

MELBOURNE SOCIAL NETBALL TERMS AND CONDITIONS

Our aim:

- To ensure that the competition is conducted in accordance with the rules of the sport, based on principles of fairness for all participants and teams for every match and for the entire competition season.
- To promote a happy and healthy environment on and off court in which all players, Melbourne Social Netball team and spectators can share their appreciation of Netball.
- To ensure that players and spectators respect the umpires' knowledge of, and commitment to, the rules of the sport.
- To promote an honest and open environment in which all participants, Melbourne Social Netball Team, umpires, and spectators voice any queries or concerns they have with respect to the competition to the appropriate person and at the appropriate time.

1. CONDITIONS

These Terms and Conditions of Play apply to ladies, mixed and men's netball. These Terms and Conditions are additional to the All-Australian Netball Associated Limited rules ("AANA"). In the event that there is any inconsistency or conflict with the AANA rules and these Terms and Conditions, these Terms and Conditions shall take precedence.

2. CAPTAIN AND PLAYER RESPONSIBILITIES

- Captains are responsible for registering their Team online at www.melbournesocialnetball.com.au
- During the online registration process, Captains must read and agree with the Captain's Declaration.
- Captains must also undertake to read and agree to abide by the Terms and Conditions prior to the commencement of each netball season and share these with their team.

Notwithstanding the registration of a team with Melbourne Social Netball, a team or person is not a member of Melbourne Social Netball until Melbourne Social Netball accepts the registration. Melbourne Social Netball, to the fullest extent permitted by law, reserves the right to refuse the registration of any team or person, for any reason, in its absolute discretion.

2.1 Weekly Registration – Online check in.

Captains and players are responsible for completing the online check in via the Stack Team App. This must be completed before the end of the night (as online check in closes), or that player will be deemed not to have played the game for the purposes of determining whether the player is a Qualified Player for finals or insurance purposes.

Captains are responsible for ensuring that their team is available to play at the allocated game times. There will be no amendments to game times as a result of the unavailability of a team.

3. COMMUNICATION

Below is a list of regular times that the MSN team will contact the team:

1. **Approved Registration:** Upon completion of registration and competition setup, a welcome email will be sent to captains and all players in the team for Team Building Teams. All players are required to read and agree with this email communication and follow the link to read the Terms and Conditions prior to playing their first game.
2. **Changes to fixtures:** When a new team joins the competition or there is a regrading to create 2 divisions, changes in the fixture will occur. We will notify the team of the change/ notifications via email (Mailchimp campaign) and Stack Team App – ensure you don't unsubscribe, and notifications are turned on.
3. **End of season special offer:** Towards the end of a playing season Melbourne Social Netball may send a special offer via the captain to thank existing teams for their loyalty and encourage joining up for the following season. The dates for payment requirements and conditions will be provided in the email.
4. **Other:** As MSN sees fit, captains will be notified by either mobile or email to share relevant game or season information, or to clarify team expectations.

3.1 Communication methods:

Players are responsible for keeping up to date with all information, notices, and communications from the MSN team via the following methods:

- **Directly to the captains.** Captains are responsible for sharing these with all players within the team.
- **Directly to the individual via email.** We will send newsletters and upcoming season comms via email to all players monthly.
- **Facebook:** Like the Melbourne netball page [MelbourneSocialNetball](https://www.facebook.com/MelbourneSocialNetball)
- **Stack Team App:** we will push notifications about games and can upload special offers through the app. In addition, Fixtures are provided via the app as well as online check in.

3.2 Team changes: When a new or substitute player (fill in) is playing, the captain shall provide the details to download Stack Team App, join the competing and team for the purpose of Online check in.

3.3 Team Building Team Players: if a player leaves the team, an email is to be sent to MSN team at contact@melbournesocialnetball.com.au to ensure the player is replaced to a minimum team of 7.

3.4 Injuries: All players are responsible for reporting to Melbourne Social Netball any injuries sustained during a game. The online injury report must be recorded by a member of Melbourne Social Netball team. Player that have paid for Insurance at the beginning of the season are able to follow instructions to put in an Insurance Claim. <https://melbournesocialnetball.com.au/insurance/>

4. THE GENERAL CONTACT RULE

No player shall come into personal contact with an opponent in such a manner as *to interfere with his or her play either accidentally or deliberately.* All players are expected to make every effort to avoid contact with other players at all times.

