



MACEDON RANGES NETBALL ASSOCIATION INC.

REGISTRATION NUMBER

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BY-LAWS

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MACEDON RANGES NETBALL ASSOCIATION INC.
BY-LAWS
(April 2016)

1 BY-LAWS

- (a) The Macedon Ranges Netball Association will be referred as MRNA within these ByLaws.
- (b) The MRNA Committee will have the power to make ByLaws regarding rules of play, discipline of play, umpires, start of play, premierships points, byes, grading of teams, uniforms, players, reports and disputes and any other matter pertaining to the playing of the game and conduct of the competition.
- (c) These ByLaws are the operating rules that govern the conduct and operation of netball competitions conducted by the MRNA.
- (d) If these ByLaws are silent on a rule, then Netball Australia's Official rules of the game will apply.
- (e) Under Rule 11 of the MRNA Constitution, the MRNA may from time to time make ByLaws for the conduct and operation of netball competitions and later, amend or rescind the same as occasions may require, and enforce penalties for the breach.
- (f) Such ByLaws will have the same force effect as the MRNAs Constitution, but will not in any way oppose or be in conflict with the MRNAs Constitution.
- (g) Amendments, alterations, interpretation of other changes to ByLaws will be advised to members within 10 working days by means of notice approved by the MRNA Executive Committee. Notices shall be binding by all parties.
- (h) From time to time the MRNA may be required to resolve an issue that is not contemplated or fully addressed through these ByLaws. Not all situations, circumstance and events can be foreseen at the time of drafting ByLaws. To resolve any such issues, the MRNA will in the first instance call upon the knowledge and experience of its Executive Committee. Additional resources may also be utilised, with particular reference to the resources, policies, model ByLaws and other information produced by Netball Australia and Netball Victoria.

2 DUTIES-PERSONNEL

2.1 Score Secretary

- (a) Will distribute scoreboards with scorecards for the day and receive all scorecards immediately following completion of the game at the Control Room
 1. Will enter the scores for all games (with the exception of 9 & Under where no scores will be entered) into the Netball Victoria online management system within 48 hours of completion of games.
 2. Ladders will be available through the Netball Victoria online management system within 48 hours of completion of games.



2.2 Umpire Coordinator

- (a) Will keep a record of all umpires registered and their details.
- (b) Will organise rosters for each round and be available to assist umpires during matches.
- (c) Will keep a Register of all clinics attended and theory passes, umpire courses and current badging.
- (d) All umpires are responsible for providing copies of documented refereed in ByLaw 2.2 (a) to the Umpire Coordinator for record keeping.

2.3 Umpire Development Coordinator

- (a) Will be available during the competition to assist all umpires during matches.
- (b) Will assist the Umpire Coordinator in rostering appropriate umpires for all games.
- (c) Will be responsible for scheduling developing umpires
- (d) If the Umpire Development Coordinator is not available on match day, a substitute will be appointed by the MRNA Executive.

2.4 Committee Members

- (a) Committee members will provide assistance to any member of the Executive when approached to do so.

2.5 Duty Club or Team

- (a) Will be the sole time keepers at the courts.
- (b) Will tidy court areas, pavilion and toilets following all matches. Note the MRNA Executive may choose to engage a cleaner to clean the pavilion, including, but not limited to, kitchen, toilets, change rooms, showers and first aid room.
- (c) First teams to play on the courts are responsible for ensuring pole pads are correctly placed and courts are swept prior to beginning play.
- (d) 9 & Under teams are responsible for placing shorter rings on poles prior to beginning of play, and for removing, and returning to storage area, at the completion of the 9 & Under game.

3 MEETINGS

3.1 Junior Competition

- (a) The MRNA will conduct an authorised meeting of the Junior Committee at a minimum of once per month during the Junior Competition, or as directed by the MRNA Executive Committee.
- (b) Meetings will not be scheduled during School Holidays unless deemed necessary by the MRNA Executive.
- (c) Each Club/MRNA playing in the Junior Competition will have a delegate present at all authorised meetings of the MRNA. Failure to attend will result in the Club incurring a fine at the discretion of the MRNA Executive and in accordance with Schedule 1.



- (d) The MRNA will hold an Annual General Meeting once per calendar year, as per the MRNA Constitution. Each Team who has played in the Junior Competition will be represented by at least one (1) Delegate at the AGM. A Delegate will be of voting age. Any team not represented will incur a loss of 4 Premiership points and/or fine at the discretion of the MRNA Executive and in accordance with Schedule 1.

3.2 Open Age Competition

- (a) The MRNA will conduct, at a minimum, one (1) meeting of delegates during each Open Age Competition Season, or as directed by the MRNA Executive or by recommendation of the MRNA Midweek Coordinator.
- (b) Each Team that plays in the MRNA Open Age Competition will have a delegate present at all Delegate Meetings. Any Team not represented will incur a loss of four (4) Premiership Points and/or fine at the discretion of the MRNA Executive and in accordance with Schedule 1.
- (c) At a minimum the Delegates Meeting will elect the MRNA Midweek Coordinator for the following season.
- (d) Other positions required to ensure smooth operation of the MRNA Midweek Competition will be by recommendation and approval of the MRNA Executive and MRNA Midweek Coordinator.
- (e) The MRNA will hold an Annual General Meeting once per calendar year, as per the MRNA Constitution. The MRNA Midweek coordinator will attend the MRNA AGM and report on all happenings within the Open-Age Competitions. Team delegates are encouraged to attend.

4 NETBALL VICTORIA MEMBERSHIP

4.1 Junior and Open-Age Competitions

- (a) Netball Victoria membership fees are set annually by Netball Victoria. The MRNA will be an affiliated member of Netball Victoria.
- (b) All players, coaches and umpires participating in any netball competition or program must be a current financial Netball Victoria member.
- (c) Netball Victoria Registration fee must be paid before a player can take the court, otherwise player is unregistered.
- (d) Single game vouchers will be available for all grades and will constitute a current Netball Victoria membership for the game issued.
- (e) The maximum number of Single Game Vouchers to be purchased by individual players will be in accordance with Netball Victoria's policy. Once the maximum number of vouchers has been purchased individual players must purchase a Netball Victoria Registration.
- (f) Single game vouchers will be available for Tournaments, and will constitute a current Netball Victoria membership for the day issued.
- (g) Single game vouchers will be entered into the Netball Victoria online database.
- (h) Any Team playing a player that is not registered with Netball Victoria by Week three (3) of the competition will incur a loss of four (4) Premiership Points.



4.2 Codes of Conduct

- (a) All Members of the Association, including Junior and Open-Age Competitions, will adhere to Netball Victoria's Codes of Conduct.
- (b) All umpires, coaches, supporters and spectators, will adhere to Netball Victoria's Codes of Conduct.

5 WORKING WITH CHILDREN CHECK

- (a) The Working with Children Check is applicable to all persons working with juniors up to the age of 18. It is mandatory by law as of January 2007 for coaches and volunteers to obtain this check if they undertake the following roles:
 - (i) Coaches of teams of players under 18 years of age.
 - (ii) Volunteers who are likely to travel and stay overnight with teams of players under 18 years of age.
 - (iii) A person who is likely to have individual and unsupervised contact with players under 18 years of age.
- (b) Working with Children Check is available online
- (c) All junior coaches and officials require a Working with Children Check, their associated Clubs must maintain a register (including copy of card).
- (d) Junior coaches, those that are themselves under the age 18, do not require a Working with Children Check.

