn under the player’s uniform. Tops and pants must not have any pockets or hoods.
12. Socks must be short. Colour- white or black.

# Team OFFICIALS, MATCH OFFICIALS & GAME DUTIES

## **TEAM OFFICIALS**

## The Team Officials shall consist of the following roles:

1. **Coaches-**
2. All coaches must hold a current Full Netball Victoria Membership.
3. All coaches must have a minimum of a Netball Australia Foundation Online Coach Accreditation and have completed the Rules of Netball Theory Exam.
4. Evidence of coaching accreditation must be submitted to the ODFNL Netball Development Coordinator by Round 5 of the ODFNL Competition.
5. It is strongly recommended that an accredited coach be appointed as the nominated relief coach or is made available to assist an appointed relief coach. In the event that an accredited coach is unavailable for a game, a club, secretary or netball contact, shall notify the League Administrator and opposing club in writing prior to the game with the name of the nominated relief coach.
6. **Team Managers**
7. Where possible, a team manager shall be appointed for each selected Team or Club.
8. Team managers must hold a current Netball Victoria membership. This may be an OFF THE COURT Membership.
9. **Primary Carer**
10. Each Team or Club must have an appointed primary carer who is qualified (minimum of basic first aid) to treat injury or illness. The primary carer is permitted on the court during a stoppage for injury/illness of a player or blood issues.
11. The primary carer must wear an **ORANGE** vest/jacket.

## **Captain & Vice-Captain**

## Each team must allocate an on-court captain.

## **MATCH OFFICIALS**

## The officials of the games shall be the umpires, scorers, court supervisors and timekeepers.

1. **Scorer(s)**
2. Each competing club shall supply one scorer for each home and away match.
3. The scorers must sit/stand together for the duration of the game on the sideline level with the centre circle.
4. Adult supervision is necessary where the Scorer is under the age of 15.
5. **Timekeeper-**
6. It is the role of the timekeeper to ensure that each playing period and each interval is of the correct length of time.
7. Timekeepers should be seated with the scorers at the official bench.
8. A summary of the timekeeper’s role will be available for all clubs (see Appendix 2. NETBALL TIMEKEEPING PROCEEDURE).
9. An Air horn or an equivalent sound device will be used to indicate the end of quarters and match.
10. Adult supervision is necessary where the Timekeeper is under the age of 15.
11. **Court Supervisor-**
12. All clubs must provide a court supervisor for their home games.

Court Supervisors:

* Must wear the associated **YELLOW** vest or jacket.
* May change for each game
* Must be a mature person (over 18 years) and capable of approaching individuals not behaving in line with code of conduct.
* Must be alert to happenings outside the playing area.

1. A list of duties of the Court Supervisor will be available for all clubs (see Appendix 3. COURT SUPERVISOR).
2. **Umpires-** 
   1. Each competing club shall supply one umpire for each home and away match.
   2. The maturity and experience of the umpire must be taken into consideration as to the grade level they will be officiating.
   3. It is encouraged that clubs nominate at least one (1) new umpire every two (2) years to support ongoing development and availability of umpires within clubs and the ODFNL.
   4. All umpires must hold a current FULL Netball Victoria membership.
   5. Umpires must hold a minimum accreditation prior to umpiring in an ODFNL match. This includes having completed the Rules of Netball Theory Exam and Foundation Umpires Course as a minimum.
3. Un-badged umpires must renew their accreditation every 4 years by completing their theory and course.
4. Badged Umpires are required to complete a series of tasks over a four (4) year period following their successful attainment of either the Netball Australia C, B, A or AA badge. Netball Australia recommends that all umpires who attain their badge (become accredited) continue to upgrade their knowledge, skills and competencies. Netball Australia requires an umpire to reach the specified number of points of updating activity to remain accredited at the relevant badge level.