5. THE PREVENTION OF CONTACT AND DANGEROUS PLAY RULE

- If in the umpire's opinion a player is:
 - a. making insufficient effort to become aware of others' movements and position on the court; and/or
 - b. causing him/herself to become blinded as to the position of other players and/or
 - c. putting him/herself in a position where he/she is in a blind spot to other players, and/or
 - d. posing a potential risk of significant or serious injury to him/herself or to other players (including players from his/her own team),

- the umpire may (whether or not a warning has previously been given) remove the player from the court and the player removed shall observe other players from the sideline for a period at the discretion of the umpire (the player may not enter the court again until after the second goal is scored). The umpire has absolute discretion to exercise this rule as many times as he/she deems necessary during the game.
- Where a player is known to have been warned, and yet has persistently breached Terms and Conditions Melbourne Social Netball reserves the right to refuse such a player from playing in any further games under Melbourne Social Netball.

5.1 Inopportune Player

Inopportune Player is an MSN applied rule that aims to deescalate a situation before taking a formal warning approach by transferring a player/s into another position.

It applies when a player is displaying any of the following:

- inexperience and/or lack of netball training;
- confusion of their playing position;
- a lack of knowledge of how to properly play netball;
- a lack of understanding of infringements; and
- repeated infringements of the same rule: and
- unnecessary and unadjusted contact between two players.

Transferring an Inopportune Player from an existing position on the court to an alternative position on the court ("Player Transfer"), at the discretion of the umpire, if, after more than one infringement and coaching, the Inopportune Player is putting themselves or other players at risk of injury.

At no time are players to question an umpire's decision to implement coaching and/or Player Transfer of an Inopportune Player.

5.2 DANGEROUS PLAY

Dangerous play includes (not exhaustively):

- not showing obvious signs of being aware of other players on the court and of other players' movements (including fellow team members
- inadequate use of a player's peripheral vision,
- running out of control,
- making little or no attempt to change directions or reduce speed on approaching another player,
- failure to avoid contact.

Umpires will use their discretion with respect to players who have limited skill or co-ordination. However, such players, as well as players with a large frame, must take special care not to engage in dangerous conduct. Umpires will follow Misconduct Warning system (AANA) to ensure player safety is maintained on the court especially in instances of Dangerous Play.

6. MISCONDUCT/DISCIPLINE

Players must not engage in Misconduct.

- An umpire may discipline a player for Misconduct in one or more of the following ways:
 - (a) Warning the offending player.
 - (b) Standing the offending player off the court for a period if the umpire thinks fit.
 - (c) Ordering the offending player to leave the court and take no further part in the game.
 - (d) Ordering an advance penalty to the opposition team of the offending player, whereby the opposition team is given an undefended shot at goal.
 - (e) Penalising the team of the offending player with a scoring penalty, by awarding one or more goals to the opposing team (at the umpire's discretion). (e.g.: a player argues a ruling, the umpire awards one goal to the opposing team, the player continues to argue the ruling, the umpire then awards a further goal to the opposing team).
- Without limiting the disciplinary powers of the umpire, the following conduct will result in the removal of the offending player from the court for the remainder of the game:
 - (a) Engaging in dangerous play (as defined previously) after the player has received a warning from the umpire not to engage in such behaviour.
 - (b) Use of abusive language during the game.
 - (c) Engaging in any misconduct that is directed at an umpire.
- Where a player refuses to leave the court as directed by the umpire, the umpire will issue the player with a warning. Where a period of 30 seconds has elapsed since the warning and the player continues to refuse to leave the court, a forfeit will be awarded in favour of the opposing team.
- Without limiting the disciplinary powers of the umpire, where a player disputes the decision or ruling of an umpire during the game (as opposed to during an interval), an advanced penalty will immediately be awarded to the opposing team of the offending player.

Where a **spectator** engages in Misconduct in support of a team, the umpire may, at his/her discretion:

- Issue a warning to the spectator.
- Order that the spectator be removed from the venue.
- Award goals to the team not associated with the spectator.

If the spectator continues to engage in Misconduct, the umpire may award a forfeit in favour of the team not associated with the spectator.