6 MRNA REGISTRATION

6.1 Junior Competition

- (a) The MRNA Junior Registration Fee will be determined by the MRNA Executive Committee at the conclusion of the season for implementation in the following season.
- (b) The MRNA Junior Registration Fee is not refundable.
- (c) Any player joining the Junior Competition after Round Seven (7) will pay 50% of the current MRNA Junior Registration Fee.
- (d) MRNA Junior Registration Fee must be paid prior to player playing their third (3rd) game, otherwise the player is unregistered.
- (e) Any team playing unregistered players will be penalised four (4) premiership points. A player is not considered to have played unless correctly registered.
- (f) Players can only play for the Club with which they have been registered. New players can be registered on the day of the match. Players must provide their registration details (name, address, email address, date of birth, Netball Victoria registration number and team name) at the Control Room before taking the court. Teams should indicate the player is a fill-in by writing fill-in in the space provided on the scorecard for their VNA number.
- (g) If a player wishes to play/fill in for another team of her/his club, she/he must register prior to first playing with that team on the day of the match by stating team name, players name and the grade/section in which she/he usually plays, on the back of the scorecard.



- (h) If a player wishes to play for another Club in the same competition during the season she/he must get a written clearance from the secretary of her/his old club and forward to the MRNA Secretary and await approval before playing with the new Club.

6.2 Open-Age Competition

- (a) The MRNA Team Registration Fee will be determined by the MRNA Executive at the conclusion of each season for implementation in the following season.
- (b) The MRNA Team Registration Fee is non-refundable
- (c) The MRNA Team Registration Fee must be paid on Week two (2) of the Season. If not paid, the Team is deemed not registered and will incur a loss of four (4) Premiership Points for every week they are not registered.
- (d) Players can only play for the Team with which they have been registered, except in accordance with ByLaw 6.2 (e) and (f).
- (e) Players of lower grades may fill-in for teams in higher grades on the same night for a maximum of two (2) games per season. For example: An A3 player may fill-in for an A2 team or an A1 team.
- (f) On the third game with one team the fill-in player from a lower grade will be considered registered to the higher grade team, and cannot return to the lower grade team. Breach of this ByLaw will incur a loss of four (4) Premiership Points.
- (g) Fill-ins can play for multiple teams on any night.
- (h) Fill-in players must provide their registration details to the MRNA Administration coordinator before taking the court. Failures to do so will deem the fill-in player unregistered, and the Team will incur a loss of four (4) Premiership Points.
- (a) A fill-in player may play up to two (2) games in any team. On the third game with one team the player is considered to be registered to that team and cannot fill-in for any other team except in accordance with ByLaw 6.2 (e) and (f). Breach of this ByLaw will incur a loss of four (4) Premiership Points.

7 AGE and ELIGIBILITY REQUIREMENTS

7.1 Junior Competition

- (b) All players must play in their eligible age group. Players are not permitted to play in a higher age group. Participant age is determined as at 31 December of the year of play.
 - (i) 18 & Under: participant age turning 16, 17 and 18 years in playing year.
 - (ii) 15 & Under: participant age turning 14 and 15 years in playing year.
 - (iii) 13 & Under: participant age turning 12 and 13 years in playing year.
 - (iv) 11 & Under: participant age turning 10 and 11 years in playing year.
 - (v) 9 & Under: participant age turning 7, 8 and 9 years in playing year.
 - (vi) Note that participants turning 7 years in the playing year will be required to play 9 & Under competition for three (3) years. This is not recommended by the MRNA, refer ByLaw (7.1 (c) (v).
 - (vii) Younger players will be considered for the 9 & Under competition at the Clubs discretion, however the MRNA encourage younger players to participate in a Net Set Go program.



- (c) Special age exemptions will be considered; these must be submitted in writing to the MRNA President for approval by the MRNA Executive.
- (d) The MRNA Junior Competition is a modified mixed competition for 9 & Under, 11 & Under and 13 & Under age groups. Participant age is determined at 31 December of the year of play. Boys must play in their eligible age group. Boys are not permitted to play in a higher age group:
 - (i) 13 & Under section: boys participant age turning 12 or 13 years in playing year.
 - (ii) 11 & Under: participant age turning 10 or 11 years in the playing year.
 - (iii) 9 & Under: participant age turning 7, 8, or 9 years in the playing year.
 - (iv) Note that participants turning 7 years in the playing year will be required to play 9 & Under competition for three (3) years. This is not recommended by the MRNA, refer ByLaw (7.1 (c) (v).
 - (v) Younger players will be considered for the 9 & Under competition at the Clubs discretion, however the MRNA encourage younger players to participate in a Net Set Go program
 - (vi) Teams may register up to three (3) boy in any team.
 - (vii) Teams may play up to two (2) boys on court at any one time.
 - (viii) If two (2) boys are on court at one time they must play in separate thirds of the court at the Centre Pass. For example, with 2 boys on court they may play GS and C, WA and C, WD and C, GK and GS. At no time may boys play as GS, GA and WA at the same time, nor GK, GD and WD at the same time. If a boy plays C the other boy may play in any position.

7.2 Junior Mixed Competition

- (a) The MRNA currently coordinates junior female netball competitions, with boys playing in junior modified competition in age groups 9 & Under, 11 & Under and 13 & Under.
- (b) Prior to each season the MRNA will offer a Mixed Competition for the 18 & Under age group in addition to current age groups.
- (c) This competition will proceed if there is sufficient interest from Clubs.
- (d) Minimum 4 teams required.
- (e) All players must meet the minimum participant age is determined as at 31 December of the year of play:
 - (i) 18 & Under: female participant age turning 16, 17 and 18 years.
 - (ii) 18 & Under: boy participant age turning 14, 15, 16, 17 and 18 years.

7.3 Open Age Competition

- (a) Participant age is determined as at the last round of the home and away games for the season.
- (b) In accordance with Netball Victoria policy participant age for the Open-Age Competition is 15 years.
- (c) Players must turn 15 years of age within the playing season (before the last round of the season). Players turning 15 within the final series are not permitted to play until the following season.



7.4 Open-Age Mixed Competition

- (a) The MRNA currently coordinates Open-Age Women's netball competition.
- (b) Prior to each season the MRNA will offer a Mixed Open-Age Competition in addition to Women's netball.
- (c) This competition will proceed if there is sufficient interest from Teams.
- (d) Minimum 6 teams required.
- (e) Participant age is determined as at the last round of the home and away games for the season.
- (f) In accordance with Netball Victoria policy participant age for the Open-Age Competition is 15 years.
- (g) Players must turn 15 years of age within the playing season (before the last round of the season). Players turning 15 within the final series are not permitted to play until the following season.

8 INJURY AND BLOOD PROCEDURES

- (a) This ByLaw applies to both Junior and Open-Age Competitions and will be in accordance with Netball Australia's Official Rules of Play.
- (b) An umpire is required to hold time when a player who is bleeding is noticed and no on Court player has called time.
- (c) To stop play the Umpire will blow the whistle and signal to all players to stop play. Note time will not be stopped during the home and away games.
- (d) Injury time (for blood, illness or injury) of 30 seconds maximum to be allowed, although umpires may extend this time to ensure safety of all concerned.
- (e) To stop play and time (applicable for Finals Series only) the umpire will blow the whistle and signal to timekeepers to stop time, and players to stop play. Time keepers to advise umpire when there is 10 seconds left.
- (f) The player concerned must leave the court within 30 seconds and receive treatment off court. Substitution rules apply.
- (g) The player concerned can return to the game at the next centre pass if no substitution has been made. Umpires will be notified prior to player taking the court.
- (h) In Addition:
 - (i) The wound must be adequately covered
 - (ii) Blood stained clothing will be removed or cleaned;
 - (iii) The ball and the court will be cleaned if necessary
 - (iv) To restart play the umpire will signal to the Timekeepers and blow the whistle for play to be resumed. Applicable for Finals Series only and not applicable for MRNA home and away games.
- (i) If the injured player can be attended to quickly on the side of the court (without leaving the court and without interrupting play) play will continue and no injury time taken.
- (j) If the injured player is unable to return to game, then substitution/team change rules become operable.