See <https://vic.netball.com.au/updating-your-accreditation-umpire>

1. Please note: Any accreditations awarded prior to 2017 have an expiry date of six years. Any accreditations awarded after 2017 have an expiry date of four years.
   1. Umpire qualifications must be forwarded to the ODFNL Netball Development Coordinator by Round 1 or as acquired. A data base will be kept of current league umpires.
   2. Umpires shall wear a white shirt (preferably no club logo) or an approved umpire shirt and white or black skirt, shorts, leggings or pants. Suitable footwear is required.
   3. If a club is requesting the assistance of another club to provide an umpire there must be verbal notification by **6pm** at the latest on the Friday night prior to match day.
   4. If a team cannot supply an umpire or the opposing team cannot supply an extra umpire, then the team without the umpire must forfeit the game.
   5. Inexperienced umpires are to be accompanied, where possible, by a mentor.
2. Each club is to nominate a suitably qualified umpire/person to act as a mentor to the inexperienced umpires by Round 1 of each season. These names are to be forwarded to the League for distribution to participating clubs.
3. Mentors that are no longer umpiring must hold a current (within the last 4 years) Rules of Netball Theory Exam pass mark relevant to their badge level to be eligible to present and/or test as part of the National Umpire Accreditation System.
4. Any umpire under 18 years of age must wear a GREEN arm band, as provided by the League.
5. New umpires for the first season of umpiring, unless badged in season will wear a **WHITE** Umpire Vest
   1. Mentors must wear the associated **PINK** vest
   2. Recommended rates of pay:

These rates are at the discretion of individual clubs taking into account the experience or badge level of the umpire and travel expenses, if required. Where an umpire is badged it is recommended that an additional $10.00 is added to the following rates.

12&U: $20.00

17&U: $30.00

B Grade: $35.00

A Grade: $50.00

Mentor: $10.00 minimum.

* 1. All senior registered league netball umpires will receive a seasonal entry pass for all home and away matches.
  2. Umpires are unable to commence game until all game and match officials are known.

## **CONDUCT OF MATCHES**

1. The ‘home’ team will ensure that:
2. A bench zone is clearly set immediately outside the court surround where the official bench, team benches and umpires bench are located (all on the same side of the court) (as per Rules of Netball 2020).
3. Each Team and Club is allocated a team bench where Team Officials and bench players are located during play. ONLY team officials and players are to be present at the team bench.
4. That a match official area is allocated for scorers from the home and away teams, timekeepers and umpires.
5. The designated bench zone, where possible, is to be separated from the spectator area.

## For all home and away matches the ‘home’ team must provide:

## A scorer

## A timekeeper

## Court Supervisor(s)

## A nominated person to advise the scoring bench of team positional changes at intervals.

## A ‘Position Tracking Form for each of their own teams who will make rolling substitutions. .

## 2 copies of the score sheet for each grade competing on the day.

## Copy of the Game Day Checklist

## Copy of the Code of Conduct Form

## Copy of the Incident Report Form

## Ice packs

## The visiting team must provide:

## A scorer

## A nominated person to advise the scoring bench of team positional changes at intervals.

## A “Position Tracking form’ for each of their own teams who will make rolling substitutions.

## During the season each club is responsible for supplying their own refreshments and first aid kits.

## It is encouraged that a qualified first aider is present at all matches.

## **SCORESHEETS**

## The home team will be responsible for providing two (2) copies of the scoresheets (or device for live scoring). Scoresheets shall be downloaded from the Netball Connect.

## Each club is responsible for selecting their teams online **by 1pm** on the day prior to the match.

## In the event that a club cannot enter their teams online by 1pm it is their responsibility to contact the ODFNL League Administrator to notify them of the delay.

## The league will progress towards LIVE scoring throughout the season at an agreed timeframe. The season will commence using hard copy scoresheets.

## The scoresheet will list the complete names (both given and surname) of all players intending to participate as players in the game. This scoresheet shall also indicate the positions played each quarter by individuals and the game score. A record of centre passes must also be kept and provided if requested by an umpire.

1. Hard Copy Scoresheets ONLY –

## Umpires must ensure that both scoresheets ‘agree’ at the end of every quarter by asking the scorers. Umpires do not need to know the scores. If there is any discrepancy in the goal score then the Umpires must refer to the record of ‘Centre Passes’.

## In the event that the final score still cannot be arrived at then the home team score sheet stands.

* 1. At the conclusion of the game, to indicate their satisfaction that the information on the official scoresheet is correct the scoresheets shall be signed by the captains of both competing Teams and the Scorers.
  2. The officiating umpires must also sign the scoresheet to indicate they have officiated the game.
  3. If a scorer, Team or Club believes the score sheet is incorrect they must:

1. not sign the official scoresheet and notify the Committee;
2. lodge a dispute in writing with the League's secretary within 48 hours of the game being played.