Melbourne Social Netball may discipline a player for Misconduct by issuing a Misconduct Card for a 1st offence. This constitutes a formal warning. If a player continues to engage in Misconduct after being issued with a Misconduct Card, that player will be suspended for six months from playing any further games at or with Melbourne Social Netball. Readmission of a suspended player is at the sole discretion of Melbourne Social Netball and will be considered only upon receipt of a written request from the suspended player.

Without limiting the powers of Melbourne Social Netball, the following conduct may, at the discretion of Melbourne Social Netball, result in Melbourne Social Netball issuing a Misconduct Card to the offending player:

- (a) Engaging in Misconduct. Where the offending player is also a Captain, he/she may also, at the discretion of Melbourne Social Netball, be replaced as Captain.
- (b) Sending to Melbourne Social Netball any written communications that are abusive, threatening, intimidating or obscene.

Notwithstanding the above, Melbourne Social Netball may suspend a player who engages in any form of Misconduct from playing the remainder of any game and/or from playing any further number of games that Melbourne Social Netball, in its discretion, thinks appropriate.

Melbourne Social Netball reserves the right to refuse a player who has been found to have engaged in any form of Misconduct, from playing in any further games at or with Melbourne Social Netball.

- Misconduct includes behaviour directed at players, spectators, umpires or Melbourne Social Netball employees, agents, or consultants ("Melbourne Social Netball Team"), both on and off court, and at any time, including before, during or after any netball match. For the avoidance of doubt, Misconduct can include physical gestures as well as oral and written communication.
- Misconduct includes (not exhaustively) arguing with Melbourne Social Netball Team, not cooperating with Melbourne Social Netball Team, displaying vigorous dissent of an umpire's decision, degrading any member of Melbourne Social Netball Team, abusive conduct including abusive language, gestures or actions of un-sportsman like conduct, combative arguing, abusive or negative comments, coarse language, deliberately holding up play, conduct against the spirit of the game, rough or dangerous play, threatening behaviour including intimidating or assaulting or attempting to intimidate or assault any player, spectator or any member of Melbourne Social Netball Team.

7. WEATHER CONDITIONS

- All players are expected to adjust their playing style to the playing conditions.
- When playing in wet or hot weather, players must adjust their playing style and skills so as to slow the pace of the game and avoid engaging in conduct that is dangerous or extreme in the circumstances.
- The duration of game quarters may, in circumstances of extreme heat, be reduced by Melbourne Social Netball to 7 minutes. Players are responsible for their own rehydration at the conclusion of each quarter.
- For full weather procedures please see <https://melbournesocialnetball.com.au/weather-procedures-play-netball/>

8. MIXED TEAM PLAYER PLACEMENT

- No mixed team may have more than **3 male identifying players** on the court during play.
- There must be a **minimum of 1 male identifying player** of the court to begin play (with 5 player minimum)
- No more than one male identifying player shall take a position in each "third" of the court (see below):
 - One player as G.S. or G.A.
 - One player as W.A. or C. or W.D.
 - One player as G.D. or G.K.
- Every mixed team must have a minimum of five players and every mixed team must have a ratio of male and female players. No other combinations other than those listed are permitted. A FULL mixed team shall be made up of the following combinations only:
 - I. Four females and three identifying males; or
 - II. Five females and two identifying males.
 - III. Six female players and one identifying male player.

8.1 Taking the Court.

No team may play with less than 5 players at the commencement of a game, in which case the team will be penalised 1 goal per minute until at least 5 players are able to take the court up until the 10th Minute when a forfeit is awarded.

If a match is cancelled during the game, MSN management will award either:

- a) Each team will be awarded 2 points each – considered a draw.
- b) If a match is cancelled at or after half time, the current score stands.

9. ALCOHOL AND DRUGS

No person (including spectators) without the prior consent of Melbourne Social Netball, may consume, possess or use alcohol or illicit drugs on any premises where a Melbourne Social Netball game is or will be conducted.

All players have a duty of care to other players. No player is permitted to take the court while under the influence of alcohol or drugs.

If in the opinion of the umpire a player is affected by an intoxicating liquor or drug (whether legal or illegal), having regard to the safety of that player or other players in the court, the umpire has absolute discretion to remove such a player from the court. Any such player removed shall take no further part in the game.