- (k) An umpire may stop the game in extenuating circumstances to ensure safe playing area is maintained, including removing of blood from court and/or ball, however the clock will not be STOPPED (with the exception of the finals series) while the player leaves the court. Substitution rules will apply, and play is resumed.
- (l) ALL TEAMS must provide their own First Aid Kit.
- (m) The MRNA will have ice or icepacks available for use by all Clubs and Teams.

9 RULES GOVERNING PLAY

- (a) Unless otherwise stated, the MRNA playing rules are those published by Netball Australia.

9.1 Junior Competition

9.1.1 Premiership Ladder

- (a) Premiership points during Round 1 & Round 2 Round Robin Grading rounds will allocated as follows:
 - (i) One (1) point for a win.
 - (ii) Zero (0) points for a loss.
 - (iii) One (1) point for a walkover.
 - (iv) One (1) point for a bye. If there is an uneven amount of byes the MRNA Executive will allocate an additional one (1) point to all teams without the extra bye to ensure even bye points.
 - (v) Half (0.5) point each if game is 'called off' owing to weather conditions
 - (vi) If game 'called off' owing to weather conditions, those teams having a "bye" in the draw will also receive half (0.5) point.
 - (vii) Half (0.5) points for a tied game.
 - (viii) MRNA Representative Teams will receive zero (0) points for all games regardless of score, walkover or bye.
- (b) Premiership points during the home and away season will be allocated as follows:
 - (i) Four (4) points for a win.
 - (ii) Zero (0) points for a loss.
 - (iii) Four (4) points for a walkover.
 - (ix) Four (4) points for a bye. If there is an uneven amount of byes the MRNA Executive will allocate an additional four (4) points to all teams without the extra bye to ensure even bye points.
 - (iv) Two (2) points each team if game 'called off' owing to weather conditions
 - (v) If game 'called off' owing to weather conditions, those teams having a "bye" in the draw will also receive two (2) points.
 - (vi) Two (2) points each for a tied game.
 - (vii) MRNA Representative Teams will receive zero (0) points for all games regardless of score, walkover or bye.
- (c) MRNA Representative Teams playing in the home and away season will not participate in the Final series. Premiership points will be allocated to teams playing Representative Teams as follows:
 - (i) Four (4) points for a win.
 - (ii) Zero (0) points for a loss.



- (iii) Four (4) points for a walkover.
- (x) Four (4) points for a bye. If there is an uneven amount of byes the MRNA Executive will allocate an additional four (4) points to teams without the extra bye to ensure even bye points.
- (iv) Two (2) points if game 'called off' owing to weather conditions.
- (v) If game 'called off' owing to weather conditions, those teams having a "bye" in the draw will also receive two (2) points.
- (vi) Two (2) points for a tied game.
- (vii) The MRNA Representative Team will receive zero (0) points for all games regardless of score, walkover or bye.

9.1.2 Walkover

- (a) A Walkover is awarded when one team forfeits a game.
- (b) The Team Captain/Team Manager/Team Coach will notify the MRNA President of the walkover as soon as practicable.
- (c) The MRNA President will notify the Opposing Team Club President, Score Secretary and Umpire Coordinator as soon as practicable.
- (d) Umpires will be paid for the Walkover.
- (e) In the case of a Walkover, a ten (10) goal advantage will be given to the opposing team.

9.1.3 Grading

- (a) The MRNA Executive will take the role of a Grading Sub-Committee to evaluate, grade and re-grade all teams.
- (b) The MRNA Executive may appoint additional members to the Grading Sub-Committee by written request of Club Presidents, and to ensure no bias (no Club will have more than one member on the Grading Sub-Committee).
- (c) Club Presidents will submit team numbers for each grade within the time frame nominated by the MRNA Executive (minimum 4 weeks prior to season start date).
- (d) The Grading Sub-Committee will assume Clubs have graded their teams appropriately and will consider written requests for teams to be entered in a particular grade if request is provided prior to team submission date nominated by the Executive.
- (e) The Grading Sub-Committee reserves the right to reject any team applying for entry to the competition.
- (f) All written requests from Clubs or Teams will be considered by the Grading Sub-Committee.
- (g) The Grading Sub-Committee will be the ultimate adjudicator of all grading decisions.
- (h) All sections are graded by ability and teams can only be re-graded within the age group nominated on the entry form with the exception of MRNA Representative Teams.
- (i) If a team is re-graded, premiership points will be transferred to the new grade. All goals for and against (therefore percentage) will be reset to zero following the completion of Round 1 & Round 2 Grading Rounds.
- (j) The Grading Sub-committee may re-grade teams after Round 1 and/or Round 2 only.



- (k) No further grading will occur after Round 2 unless deemed necessary by the Grading Sub-Committee.
- (l) Round Robin Games will comprise:
 - (i) Three (3) games within the allocated time slot.
 - (ii) Two (2) x 7 minute halves, with one (1) minute break at half time and five (5) minute break between games.
- (m) Club Presidents will be advised within 48 hours of completion games of team re-grading.
- (n) Allocation of Premiership Points during grading rounds will in accordance with ByLaw 9.1.1.
- (o) The MRNA Representative Teams will compete within the MRNA Junior Competition as follows:
 - (i) 11 & Under Open – 13 & Under A Competition
 - (ii) 11 & Under Reserve – 13 & Under B Competition
 - (iii) 13 & Under Open – 15 & Under A Competition
 - (iv) 13 & Under Reserve– 15 & Under B Competition
 - (v) Refer ByLaw 9.1.1 allocation of Premiership Points. Note if the above competitions are not available the Grading Sub-committee will determine the appropriate level of competition for the MRNA Representative Teams.

9.1.4 Games

- (a) All games to commence exactly at time shown on fixture. If a team is late (not ready to take the court at the umpire's whistle) they are given a two (2) goal handicap and may play the match in the remaining time. If after five (5) minutes the team has still not taken the court, they forfeit the game and ByLaw 9.1.2 becomes effective. A team must have five (5) players on court to commence a match.
- (b) Warning for start of games and resumption of play after half time.
 - (i) Double Hoot from hooter Teams to take court.
 - (ii) 2nd sound of hooter To start game.
- (c) Games will be four (4) x 10 minute quarters, with a one (1) minute break at quarter and three quarter time and three (3) minutes at half time. Teams will change ends after each quarter.
- (d) A match may be stopped by umpires in extenuating circumstances including injury and blood to ensure safe playing area however the clock will not be STOPPED (with the exception of the finals series [refer By Law 9.1.9]) while the player leaves the court. Substitution rules will apply, and play is resumed.
- (e) Players are not permitted to play in a higher age group in accordance with ByLaw 7.
- (f) Players from the 13 & Under, 15 & Under and 18 & Under Teams may fill-in for a higher grade (for example an 13 & Under B grade player may fill-in for a 13 & Under A grade team). After three (3) games that player may not return to the lower grade. Note a game in this ByLaw refers to any time on court.
- (g) Round 1 & Round 2 Round Robin Grading games do NOT count towards game played in reference to ByLaw 9.1.4 (g).