## The Committee will advise the result of the dispute and this decision shall be final and binding on all parties

## Scorers must put their team name on top of their score sheet.

## At the conclusion of the matches the scoresheets and player quarters will be uploaded onto Netball Connect **by 5pm** on Match Day. Hard copy scoresheets are to be put in the ‘Match Day Envelope’ and forwarded to the League Administrator.

## Four (4) points and percentages shall be awarded to the winning team for the WIN and two (2) points and percentages shall be awarded to each team for a DRAW in any game.

## In the event of teams being level on points the position on the ladder will be determined by the percentage of goals scored for and against each team.

## **MEDIA REPORT-**

## During the home and away season, the ODFNL League Administrator will be responsible for supplying the Netball Media Report for the Bairnsdale Advertiser.

## A summary of best players (3.2.1) for each match played for both home and away is to be provided.

## It is the responsibility of away teams coach or team manager to provide the names of 3 best players to the home club at the end of each match to be included in this report. These shall be listed or marked on the home teams score sheet.

## (While using hard copy scoresheets) The best players for each club will be uploaded to Netball Connect by the home club **by 5pm** on Match Day.

## **CODE OF CONDUCT FORM -** see Appendix 4.

1. During the home and away season, home teams will be responsible for supplying a code of conduct rating form.
2. This form rates each club on its spectator, player and official behaviour.
3. Umpires are required to complete this form together at the conclusion of each match and give clubs a rating out of 15.
4. At the conclusion of the match day the Code of Conduct form is to be put in the ‘Match Day Envelope’ and forwarded to the League Administrator.

# FORFEITS

1. In the event of a team forfeiting two (2) matches during any season, the team shall show cause to the League why it shall not be disqualified.
2. Where possible, the opposing team is to be notified **by 6pm** on the night before the game, or as soon as reasonably possible. The league must also be notified.
3. In the event of a forfeit, four (4) points to be awarded to the opposing team plus a 10 nil score for percentage purposes. All players listed on the scoresheet for the team receiving the forfeit will be credited as having played in the said match. Each player on this list will be credited with 1 game.
4. (While using hard copy scoresheets) In the event of a forfeit, the score sheets must be completed indicating ‘FORFEIT’ and signed by the approved club representative (e.g. team manager, coach, umpire, club netball contact etc.) and forwarded to the League Administrator in the Match Day Envelope.

# FINALS

## **FINALS CONDITIONS OF PLAY**

## Finals will be played at the conclusion of the regular rounds of a season.

## Top 4 teams will play finals.

## No finals will be played for 12&U. Winning team to be determined by ladder.

## If a final does not reach **half time** it must be re-scheduled.

## The ladder position of Teams at the conclusion of the regular rounds of the season shall determine the Teams which qualify to participate in the finals.

## Before the match begins the Netball Finals Coordinator may advise teams and umpires that, in the event that scores are tied at full time, extra time will be played to determine a winner.

## Drawn games will be conducted and resolved in accordance with the ‘Official Rules of Netball’ as amended or revised from time to time.

1. The current procedure for a drawn match:

A draw after full time:

1. There is a 4 minute interval at the end of full-time.
2. Extra time consists of 2 halves of equal length; not exceeding 7 minutes each, with half time interval of 1 minute. Teams change ends at half time.
3. A Grade - 2x7 minute halves
4. B Grade and Juniors- 2x6 minute halves
5. The first centre pass is taken by the team entitled to the next centre pass.
6. In the event of a tie remaining at the end of extra time, a visual signal is placed at the official bench to indicate that play will continue until one team leads by two goals. Note- No whistles or sirens are to be used to indicate the end of the extra time, the clock should now be stopped.

## **PLAYER QUALIFICATIONS**

## All Finals qualifications are determined by ‘playing’ a number of games during the current season. To qualify, a player must be on court for all or part of that game. A player on the bench does not qualify for games.

## To qualify for finals, a player must have played six (6) games through the home and away season.

## Where the total number of scheduled games to be played in a season falls to eleven (11) or fewer, (e.g. if more than one club is unable to field a B grade side), the League may determine that a lower number of qualifying games is required.