Umpires have an absolute discretion to approach any player which in the opinion of an umpire may be affected by alcohol or drugs, and question such a player as to whether or not he/she has consumed alcohol or drugs or is under the influence of alcohol or drugs. Should such a player refuse to answer the questions of an umpire or provide inadequate responses, an umpire has the discretion to remove such a player from the court. Any such player removed shall take no further part in the game.

Should a player or players from either team have concern as to another player being under the influence of alcohol or drugs, the only procedure permitted to raise such a query or concern is as follows: the captain or acting captain of either team is permitted to approach the umpire(s) in a discreet manner and in confidence, so as not to unnecessarily embarrass or offend any other player. The umpire may deal with the query in the manner in which he/she thinks fit and at his or her absolute discretion.

10. FORFEIT

A team forfeits a game if it fails to field at least 5 players by the tenth minute of the game.

- In addition to the above, a forfeit may be awarded against a team if:
 - a) A player belonging to that team refuses to leave the court when directed to do so by the umpire.
 - b) A spectator belonging to that team continues to engage in Misconduct after being issued a warning by the umpire.
- If a team forfeits a game, that team is required to make the following payments to Melbourne Social Netball:
 - 1st Forfeit: \$180.00 total payment (\$90 fine in addition to \$90 game/umpire fee paid in advance),
 - 2nd Forfeit: \$240 total payment (\$150 additional fine on top of game/umpire pmt),
 - 3rd Forfeit: \$240 total payment (\$150 additional fine on top of game/umpire pmt).
 - In the event of a 4th Forfeit, the team may be removed from competition.
 - Forfeit payments must be made before the team takes the court for its next scheduled game. Failure to pay the forfeit payment may, at Melbourne Social Netball's discretion, result in the disqualification and barring of the team.
 - Finals: It is a condition of joining a competition all teams agree to play in finals if they make top 4 teams at the end of the competition, failure to do so will result in a Forfeit fine.
- The opposing team to the forfeiting team shall be credited with 4 points on its ladder score.

- In the event of a forfeit, the opposing team to the forfeiting team may elect to conduct a "Scratch Match" where the game is conducted on the basis that the opposing team supplies players to the forfeiting team. Where a Scratch Match is conducted:
 - a) The result of the game is not officially recorded and, regardless of the outcome, the opposing team shall be credited with 4 points on its ladder score. b) The forfeiting team remains liable to pay forfeit payments in accordance with 12.3 above.
 - c) The opposing team is not required to pay any game fee.
 - d) The umpires are still be paid for their services rendered.
- In the event that both teams forfeit the same game, neither team shall receive any points and both teams are subject to the above Terms and Conditions.

11. COACHING FROM SIDELINES

An umpire is permitted during any stage of a game (excluding Netball Finals) to coach any individual player or team as a whole, in order to educate players and maintain a game flow and prevent injuries.

- This includes but is not limited to: Stopping play and stepping into coach/instruct a Player who breaks the same rule more than once and explaining what the Player is required to do to avoid repeatedly breaking the same rule.
- At no time are players to question an umpire's decision to implement coaching for a Player.
- Coaching from the sidelines may be undertaken by umpires at their absolute discretion in order to prevent injury, facilitate a safe game or educate players in the rules and etiquette of netball. Nothing in these Terms and Conditions is to be construed to impose a duty upon an umpire to undertake such coaching.
- Coaching from the sidelines by umpires during Netball Finals is not permitted. Players in Netball Finals are, however, permitted to approach umpires during game intervals in order to ask questions regarding the conduct of the game.

12. RESTRICTIONS

- No player may take the court if he/she is **below 16 years of age** and will be immediately removed from the competition.
- The **grading** of a team is solely the decision of Melbourne Social Netball. A team's grading may be changed at any time during a season.
- Only **Qualified Players may play in a Netball Final**. Any team that breaches this term and condition will receive a 12-month suspension from participating in games run by Melbourne Social Netball. No player from the suspended team will be permitted to play at any time, in any game, during the 12-month suspension period.