- (h) Players from lower age groups may fill-in for teams in a higher age group for two (2) games only. Breach of this ByLaw will incur a loss of four (4) Premiership Points for team utilizing the fill-in player.
- (i) Round 1 & Round 2 Grading Rounds do NOT count towards game played in reference to ByLaw 9.1.4 (i).
- (j) If a Club has entered more than one (1) team in an age group or grade, they may exchange players up until, and including, Round 4 (where Round 1 & Round 2 Round Robin Grading Rounds). Exchanging players is not permitted from Round 5.
- (k) Any team with four (4) or more player within the same age group from a premiership team must go up to a higher grade and be registered as the same. This ByLaw applies to all graded teams (for example if a team has four (4) players from the 13 & Under B Reserve section Premiers that team must play in the 13 & Under B section the following year).
- (l) An 'A' Grade Team must be filled before a 'B' Grade Team is considered by the Grading Sub-Committee.
- (m) If a Club feels their only team in an age group is not an 'A' Grade standard, the Club President will apply in writing for an exemption. The Grading Sub-Committee will make a decision based on previous season's results and reasons provided by Club President.
- (n) It is not necessary for a Club to enter a "B" Grade Team before entering a "B Reserve" Grade Team (ie. Clubs may enter and A Grade Team and a B Reserve Grade Team without entering a B Grade Team). Teams will be re-graded as deemed appropriate by the Grading Sub-Committee.
- (o) Rotation of players in 9 & Under and 11 & Under The MRNA adheres to the Netball Australia Net Set Go Rules for rotation of players.
 - (i) All players in the 9 & Under and 11 & Under section must be given equal court time in each position throughout the season.
 - (ii) Players can play a maximum of ½ a game in one position in any given game
 - (iii) The MRNA Score Secretary will maintain a record for all positions played by 9 & Under and 11 & Under players and advise Club Presidents of discrepancies. Club Presidents are responsible for ensuring their 9 & Under and 11 & Under coaches are aware of the rotation rules, and advising coaches of discrepancies.

9.1.5 Additional Rules for Mixed Competition

- (a) Unless otherwise stated, Mixed Competition playing rules are those published by Netball Australia.
- (b) There must be at least one (1) male player on the court at all times
- (c) No more than two (2) male players will be on the court during play.
- (d) If two (2) boys are on court at one time they must play in separate thirds of the court at the Centre Pass.
- (e) It is not necessary for a male player to oppose a male player.
- (f) All other playing rules incorporated in these ByLaws apply to Mixed Competitions.



9.1.6 Coaching

- (a) Coaching is allowed for all Junior matches in accordance with:
 - (i) 9 & Under: full direction of play. Coaches may walk up and down the side line of courts instructing payers in the rules and play of netball ensuring Not to obstruct the umpires. No other coaching is recommended as this confuses young players.
 - (ii) 11& Under, 13 & Under, 15 & Under and 18 & Under. Coaches must position themselves on a sideline, and cannot walk the court or sideline coach. No other coaching is allowed during game play. It is not appropriate to position multiple coaches at both ends of the court. Direction of play is allowed.
- (b) All coaches will abide by the Codes of Conduct as published by Netball Victoria.
- (c) The MRNA requires all coaches of Junior teams complete the Foundation Level Coaching Course, must be registered with Netball Victoria and hold a current Working with Children check.

9.1.7 Substitutions

- (a) In any one game each team may make an unlimited number of substitutions at the breaks with an exception in the case of an injury. No more than 12 players from each team can take part in the game. A player who has previously been substituted may return to the game at a later stage.

9.1.8 Uniforms

- (a) All teams must register their colours with the MRNA Secretary to prevent any clubs having similar colours.
- (b) Registered uniforms must be approved by the MRNA and suitable matching or dark underwear and appropriate sports footwear should be worn.
- (c) A playing uniform will consist of shirt, skirt or bodysuit/dress (with appropriate underwear) for girls, and shorts and shirts for boys. Shorts must be plain in similar colours to skirts or Club colours, and cannot have pockets or zips.
- (d) Position patches will be worn by all players. Position patches will be in accordance with Netball Australia guidelines on letter size.
- (e) Should circumstances occur where a team is without position patches and the MRNA's are not in use, on the umpire's approval the team may borrow the MRNA's for the game.
- (f) Tracksuit pants, leggings, long sleeve shirts and jumpers, worn underneath playing uniform (provided they are in the same colours as playing uniform and must have no pockets, zippers, buckles or hoods) will be permitted for medical reasons, cultural or religious beliefs or in wet/cold weather conditions for all age groups. If umpires deem additional clothing poses a safety risk, they may ask the player to remove the additional clothing.
- (g) Wet/cold weather conditions will be determined by Executive Committee and announced at start of play. Refer ByLaw 9.1.12
- (h) Matching and modest underwear to be worn on all occasions. Bikini briefs, bike shorts and boxer shorts are not permitted to be worn.



- (i) Finger nails will be short and smooth. Umpires will check and request fingernails to be cut prior to taking the court. Players must return to the umpire to determine if fingernails are of appropriate length prior to taking the court.
- (j) Finger nails may be covered with soft tape: one (1) piece of tape to go over the nail, the other around the nail. Band-Aids or sticky tape are not accepted. Umpires will check the taping of fingernails and request taping to be redone if not appropriate.
- (k) Long hair to be tied back. Umpires may ask players to tie back long hair prior to players taking the court.
- (l) No beaded braids are permitted on court.
- (m) No hair side combs or slides. Umpires will ask players to remove hair combs or slides prior to players taking the court.
- (n) Elastic headbands are acceptable during play. No plastic headbands. Umpires will ask players to remove plastic headbands prior to players taking the court.
- (o) No jewelry to be worn, including woven bracelets and anklets. Umpires will ask players to remove all jewelry (including woven bracelets and ankle bracelets) prior to players taking the court.
- (p) If a medical bracelet is worn, it must be taped appropriately with soft tape (Band-Aids or sticky tape are not accepted)
- (q) Body piercings (ears, nose, eyebrow, belly) which cannot be removed must be taped. Umpires will ask players to tape or remove piercings prior to players taking the court
- (r) Netball approved sun visors may be worn.
- (s) Netball approved gloves may be worn.

9.1.9 Finals

- (a) A player must have played at least three (3) whole games (that is 12 quarters) with a team in that competition to compete in the finals with said team.
- (b) Round 1 & Round 2 Round Robin game DO NOT count as quarters played with regard to qualifying for finals.
- (c) The MRNA Score Secretary will maintain a register of all quarters played during the home and away season and provide to Club Presidents when requested or three (3) weeks before the final round.
- (a) A quarter is only recorded if the position on the scorecards has been completed. Ticks and crosses will not be accepted as indicating a position on the court. If positions are not filled in players will not be recorded as played for the purpose of qualifying for finals.
- (d) A game will consist of four (4) x 10 minute quarters with a two (2) minute break at quarter and three quarter time and a three (3) minute break at half time. Teams will change ends each quarter
- (e) Injury time (for blood, illness of injury) of 30 seconds maximum to be allowed, although umpires may extend this time to ensure safety of all concerned.
- (f) To stop play and time (applicable for Finals Series only) the umpire will blow the whistle and signal to timekeepers to stop time, and players to stop play. Time keepers to advise umpire when there is 10 seconds left.
- (g) The player concerned must leave the court within 30 seconds and receive treatment off court. Substitution rules apply.



- (h) The player concerned can return to the game at the next centre pass if no substitution made. Umpires will be notified prior to player taking the court.
- (i) All games to be timed separately to allow for injury and blood stoppages.
- (j) Each team participating in finals will provide one (1) time keeper and scorer each.
- (k) The MRNA Umpire Coordinator will arrange for appropriately badged and/or experienced and independent umpires for ALL finals.
- (l) At the conclusion of home and home games, the top four (4) teams will play off for the premiership:
- (m) The Semi-Finals:
 - (i) Semi Final 1: Ladder Position 1 v Ladder Position 2
 - (ii) Semi Final 2: Ladder Position 3 v Ladder Position 4
- (n) The Preliminary Final
 - (i) Winner Semi Final 2 v Loser Semi Final 1
- (o) The Grand Final
 - (i) Winner Semi Final 1 v Winner Preliminary Final
- (p) In the event that there is a drawn finals match the following procedure for Extra Time will apply:
 - (i) There will be a two (2) minute interval at the end of full time. Substitutions are permitted
 - (ii) Extra time will be two halves of five (5) minutes each with a one (1) minute break between each half. Substitutions are permitted. Centre pass is taken by the team entitled to the next Centre pass.
 - (iii) In the event of a drawn game at the end of Extra Time, there will be a two (2) minute interval. Substitutions are permitted. Centre pass is taken by the team entitled to the next Centre pass.
 - (iv) Teams will continue to play until one team has a two (2) goal advantage.
- (q) The Premiers and the Runners-up will be presented with Premiership or Runner-up awards, at the end of the Finals series (maximum 12 awards). The Premiership team will be presented with a Perpetual shield.