## **A and B Grade:**

1. To be eligible to participate in senior (A and B grade) finals, a senior player may accrue their games in either A or B Grade, OR a combination of both, throughout the current home and away season to qualify to compete in finals for either grade*. Refer to Bylaw 4.4 A & B Grade Eligibility and Restrictions.*
2. A senior player wishing to qualify for a higher grade must achieve the qualifications required for that said grade
3. **Junior Players (17 & Under):**
4. To be eligible to play in a 17 & U final a junior player must accrue their games in the 17 & U competition. Games played in 12 & U or a senior grade DO NOT count towards eligibility for 17 & U.

## In addition, players aged 15 years and over (turning 15 years on or before the 31st December in the current calendar year of the season) may qualify to participate in senior (A & B Grade) finals by playing the minimum games required in either A or B grade games during the current season. *Refer to Bylaw 4.4 A & B Grade Eligibility and Restrictions AND 9.2.c.* \*Junior Games DO NOT count towards Senior qualifications*.*

## An eligible junior player (17 & U) may participate in a **maximum** of two (2) finals per day. E.g. one (1) junior and one (1) senior final OR two (2) senior finals.

1. Eligibility for finals includes scheduled abandoned and forfeited games where up to 12 players named on the team sheet for that game will receive recognition for 1 game each.
2. The League will keep a record of ‘games played’ on Netball Connect, which can be accessed by club IT users.
3. Clubs are advised to maintain their own record of games played.

## Teams or Clubs found playing an ineligible player during finals will be deemed to have lost that game.

## **PENALTY:**

## If the individual does not play the number of games as stipulated above, the player will be ineligible to participate in finals for that section.

## **STARTING TIME FOR FINALS**

## **Semi Finals and Preliminary Finals**

**17&U**

Match time: 11.30am.

Quarters & Intervals: 12 minute quarters. ¼ and ¾ intervals are to be 2 minutes. Half time is to be 3 minutes.

**B Grade**

Match Time: 12.45pm

Quarters & Intervals: 12 minute quarters. ¼ and ¾ intervals are to be 2 minutes. Half time is to be 3 minutes.

**A Grade**

Match time: 2.00pm.

Quarters & Intervals: 15 minute quarters. ¼ and ¾ intervals are to be 3 minutes. Half time is to be 5 minutes.

## **Grand Final**

**17&U**

Match time: 11.00am.

Quarters & Intervals: 12 minute quarters. ¼ and ¾ intervals are to be 2 minutes. Half time is to be 3 minutes.

**12.15pm Presentation of 12&U and 17&U awards**

**B Grade**

Match Time: 12.30pm

Quarters & Intervals: 12 minute quarters. ¼ and ¾ intervals are to be 2 minutes. Half time is to be 3 minutes.

**1.50pm Presentation of B Grade Awards**

**A Grade**

Match time: 2.00pm.

Quarters & Intervals: 15 minute quarters. ¼ and ¾ intervals are to be 3 minutes. Half time is to be 5 minutes.

**3.30pm Presentation of A Grade Awards**

## Start Times of B and A Grade Finals will be dependent on the finish time of the 17& U match. B and A Grade start times will need to be flexible to allow for any extended game time in the event of a draw or injury management. A minimum allowance of 20 minutes from the end of game time needs to be considered.

## **OFFICIAL DUTIES DURING FINALS-**

## The match officials during the finals will include:

## Netball Finals Coordinator

## Umpires

## Club Scorers (x2)

## Independent Scorers (x1)

## Timekeeper

## Primary Care Persons

## Court Supervisors (x2)

## Scoreboard Scorekeeper (x1)

1. The Netball Finals Coordinator will request all clubs to provide a list of names of qualified umpires, timekeepers, scorers, primary care persons and court supervisors who can fill roles when their club is not competing in a finals match.
2. All equipment, including match balls for each grade, timeclocks, air horn, vests, clipboards, pens, batteries, copy of the bylaws, club name cards, will be available in the ‘finals match day box’.
3. The club hosting the final is responsible for providing ice packs and scoreboard.
4. Clubs are responsible for providing their own first aid kits.

## **NETBALL FINALS COORDINATOR**

## The League will appoint a Netball Finals Coordinator.

## The appointed person will work under the direction of the ODFNL Executive and Delegates and will receive an honorarium to cover expenses including phone and travel.

## The amount will be decided annually by the ODFNL Executive and Delegates and will be reported as part of ‘Finals Expenses’.