13. UNIFORM, BIBS, BALL

- All teams are required to provide their own bibs. Melbourne Social Netball will provide netballs.
- The uniform for females and males is as defined in the Melbourne Social Netball Uniform icon on the website.
- All team players must have the same colour top. (Torsos are to be completely covered)
- For every colour variant 1 point will be awarded to the other team as a uniform violation. For colours such as blue – all light or dark colour shades will be acceptable.
- Players are permitted to wear sunglasses, fitted singlets and soft headbands on court.
- For reasons of player safety, players are **not** permitted to wear hats or visors on court.
- Notwithstanding any discretion, which may or may not have been exercised by Melbourne Social Netball during the season, all teams must adhere strictly to uniform requirements during Netball Finals.

14. RESOLVING A TIE IN NETBALL FINALS

In the event that scores are tied at the conclusion of a Netball Final:

1. A further **4 minutes of play will occur**, with teams **swapping ends of the court after 2 minutes**.
2. In the event that scores remain tied, a **further 2 minutes of play will occur**, with teams swapping ends of the court after 1 minute.
3. In the event that scores remain tied, a **further 10 minutes of play will occur**, with teams swapping ends of the court after 5 minutes.
4. In the event that scores remain tied, the game is to continue until a team obtains a **2-goal lead** whereupon the game will immediately end, and that team will be declared the winner of the Netball Final.

14.1 Qualified Player means a player who has played **at least 2 physically played games for a 12-round season and 3 physically played games for a 16-round season** with Melbourne Social Netball during the season for the same team (this being the team they will play for in the Finals). Washouts (as defined on the Melbourne Social Netball website), any forfeited games and Byes are not included in the count. Players register their attendance via the Stack Team App with weekly online check in. Melbourne Social Netball reserve the right to request ID to confirm players. In the event of falsification of players, the players and/or teams will face disciplinary action as deemed appropriate by Management. This may include disqualification for games and/or future seasons.

15. GENERAL RULES

- Umpires' decisions are final. Players are not to query, debate or protest an umpire's decision. A player may approach an umpire with respect to a decision, but only during an interval or after the game for clarification of any ruling that the umpire may have given.
- Breach of the above will result in the player immediately being awarded an 'Advanced Penalty' as defined in the AANA rules. A player who breaches this rule more than once will, at the discretion of Melbourne Social Netball, be immediately removed from the game and/or the venue.
- Upon the completion of a Netball game, completed score sheets provided by the umpire are to be signed by each team Captain to validate and confirm their agreement to the final scores of the game.
- The umpire has complete discretion to suspend or terminate the game where he or she considers that it is in the interests of the safety of players or team to do so. This includes weather conditions.
- An umpire may make any decision not otherwise specifically authorised by the AANA Rules or these Conditions where he or she considers it to be reasonably necessary and in the interests of the game, including decisions for safety reasons, fairness or for the proper conduct and flow of the game.
- In the interests of fairness, safety or the proper administration of Melbourne Social Netball or the games that it conducts, Melbourne Social Netball may at any time at its absolute discretion require players to comply with any other additional rules or requirements in addition to these Terms and Conditions as it sees fit and such further rules or requirements shall be binding on all players as if set out in these Terms and Conditions.

15.1 Feedback

- Feedback is important to us it allows us to know what is going well, what is occurring at venues and what we can improve.
- To provide feedback about a game, an umpire or other team the following steps can be respectfully taken:
 - a. Talk to the umpire respectfully about the concern you have, if you seek further clarification or satisfaction:
 - b. Talk to the Evening Coordinator or Team Leader to respectfully share your feedback or ask questions,
 - c. Additionally, or Alternatively: email contact@melbournesocialnetball.com.au to talk to the Support Team about your feedback.

15.2 Refunds

- For team registrations: at the end of the playing season (after the Grand Final) refunds for forfeits and byes will be paid, alternatively they are able to be used to play in the final's series or towards the following season payment.
- For any game that is deemed a "washout" being an event out of our control which does not allow the game to be played shall be used as a credit towards finals games or the following season.
- There are no refunds for "Change of Mind".
- In special circumstances game credits will be a considered a contribution to the next playing season.
- Refunds will only be awarded for individual registrations when Melbourne Social Netball is unable to commence a competition and an alternative location is not viable.

CONCLUSION

All decisions made by umpires and Melbourne Social Netball are final in nature and are not subject to challenge.