9.1.10 Umpires

- (a) The MRNA Umpire Coordinator is responsible for the rostering of appropriate umpires for all home and away games, and finals series.
- (b) The MRNA Umpire Development Coordinator is responsible for the development of junior umpires, and providing feedback to senior umpires on improving skills.
- (c) At the start of each season the MRNA Umpire Coordinator will request from each Club a list of all their current umpires.
- (d) At the start of each season Club are responsible for providing details of junior umpires wishing to participate in the development program.
- (e) Junior umpires must complete the Netball Australia Level One Umpires Courts and Section 1 Umpire Exam prior to being accepted into the MRNA Junior Umpire Development Program.
- (f) Once the game has commenced the umpire may only be replaced in the event of injury or illness.
- (g) ALL Umpires must wear white. Black leggings are acceptable under white shirt/shorts.



- (h) All Badged Umpires must attend at least one professional umpire education unit (Theory examination [Section 1 or 2], Rules in Action or Umpire Course [Level 1 or Level 2] within six years of obtaining a badge.
- (i) Umpires have the power to order off the court any player whose clothing or behaviour does not comply with MRNA ByLaw.
- (j) If the behaviour of the supporters of any team is such that in the umpire's opinion, it is upsetting the opposing team or her/his management of the game, she/he has the power to tell the supporters to desist. If they continue in such behaviour, she/he can stop the game and award the match to the other by default, or take other action that she/he deems necessary.
- (k) The Umpire Development Coordinator (or delegate) will be available to support developing, junior and senior umpires in application of ByLaw 9.1.10 (i) and (j).
- (l) All umpires will be paid for each game umpired. The amount per game and date for payments will be determined prior to beginning of each season.
- (m) For developing umpires, pay increases will be by approval of the Umpire Development Coordinator, Umpire Coordinator and the Executive Committee. All enquiries regarding pay-rates will be directed in writing to the Umpire Coordinator.

9.1.11 Scorers and Scorecards

- (a) All team coaches to provide their own scorer for all matches. Scorers must sit together and be over 13 years of age.
- (b) Scores will be checked at each completed quarter by Scorers. Scores will be checked and initialed by Umpires at half time, checked and signed by Umpires, Scorers and Captain at completion of game.
- (c) There will be one scorecard. It is the responsibility of a team playing first on a Court to retrieve the scorecard for that court from the Control Room. The score at the end of the game is the score that stands, unless a scorecard is in dispute, the Captains of both teams will sign the scorecard and umpires will then make note referring to the disputed score and umpires will sign.
- (d) It is the responsibility of the umpires of the final game to return the scorecard to the Control room.
- (e) Teams are responsible for ensuring all positions are filled in on the scorecard. Positions played must be used, a tick or cross is not acceptable. If positions are not filled in players will not be recorded as played for the purpose of qualifying for finals.
- (f) Scorer must keep a record of all centre passes.
- (g) Scorer must keep a record of all substitutions.
- (h) Scorecard must show all players who have participated in game, including substitutions. New players can be registered on the day of the match. Players must provide their registration details (name, address, email address, date of birth, Netball Victoria registration number and team name) at the Control Room before taking the court. Teams should indicate the player is a fill-in by writing fill-in in the space provided on the scorecard for their VNA number. If a player is filling-in from another team, their registered team must also be provided.
- (i) Players can only play for the Club with which they have been registered.
- (j) Christian as well as surname to be written on scorecard.



- (k) Failure to abide by ByLaw 9.1.11 (i) and (j) will incur loss of two (2) Premiership Points to the offending team and quarters not recorded for purposes of qualifying for finals.
- (l) Both Scorers, both Captains and both Umpires must sign scorecard at the conclusion of the game.

9.1.12 Weather Cancellations

- (a) In the event of a DECLARED CODE RED DAY – all matches will be cancelled. Games will be considered Abandoned, and ByLaw 9.1.13 will apply.
- (b) Heat – player safety is always first priority.
- (c) In the event that the weather forecast is thirty-three (33) degrees or above on a day of scheduled play actual temperatures will be determined.
- (d) All games will continue as scheduled until actual temperature reaches 33 degrees then games will be played as shortened games: 5 minute quarters with a 5 minute break between each quarter.
- (e) When actual temperature reaches greater than 36 degrees, all games will be considered Abandoned and ByLaw 9.1.13 applies.
- (a) The decision of Wet/Hot Weather games will be decided by at least two (2) members of the MRNA Executive committee at the time of play.
- (b) Before play commences of the first game of the day, the MRNA Executive may decide to cancel ALL games. If so, both teams of all games will be awarded two (2) points and five (5) goals.
- (c) The MRNA Executive may decide to abandon games on a game-by-game basis.
- (d) The MRNA Executive will advise Club Presidents that a game or games have been cancelled. It is the responsibility of Club Presidents to advise teams.
- (e) ALL correspondence regarding cancelling of games will be through the MRNA Executive to Club Presidents only and via the MRNA Facebook page
- (f) If one coach does not want his/her team to play that team forfeits the game and rules for walkover apply (see ByLaw 9.1.2)
- (g) If both coaches, by mutual agreement, decide to abandon their game, then the following will apply:
 - (i) Prior to the completion of the first half, both teams will be awarded two (2) points and five (5) goals.
 - (ii) After the commencement of the second half the score stands as at the time of the stoppage.
- (h) When matches are cancelled by the MRNA Executive due to weather conditions or some other cause after the start of the game:
 - (i) Prior to the completion of the first half, both teams will be awarded two (2) points and five (5) goals.
 - (ii) After the commencement of the second half the score stands as at the time of the stoppage.
- (i) In the event of a game being abandoned:
 - (i) Teams must have filled out scorecard correctly
 - (ii) Both captains, scorers and umpires must sign scorecard



9.1.13 Abandoned Games

- (a) In the event of unsuitable circumstance during the home and away season, the inability to remove an injured or ill player/s from the court, and the game if unable to be transferred to another court, or any other reason that the game cannot be resumed after ten (10) minutes have lapsed from the time of the stoppage, as decided by the two members of the MRNA Executive, the game will be deemed abandoned.
- (b) In the event that a game is abandoned, then the following results will apply:
 - (i) Prior to the completion of the first half, both teams will be awarded two (2) points and five (5) goals.
 - (ii) After the commencement of the second half the score stands as at the time of the stoppage.
- (c) In the event of a game being abandoned:
 - (i) Teams must have filled out scorecard correctly
 - (ii) Both captains, scorers and umpires must sign scorecard

9.1.14 Best & Fairest Votes

- (a) MRNA Best & Fairest Votes will be awarded in each game as 3, 2, 1 votes jointly be both umpires after consultation. Umpires will print Name and Club clearly on vote cards and return to the Control Room for collation.
- (b) The MRNA President is responsible for entering and collating Best & Fairest Votes.
- (c) The MRNA will award Best & Fairest Trophies, together with Perpetual Trophies, at the conclusion of the Grand Final presentations.

9.2 Open-Age Competition

9.2.1 Premiership Ladder

- (a) Premiership points during the home and away season will be allocated as follows:
 - (i) Four (4) points for a win.
 - (ii) Zero (0) points for a loss
 - (iii) Four (4) points for a walkover.
 - (xi) Four (4) points for a bye. If there is an uneven amount of byes the MRNA Executive will allocate an additional four (4) points to all teams without the extra bye to ensure even bye points.
 - (iv) Two (2) points each team if game 'called off' owing to weather conditions.
 - (v) If game 'called off' owing to weather conditions, those teams having a "bye" in the draw will also receive two (2) points.
 - (vi) Two (2) points each for a tied game.