## The role of the Netball Finals Coordinator will include:

## Facilitate and compile a roster of club persons to undertake the various duties during finals. Where possible the clubs competing on the previous and following finals played on any given day will be assigned the duties.

* Liaise with finals venue host netball contacts to coordinate the readiness of court, set up/pack up of venue, and any equipment and resources if required.
* Manage game day activity including volunteer roster, game time schedule, match day checklist, score reporting and media report.
* Organising and provide all relevant paperwork for Finals Match days.
* Organise and manage presentations on Grand Final day.

## Match Day:

## Ensure that all volunteers ‘check in’ for their rostered role on the day.

## Provide and complete a copy of the Game Day Checklist. This must be done with an official representative of clubs e.g. club netball contact, coach etc.

* + Provide copies of the Scoresheets x 3 for all matches. Ensure all scoresheets are completed and collected at the end of each match.

## Provide and complete the finals media report.

* + Liaise with umpires and provide support where needed.
  + Liaise with League Executives and participating teams as required.
  + Score sheets and the Match Day Checklist must be put into the Match Day Envelope at the completion of the matches. The Netball Finals Coordinator will enter the final scores by 5pm on match day.

## **FINALS UMPIRES**

## The League will be responsible for organising Netball Umpires for all finals and will pay for the employment and travel for Netball Umpires during the finals series. Finals Umpires must have a minimum accreditation of a C Badge.

## The Netball Finals Coordinator will liaise with the League and Umpire Coordinator during the finals series.

## **SCORES DURING FINALS**

## During the finals series two (2) club scorers, one (1) independent scorer and one (1) timekeeper will be obtained.

## In the event of any discrepancy between the official scorers the Independent Scorer’s score stands.

## **EXTENDED INJURY TIME MANAGEMENT DURING FINALS**

1. In the event of a serious injury in which a player cannot be moved from the court the following will apply:
2. In the event of an injury, only the primary care person/s is permitted on court to assess the player’s medical condition and to assist the player from the court.
3. In the event that the primary care person/s advise the umpires that the player concerned cannot be removed safely within 30 seconds the umpires will extend the time for players to leave the court.
4. In the case that the player cannot be moved the controlling umpire will approach the primary carer to confirm the injured player can’t be moved and tell them time will be extended.
5. The umpire controlling the injury confirms with co umpire that time will be extended until the player can be moved and also confirms with the score bench.
6. The umpires may authorise other persons (including team officials) to assist the player to leave the court if needed.
7. Umpire on the non-bench side crosses to the bench side and both umpires oversee the team benches, making sure players stay on court and drink water leaning off the court etc. In an emergency or other such as extended injury time, umpires will decide whether or not the players are to leave the court and when this is done.
8. Where ‘extended injury time’ has come into effect, the game may only be postponed for **up to one (1) hour.**
9. The timekeeper will set the clock for the allocated time period. Timekeepers shall notify the umpire when there is 15 minutes, 30 seconds and 10 seconds remaining of the extended injury time.
10. Teams will be notified **15 minutes** prior to the game recommencing following the extended injury time to warm up and be ready to take the court.
11. Umpires have no authority to call the game off. In the case that the player concerned cannot be moved from the court the decision to abandon the game will be made by the Netball Finals Coordinator in consultation with the umpires, team captains and coaches . No other person is to be involved in any of the discussions.
12. It is the role of the Netball Finals Coordinator to make the final decision regarding the abandonment of a game.
13. If the game is abandoned **before** **half time** the game will be rescheduled to an appropriate time. If the game is abandoned **after half time** then the current score stands and the team leading will be deemed the winning team.
14. If a match is abandoned at or after half time, votes must be completed. Scoresheets will be signed and completed as per usual.
15. Where a match is abandoned prior to half time the scoresheets should be completed indicating ‘ABANDONED’ and signed by the Netball Finals Coordinator and forwarded to the League Administrator in the Match Day Envelope.

## **RESCHEDULING A FINAL**

## The decision to reschedule a final will be done in consultation with the Netball Finals Coordinator, team captains and coaches and League Executive.