9.2.2 Walkover

- (a) A Walkover is awarded when one team forfeits a game.
- (b) If a team forfeits a match they are responsible for both teams' match fees to be paid in full prior to the next fixture match.
- (c) The Team Manager will notify the MRNA Midweek Coordinator of the walkover as soon as practicable.



- (d) The MRNA Midweek Coordinator will notify the Opposing Team Manager as soon as practicable.
- (e) Umpires will be paid for the Walkover.
- (f) In the case of a Walkover, a ten (10) goal advantage will be given to the opposing team.

9.2.3 Grading

- (a) The MRNA President, MRNA Midweek Coordinator and MRNA Midweek Administration Coordinator will take the role of a Grading Sub-Committee to evaluate, grade and re-grade all teams as required.
- (b) Additional members may be appointed to the Grading Sub-Committee as deemed necessary by the MRNA President.
- (c) Team Managers will submit their Team to the MRNA Midweek Coordinator as requested (minimum 4 weeks prior to season start date).
- (d) The Grading Sub-Committee reserves the right to reject any team applying for entry to a specific grade.
- (e) All written requests from Teams will be considered by the Grading Sub-Committee.
- (f) The Grading Sub-Committee will be the ultimate adjudicator of all grading decisions.
- (g) All sections are graded by ability and will be re-graded if deemed necessary by the Grading Sub-Committee.
- (h) Re-grading of Teams will occur within the first two (2) rounds of the competition. No re-grading will occur after Round three (3).
- (i) If a team is re-graded, premiership points and goals for and against (therefore percentage will be transferred to the new grade).
- (j) Team Managers will be advised within 48 hours of completion games of team re-grading.
- (k) Where a new team enters the competition, they will be placed in the section as determined by the Grading Sub-committee and in consultation with the Team Manager.
- (l) Premiership winners will be re-graded to the next highest grade available. If already in the highest grade available team will stay in that grade.
- (m) Teams finishing at the bottom of Premiership ladders will be considered for re-grading to a lower grade if available.

9.2.4 Games

- (a) All games to commence exactly at time shown on fixture. If a team is late (not ready to take the court at the umpire's whistle) they are given a two (2) goal handicap and may play the match in the remaining time. If after five (5) minutes the team has still not taken the court, they forfeit the game and ByLaw 9.2.2 becomes effective. A team must have five (5) players on court to commence a match.
- (b) Umpires will blow their whistle indicating 30 seconds prior to start of game for teams to take the court.
- (c) Game times will be managed through the electronic scoreboard. In the event that the scoreboards do not work, back-up timers will be used.



- (d) Games will be four (4) x 10 minute quarters, straight changeover between first and second quarter, and between third and fourth quarter. Three (3) minute break at half time. Teams will change ends after each quarter.
- (e) A match may be stopped by umpires in extenuating circumstances including injury and blood to ensure safe playing area however the clock will not be STOPPED (with the exception of the finals series [refer ByLaw 9.2.9] while the player leaves the court. Substitution rules will apply, and play is resumed.

9.2.5 Additional Rules for Mixed Competition

- (a) Unless otherwise stated, Mixed Competition playing rules are those published by Netball Australia.
- (b) There must be at least one (1) male player on the court at all times
- (c) No more than two (2) male players will be on the court during play.
- (d) If two (2) males are on court at one time they must play in separate thirds of the court at the Centre Pass.
- (e) It is not necessary for a male player to oppose a male player.
- (f) All other playing rules incorporated in these ByLaws apply to Mixed Competitions.

9.2.6 Substitutions

- (a) In any one game each team may make an unlimited number of substitutions at the breaks with an exception in the case of an injury. No more than 12 players from each team can take part in the game. A player who has previously been substituted may return to the game at a later stage.

9.2.7 Pregnancy

- (a) Pregnant players and/or Coaches should refer to Netball Australia's Pregnancy in Netball Policy 2013 (and as updated from time to time) for guidance on participation in sport whilst pregnant.

9.2.8 Uniforms

- (a) All teams must register their colours with the MRNA Secretary to prevent any clubs having similar colours.
- (b) A playing uniform will consist of shirt, skirt or bodysuit/dress (with appropriate underwear) for girls, and shorts and shirts for males. Shorts must be plain in similar colours to skirts and cannot have pockets or zips.
- (c) Registered uniforms must be approved by the MRNA and suitable matching or dark underwear and appropriate sports footwear should be worn.
- (d) No leggings, long sleeves, basketball shorts will be worn under uniforms. Umpires can order players off the court who are not in approved uniform.
- (e) Teams and players will have three (3) weeks from the start of every season to obtain the correct uniform (this includes skirts, and no leggings/shorts). Teams and players must play in the approved uniform by Round 3 of the competition. From Round 4, if a player is not wearing approved uniform teams umpires may order the player off court. If the player continues to play the team incur a loss of 4 Premiership Points (every week until teams and players are wearing approved uniform).



- (f) Position patches will be worn by all players. Position patches will be in accordance with Netball Australia guidelines on letter size.
- (g) Should circumstances occur where a team is without position patches and the MRNA's are not in use, on the umpire's approval the team may borrow the MRNA's for the game.
- (h) Tracksuit pants, leggings, long sleeve shirts and jumpers may NOT be worn underneath playing uniform. Exemption from this Bylaw for medical reasons, cultural or religious beliefs may be obtained by written request.
- (i) Matching and modest underwear to be worn on all occasions. Bikini briefs, bike shorts and boxer shorts are not permitted to be worn. Players may be asked to change underwear if necessary.
- (j) Finger nails will be short and smooth. Umpires will check and request fingernails to be cut prior to taking the court. Players must return to the umpire to determine if fingernails are of appropriate length prior to taking the court.
- (k) Finger nails may be covered with soft tape: one (1) piece of tape to go over the nail, the other around the nail. Band-Aids or sticky tape are not accepted. Umpires will check the taping of fingernails and request taping to be redone if not appropriate.
- (l) Long hair to be tied back. Umpires may ask players to tie back long hair prior to players taking the court.
- (m) No beaded braids are permitted on court.
- (n) No hair side combs or slides. Umpires will ask players to remove hair combs or slides prior to players taking the court.
- (o) Elastic headbands are acceptable during play. No plastic headbands. Umpires will ask players to remove plastic headbands prior to players taking the court.
- (p) No jewelry to be worn, including woven bracelets and anklets. Umpires will ask players to remove all jewelry (including woven bracelets and ankle bracelets) prior to players taking the court.
- (q) If a medical bracelet is worn, it must be taped appropriately with soft tape (Band-Aids or sticky tape are not accepted). Umpires will check the taping of medical bracelets and request taping to be redone if not appropriate
- (t) Wedding rings may be worn, however must be taped using appropriate quality tape (Band-Aids or sticky tape are not accepted). Umpires will check the taping of wedding rings and request taping to be redone if not appropriate. No other rings to be worn.
- (r) Body piercings (ears, nose, eyebrow, belly) which cannot be removed must be taped. Umpires will ask players to tape or remove piercings prior to players taking the court
- (s) Netball approved gloves may be worn.



9.2.9 Finals

- (a) A player must have played three (3) games, with a minimum of twelve (12) quarters, in a team before they are qualified to play in finals.
- (b) The MRNA Midweek Administration Coordinator will maintain a register of all quarters played during the home and away season and provide to Team Managers when requested or three (3) weeks before the final round.
- (m) A quarter is only recorded if the position on the scorecards have been completed. Ticks and crosses will not be accepted as indicating a position on the court. If positions are not filled in players will not be recorded as played for the purpose of qualifying for finals.
- (c) A game will consist of four (4) x 10 minute quarters with a two (2) minute break at quarter and three quarter time and a three (3) minute break at half time. Teams will change ends each quarter
- (d) To stop play and time (applicable for Finals Series only) the umpire will blow the whistle and signal to timekeepers to stop time, and players to stop play. Time keepers to advise umpire when there is 10 seconds left.
- (e) Injury time (for blood, illness of injury) of 30 seconds maximum to be allowed, although umpires may extend this time to ensure safety of all concerned.
- (f) The player concerned must leave the court within 30 seconds and receive treatment off court. Substitution rules apply.
- (g) The player concerned can return to the game at the next centre pass if no substitution made. Umpires will be notified prior to player taking the court.
- (h) All games to be timed separately to allow for injury and blood stoppages.
- (i) The MRNA Midweek Administration Coordinator will ensure independent timekeepers and scorers are available for all finals.
- (j) The MRNA Midweek Administration Coordinator will arrange for appropriately badged and/or experienced and independent umpires for ALL finals.
- (k) At the conclusion of home and home games, the top four (4) teams will play off for the premiership.
- (l) Ladder positions will be determined by total points and percentages obtained in the home and away season (including Byes and forfeits). If teams have equal points at the end of the home and away season, then percentage will determine team's ladder position and where they are placed for finals.
- (m) The Semi-Finals:
 - (i) Semi Final 1: Ladder Position 1 v Ladder Position 2
 - (ii) Semi Final 2: Ladder Position 3 v Ladder Position 4
- (n) The Preliminary Final
 - (i) Winner Semi Final 2 v Loser Semi Final 1
- (o) The Grand Final
 - (i) Winner Semi Final 1 v Winner Preliminary Final



- (p) In the event that there is a drawn finals match the following procedure for Extra Time will apply:
 - (i) There will be a two (2) minute interval at the end of full time. Substitutions are permitted
 - (ii) Extra time will be two halves of five (5) minutes each with a one (1) minute break between each half. Substitutions are permitted. Centre pass is taken by the team entitled to the next Centre pass.
 - (iii) In the event of a drawn game at the end of Extra Time, there will be a two (2) minute interval. Substitutions are permitted. Centre pass is taken by the team entitled to the next Centre pass.
 - (iv) Teams will continue to play until one team has a two (2) goal advantage.
- (q) The Premiers and the Runners-up will be presented with Premiership or Runner up awards, at the end of the Finals series (maximum 12 awards).

9.2.10 Umpires

- (a) The MRNA Midweek Administration Coordinator is responsible for rostering of appropriate umpires for all home and away games, and finals series.
- (b) Once the game has commenced the umpire may only be replaced in the event of injury or illness.
- (c) ALL Umpires must wear white. Black leggings are acceptable under white shirt/shorts.
- (d) ALL umpires must sit their online Theory exam before they are eligible to Umpire.
- (e) All Badged Umpires must attend at least one professional umpire education unit (Theory examination [Section 1 or 2], Rules in Action or Umpire Course [Level 1 or Level 2] within six years of obtaining a badge.
- (f) Umpires have the power to order off the court any player whose clothing or behaviour does not comply with MRNA ByLaws.
- (g) If the behaviour of the supporters of any team is such that in the umpire's opinion, it is upsetting the opposing team or her/his management of the game, she/he has the power to tell the supporters to desist. If they continue in such behaviour, she/he can stop the game and award the match to the other by default, or take other action that she/he deems necessary.
- (h) All umpires will be paid for each game umpired. The amount per game and date for payments will be determined prior to beginning of each season.
- (i) The MRNA will provide independent scorers and timekeepers for ALL finals games.

9.2.11 Scorers and Scorecards

- (a) All team coaches to provide their own scorer for all matches. Scorers must sit together and be over 15 years of age.
- (b) If no scorer is provided, a member of the paying team must sit off and be responsible for scoring/time keeping.
- (c) Scores will be checked at each completed quarter by Scorers. Scores will be checked and initialed by Umpires at half time, checked and signed by Umpires, Scorers and Captain at completion of game.



- (d) There will be one scorecard. It is the responsibility of the team who fills in the scorecard last, to take it to the game. The score at the end of the game is the score that stands, unless a scorecard is in dispute, the Captains of both teams will sign the scorecard and umpires will then make note referring to the disputed score and umpires will sign.
- (e) It is the responsibility of the umpires to hand the completed scorecard to the MRNA Midweek Administration Coordinator.
- (f) Teams are responsible for ensuring all positions are filled in on the Scorecard. Positions played must be used, a tick or cross is not acceptable. If positions are not filled in players will not be recorded as played for the purpose of qualifying for finals.
- (g) Scorer must keep a record of all centre passes.
- (h) Scorer must keep a record of all substitutions.
- (i) Scorecard must show all players who have participated in game, including substitutions. New players must register with the MRNA Midweek Administration Coordinator prior to taking the court. Teams should indicate the player is a fill-in by writing fill-in in the space provided on the scorecard for their VNA number. If a player is filling-in from another team, their registered team must also be provided.
- (j) Christian as well as surname to be written on scorecard.
- (k) Failure to abide by ByLaw 9.2.11 (i) and will incur loss of two (2) Premiership Points to the offending team and quarters not recorded for purposes of qualifying for finals.
- (l) Both Scorers, both Captains and both Umpires must sign scorecard at the conclusion of the game.
- (m) The MRNA will provide independent scorers and timekeepers for ALL finals games.

9.2.12 Weather Cancellations

- (a) In the event of a DECLARED CODE RED DAY – all matches will be cancelled. Games will be considered abandoned Games in accordance with 9.2.12.
- (b) In the event that the weather forecast is thirty-three (33) degrees or above on a day of scheduled play the MRNA President, MRNA Midweek Coordinator and MRNA Midweek Administration Coordinator will monitor the temperature and at 315pm make a decision on whether play for that night shall commence, the decision will be available from 330pm on that day.
- (c) The decision of Hot Weather games will be decided by at least two (2) of the following position holders: MRNA President, MRNA Midweek Coordinator and MRNA Midweek Administrator Coordinator ByLaw 9.2.13 will apply.
- (d) The MRNA Midweek Coordinator will advise Team Managers that games have been cancelled. It is the responsibility of Team Managers to advise teams.
- (e) ALL correspondence regarding cancelling of games will be through the MRNA Midweek Coordinator to Team Managers only and via the MRNA Facebook page



- (f) When matches are cancelled due to weather conditions or some other cause after the start of the game:
 - (i) Prior to the completion of the first half, both teams will be awarded two (2) points and five (5) goals.
 - (ii) After the commencement of the second half the score stands as at the time of the stoppage.
- (g) In the event of a game being abandoned:
 - (i) Teams must have filled out scorecard correctly
 - (ii) Both captains, scorers and umpires must sign scorecard

9.2.13 Abandoned Games

- (a) In the event of unsuitable circumstance during the home and away season, the inability to remove and injured or ill player/s from the court, and the game is unable to be transferred to another court, or any other reason that the game cannot be resumed after ten (10) minutes have lapsed from the time of the stoppage, as decided by two of the following roles: MRNA President, MRNA Midweek Coordinator and MRNA Midweek Administration Coordinator, the game will be deemed abandoned.
- (b) In the event that a game is abandoned, then the following results will apply:
 - (i) Prior to the completion of the first half, both teams will be awarded two (2) points and five (5) goals.
 - (ii) After the commencement of the second half the score stands as at the time of the stoppage.
- (c) In the event of a game being abandoned:
 - (iii) Teams must have filled out scorecard correctly
 - (iv) Both captains, scorers and umpires must sign scorecard

10 REPRESENTATIVE PROGRAM

10.1 MRNA Representative Program

- (a) The MRNA will offer Representative Program for the following age groups:
 - (i) 11 & Under
 - (ii) 13 & Under
 - (iii) 15 & Under
 - (iv) 17 & Under
- (b) The MRNA Representative Program will offer both a Representative Program and Boost Development program (herein called MRNA Representative Program), if player numbers allow.

10.2 MRNA Representative Committee

- (a) The MRNA will appoint an MRNA Representative Administration Manager and MRNA Representative Coordinator to coordinate the MRNA Representative Program. At times, these positions may be held by one (1) person.
- (b) The MRNA Representative Committee will comprise the MRNA Representative Administration Manager, MRNA Representative Coordinator, MRNA President and other individuals as required for experience and knowledge.