1. In the event that a final is to be rescheduled e.g. for the reasons of extended injury time or inclement or wet weather, the game is to be rescheduled to the Sunday following the abandoned match and to be played at a neutral netball court as determined by the League Executive in consultation with the Netball Finals Coordinator and competing teams.
2. If a game is abandoned **prior to half time** the game may be rescheduled on the same day, providing both teams agree. The rescheduled match can only be held following the completion of the A Grade final match on that day, with time permitting. The final decision will be made by the league executive in consultation with the Netball Finals Coordinator.
3. Umpires will be consulted as to their availability for rescheduled games prior to the finals series commencing.

# LeaGUe vote count, PReSENTATIONS AND AWARDS

## **LEAGUE BEST AND FAIREST PLAYER VOTES**

## The League is to supply the vote cards for League Best and Fairest votes for 17& U, B Grade and A Grade home and away matches.

## At the completion of each match the officiating umpires are to complete and sign the League vote cards on a 3-2-1 voting system.

## The League vote cards are to be placed in a sealed envelope and shall be placed in the Match Day Envelope and forwarded with Scoresheets to the League Administrator.

## Delegates of the ODFNL are to determine the venue for the League Vote Count night.

## Winners and Runners Up of League Best and Fairest Awards will be presented on Grand Final Day of the League Competition.

## Clubs are responsible for their own ‘club’ votes and awards.

## **BEST PLAYER IN GRAND FINAL**

## For each of the 17& U, B Grade and A Grade Grand Final matches a Best Player in Grand Final will be nominated and presented with an award during the presentations for that match.

## At the completion of each Grand Final match the officiating umpires are to nominate the ‘Best Player in Grand Final’ and inform the Netball Finals Coordinator.

## **AWARDS**

## Presentation of all League awards shall be made at the League Presentation Night. Where appropriate the presentation of 12 & U awards may take place after the final home and away match where the top 2 teams are competing against each other.

1. Medallions are to be awarded to Premiers in each section***.*** Winning Teams of each section will receive a small Premiership token (pennant) and awarded the League Perpetual Shield.

## Awards include:

## 12&U- Medallions for Premiers and Runners Up.

## 17&U, B Grade and A Grade - Medallions for Premiers. Premiership Perpetual Shield and Team Premiership cup; Premiership pennant, Best & Fairest, Runner Up Best & Fairest; Best Player in Grand Final.

## Other Awards such as Team of the Year may be presented as determined by the League delegates.

1. The League will bear the costs of the medallions, trophies and engraving.
2. The League Perpetual Shields shall be collected at the end of presentations and remain in the care of the League.

# RISK MANAGEMENT

## **CHILD SAFETY IN NETBALL**

1. The League and all Teams and Clubs are responsible for the observance, promotion, enforcement and monitoring of the Child Safeguarding Policy and Code of Conduct.
2. The League and all Teams and Clubs are responsible for the management and administration of the application of the Netball Victoria Working with Children Check Regulation.
3. All persons on the League Executive and Club committee, Coaches, Trainers, Team Managers and Umpires are to have a current Working with Children Check. All clubs must retain a register of the WWCC’s. In addition all of the above must sign a Child Safety Code of Conduct.
4. These documents must be stored in a secure place with access restricted to the Club Safety Officer or Secretary. The Leagues is to maintain a central data base which will be subject to audit.

## **MATCH DAY CHECKLIST**

1. A Match Day Checklist (paper based) must be completed prior to the first match for each home and away Round and all Finals.
2. A person (aged over 18 years and over) from both clubs are to jointly complete the Match Day Checklist prior to the first game.
3. The Match Day Checklist must be placed in the Match Day Envelope to be returned to the League Administrator.
4. Any hazards identified will be:
5. Documented;
6. Rectified if possible; and
7. Reported to the appropriate agency (local council, reserve committee) if major repair is required.

## **EMERGENCY PROCEDURES**

1. Emergency phone numbers - ambulance, police and an emergency procedure plan is to be displayed at the Club venue.
2. Pandemic Response- All home and away clubs must follow and implement the current Victorian Government guidelines.

## **INCLEMENT AND WET WEATHER**

## ***Inclement and Wet Weather during home and away matches.***

## In the event of inclement weather, the competing teams shall have power to cancel the scheduled match. This must be done as follows:

## Club Netball Contact, following consultation with relevant coaches, makes contact with the opposition Club Netball Contact and shall notify opposing club that the match needs to be cancelled.