- (c) These positions will be responsible for all aspects of the MRNA Representative Program. However, they may call on the experience and knowledge of others as deemed necessary.
- (d) The MRNA Representative Committee are responsible for appointing appropriately qualified and experienced coaches for the all Representative Teams and Boost program.
- (e) MRNA Representative coaches will hold, at a minimum, a current Netball Australia's Foundation Level Coaching.
- (f) MRNA Representative coaches, will, at no time, coach their own children.
- (g) Prospective coaches can register their interest with the MRNA Representative Coordinator. If required, the MRNA Representative Coordinator may approach individuals to coach at Representative Level.
- (h) The MRNA Representative Committee are responsible for appointing an Independent Selection Panel for each age group at selection tryouts.
- (i) The Selection Panel will comprise a minimum of three (3) independent selectors.
- (j) Selectors may be appointed to more than one Selection Panel.
- (k) The Selection Panel may communicate with past coaches to determine player and team combination strengths and weaknesses.
- (l) The Selection Panels decision will be final, and is not open to appeal by players. No correspondence will be entered into regarding selections.
- (m) Notification of unsuccessful tryouts will be in writing, within 7 days of the final selection tryout, to individual players and identify areas for improvement to increase success rate at future tryouts. Notification will also be available by the MRNA webpage.
- (n) Notification of successful tryouts will be in writing, within 7 days of the final selection tryout, to individual players. Notification will also be available by the MRNA webpage.

10.3 Representative Eligibility

- (a) Only persons, who play in the current MRNA Junior Competition, are eligible to try out for MRNA Representative Teams.
- (b) If there is Junior Competition grade available, the MRNA Representative Committee will decide on eligibility for Selection Tryouts.
- (c) Players are only permitted to try out for the age group in which they are eligible. Under no circumstances will players be able to play up in a Representative Team.
- (d) In the event a fill-in player is required for a MRNA Representative Team, this player must be found from the MRNA Boost Program in the first instance, followed by those players that were unsuccessful.

10.4 Selection Tryouts

- (a) The MRNA President will advise all Club Presidents of the date of selection tryouts. Club Presidents are responsible for advising all their members of the dates and rules of tryouts.
- (b) Players must register their interest in the MRNA Representative Program as described in the notification.



- (c) The MRNA Representative Committee may watch players in the last 6 weeks of the MRNA season and may approach individual players to register for the Selection Tryouts.
- (d) The MRNA Representative Coordinator is responsible for coordinating all tryouts.
- (e) Only players who attend ALL tryouts are eligible for selection for the MRNA Representative Program.
- (f) The MRNA Representative Coordinator must be notified in writing why a player cannot attend. Exceptional circumstances will be considered, and the MRNA Representative Committee will determine ongoing eligibility.

10.5 Expected Commitment from Successful Players

- (a) All players, on submission of acceptance forms, are expected to commit to the MRNA Representative Program for one full year.
- (b) All players are expected to attend ALL scheduled training sessions and match events.
- (c) Players must notify coaches in writing of non-attendance at training.
- (d) Players who fail to attend more than three (3) training sessions may not take the court during match events and the MRNA Representative Committee may re-consider the players position within the MRNA Representative Program.
- (e) All Representative Teams will compete in at least six (6) tournaments, as decided by the MRNA Representative Committee, throughout the Program. The Tournament Season typically operates from March through August each year, however acceptance into Tournaments is at the discretion of the operating Associations.
- (f) The Boost Program will compete in at least two (2) tournaments, as decided by the MRNA Representative Committee, throughout the year. The Tournament Season typically operates from March through August each year, however acceptance into Tournaments is at the discretion of the operating Associations
- (g) 11 & Under and 13 & Under Representative Teams will participate within the MRNA Junior Competition in accordance with ByLaw 9.1.
- (h) 15 & Under and 17 & Under Representative Teams will participate in the Sunbury Netball Association's (SNA) Monday Women's Competition if teams are accepted by the SNA's Grading Committee. Competition grades will be determined by the MRNA Representative Committee, an application made to the SNA, and teams notified as soon as practicable of playing times.
- (i) In the event that the SNA do not accept our team entries the MRNA Representative Committee will determine an alternative weekly competition for the 15 & Under and 17 & Under Representative Teams.



11 MRNA NETBALL COMPLEX

11.1 SmokeFree

- (a) As per Section 5RI(1) of the *Tobacco Act 1987*, smoking is banned within 10 metres of a sporting venue that is an outdoor public place during an organized underage sporting event in Victoria from 1 April 2014. This ban also includes training or practice sessions to prepare for participation in an organized underage sporting event, and breaks and intervals during the course of the set, training or practice session. The ban applies to outdoor dining and drinking area that are situated within 10 metres of an outdoor public sporting venue during an organised underage sporting event or training session.

12 PROTESTS

- (a) All complaints against any player, member, official, team, club or umpire of the MRNA are to be dealt with by the MRNA Hearing Officer and MRNA Executive and must be forwarded in writing to the President of the MRNA within 72 hours.
- (b) If any member of the MRNA Executive or Hearing Officer are subject to the complaint, they will declare a Conflict of Interest and be removed from the process.
- (c) Any player, member, official, team, club or umpire of the MRNA found guilty of misconduct may be liable to be disqualified from taking part in any match under the control of the MRNA for such time as may be decided upon, having been brought before the Executive.
- (d) Absolutely NO alcohol and NO smoking at MRNA Netball Complex or surrounding areas, by spectators or players at competitive matches.
- (e) Absolutely NO smoking on the grounds of Gisborne Secondary College.
- (f) NO dogs allowed at courts or surrounding areas, by spectators or players at competitive matches.

13 SCHOOL HOLIDAYS

- (a) No games to be played during the School Holidays (i.e.; the middle Saturday) and public holidays including Easter, Labour Day, ANZAC Day, Queens Birthday, or as directed by the Executive Committee.
- (b) The MRNA Executive may decide, to accommodate no play weekends, to play games on the first and last Saturdays of the school holidays.

14 COMPLIANCE WITH RULES

- (a) Any affiliated team/club with a representative as a member of the MRNA will comply with the rules hereby provided which will include all members of each team in each club and in the event of a non-compliance with the rules of the MRNA, committee members will have the power to enforce the rules herein and failure to comply therein will entitle the Committee hereof to take action to enforce the rules.



- (b) The Executive Committee will have the power to fine/suspend a player, player's team, spectator and/or umpire to a maximum amount set by the committee as a fine and failure to pay the fine will be deemed to be conduct unbecoming a member or prejudicial to the interest of the MRNA within the meaning of Clause 7(1) "Expulsion, suspension and fining of Members" (Incorporation Rules).

15 SPECIAL CIRCUMSTANCES/PROVISIONS

- (a) Where this By-law is silent, a decision can be made that ensures the integrity of the Macedon Ranges Netball MRNA is maintained at all times.
- (b) The Committee may in using its reasonable discretion, in exceptional or extenuating circumstances, alter, vary or waive the requirements set out in these bylaws relating to the Macedon Ranges Netball MRNA.

16 INDEMNITY

- (a) Except where provided or required by law and such cannot be excluded, the MRNA 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 as a member.

17 SCHEDULE 1: Penalties

- (a) Failure to attend authorised General Meeting as determined by the MRNA Executive:
 - (i) \$25 for first offence
 - (ii) \$50 for subsequent offences
- (b) Failure to attend Annual General Meeting as determined by the MRNA Executive
 - (i) \$100 fine and/or
 - (ii) Loss of four (4) Premiership Points
- (c) Failure to attend Delegates meeting as determined by the MRNA Executive
 - (iii) Fine equivalent to Team Entry Fees and/or
 - (iv) Loss of four (4) Premiership Points