## The opposition club netball contact, following consultation with relevant coaches, will confirm the decision with the notifying club netball contact.

## Any decision to cancel must be made **no later than 8am** on the day that the match is to be played **or 3hrs prior** to the start time of individual matches. It is preferred that any decision to cancel is made as early as possible, but common sense should apply in this by-law e.g. severe weather.

## The decision to cancel can be made at starting time if visitors have already left their home ground. A 15 minute grace period may apply to delay the decision if weather looks to improve.

## In the event that the conditions are unsafe to commence play, it will be the role of home netball contact to make a final decision after consultation with the umpires, captain, coaches.

## If the game is cancelled prior to the start time due to wet weather, two (2) points are to be awarded to each team as for a ‘drawn’ match. No percentage is to be awarded to either team. Completed score sheets must be forwarded to the League Administrator.

## In the event of inclement weather occurring after play commences, the umpires, court supervisors and Captains (Team Managers/Coaches for 12&U) of teams concerned shall decide whether or not to continue play.

## In the event of a disagreement on whether to abandon or continue a match then the home Club Netball Contact (or an agreed club representative) shall have the final say.

## If play is abandoned scoresheets must be completed and signed by the Scorers, Captains, Court Supervisor and Umpires and forwarded to the League Administrator in the Match Day Envelope.

1. If a match is abandoned at or after half time, votes must be completed.

## If the match is abandoned **after half time**, four (4) points shall be awarded to the team that is in the lead at the time of abandonment. If the match is abandoned **before half time**, two (2) points shall be awarded to each team and goals are counted for percentage purposes.

## The scoresheets should be completed indicating ‘WASHOUT’ and signed by the approved club representative (e.g. team manager, coach, umpire, club netball contact etc.) and forwarded to the League Administrator in the Match Day Envelope.

## ***Inclement and Wet Weather during Finals.***

## In the event that the umpires deem that the conditions have become unsafe to commence or continue play, it will be the role of the umpires, captain, coaches and Netball Finals Coordinator to make a decision on play.

## In the event that the playing conditions are deemed unsafe prior to a match commencing then the option of postponing the commencement of the match should be explored. In the event that the match is stopped during the course of the game a delay of **up to one (1) hour** shall be permitted.

1. It is the role of the Netball Finals Coordinator to make the final decision in consultation with the umpires, captains and coaches. No other person is to be involved in any of the discussions.
2. Teams will be notified 15 minutes prior to the game recommencing to warm up and be ready to take the court.

# INCIDENT REPORTING- see Appendix 5

1. Where there is a competition related dispute, inappropriate behaviour or any other matter deemed significant related to a spectator, player, team or match official then a Netball Incident Report should be lodged.
2. The report must be forwarded by fax, email or delivered to the League Administrator by 5pm on the first working day after the match.
3. The report will be forwarded to the Executive and Delegates for their consideration as to the most appropriate action to take.
4. Matters may be dealt with under the Rules and ByLaws of the ODFNL and the Netball Victoria Competition Complaints Handling Regulations. Link: <https://s3-ap-southeast-2.amazonaws.com/memberhq/nv-clubhouse/post/NV-Competition-Complaints-Handling-Regulations---Final-Sep-2017-f05b.pdf>

# SPECIAL CIRCUMSTANCES/PROVISIONS CLAUSE – see Appendix 6

1. Where a by law is silent, a decision can be made that ensures the integrity of the Omeo District Football Netball League Inc. is maintained at all times.
2. The Executive and Delegates may in using their reasonable discretion, in exceptional or extenuating circumstances, alter, vary or waive the requirements set out in these by laws relating to the Omeo District Football Netball League Inc. however the Bylaw must be compliant with the rules and regulations as set out by Netball Victoria and Netball Australia.
3. The League may require a player (parent/guardian if under 18) to complete a Special Circumstances Registration Permit Application Form and request supporting evidence in writing when considering a request for a player to play outside their age group.
4. The application for a Special Circumstances Registration shall be listed as an Agenda item and discussed and voted on by the League Delegates. The League Executive will have the power to grant a temporary ‘Permit’ until the next Delegates meeting.

# INDEMNITY

1. Except where provided or required by law and such cannot be excluded, the League and its respective directors, officers, members, servants or agents are absolved from all liability however arising from injury or damage, however caused, arising whilst participating in the League's activities as a member.