

# INFORMATION DOCUMENT

## MLEAGUE - ELITE MENS AND MIXED COMPETITION



Run by South Australian Men's and Mixed Netball Association



Updated 28 September 2016

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## 1. COMPETITION DETAILS

- a. Games start from 7:00pm and continue on the hour (7:00pm, 8:00pm, 9:00pm) using all Indoor courts where available.
- b. Game times will run according to the stadium digital clocks, located in the duty room, and in the foyer area.
- c. The games are 4 x 12 minute quarters with a 1 minute break at  $\frac{1}{4}$  and  $\frac{3}{4}$  time, and a 2 minute break at  $\frac{1}{2}$  time.
- d. Our competition has 2 seasons:
  - i. Summer (October to April/May with a break over Christmas and New Year period)
  - ii. Winter (May to October)
- e. Each season runs for 18 minor rounds and a Finals series of 2 weeks.
  - i. Games are not conducted on Public Holiday weekends or nights when the Adelaide Thunderbirds have home games.

## 2. COSTS

- a. Nomination \$60.00 per season per team.
- b. Player Registration \$55.00 per year, starting with WINTER season
  - i. This allows for each team to qualify a maximum of 12 players for finals.
- c. Match Fees \$70.00 per game per week.
- d. Bib hire \$5.00 per match or \$50.00 per season.

## 3. TEAM NOMINATION AND PLAYER REGISTRATION

- a. Team nominations will need to be emailed or mailed to the competition manager with all details filled out correctly.
- b. Player registration is a yearly membership to the association and is started at the beginning of WINTER season each year.
- c. In accordance with the Privacy Act, all details will be used with discretion by SA Men's and Mixed Netball Association.
- d. All fees must be paid by **ROUND 4** of each season or no competition points will be awarded until done so.

## 4. TEAM PROGRAMMING

- a. All teams will receive a game program via email to the Team Contact prior to the start of the season, and just before the halfway mark of the season.
- b. Teams are required to play all games that they are scheduled throughout the season.
- c. Your team will be placed into the grade we feel best suits your team's skill level. We will then give your team your program, which outlines the grade your team will participate in.

- i. Re-grading will happen at the halfway point of the season when the first program ends.
  - ii. All points earned during that period will be carried over into the new grade your team is placed in.
- d. We hold the right to adjust the grade of teams if they have been graded incorrectly after this period, but only where completely necessary and possible.
- e. Programs and rounds will be conducted by grouping A/B and C/D grades to ensure balance and variety in matches.
- f. At the end of the season, each grade will be broken into a top 4 (A in A/B and C in C/D) and next 4 (B in A/B and D in C/D) for finals purposes. All teams that finish outside the top 8 in either division will not participate in finals.

## 5. GAME CONDITIONS

- a. Standard rules according to the International Netball Federation **AS UPDATED 1 JAN 2016** apply to all games, with subject modifications outlined below:
  - i. Injury time: Players on court MUST ask the umpire for time for an injury, it is not up to the umpires to do so.
  - ii. **IN ACCORDANCE WITH UPDATED INA RULES INJURY TIME IS 30 SECONDS; THE INJURED PLAYER MUST LEAVE THE COURT IMMEDIATELY AND BE EITHER REPLACED OR THE POSITION LEFT VACANT UNTIL THE NEXT BREAK IN PLAY** the clock will NOT STOP unless it is in finals.
  - iii. The umpires will use discretion in terms of the nature of the injury and can allow more than the allotted time for the player to move and be treated.
- b. Teams must have a minimum of 5 players ready to take the court at the designated start time.
  - i. If a team is waiting for players, the clock will be started at the designated start time and 1 goal per minute will be awarded to the team who is ready to take the court.
  - ii. If a team does not have enough players by the end of the first quarter, the game will be declared a forfeit and the opposing team will register a win with a 30-0 score line.
- c. Each team may have a maximum of 3 and a minimum of 1 male play on the court at any time.
- d. For the duration of the game, a team:
  - i. Shall have a combination of male to female players at 1-6, 2-5, or 3-4.
  - ii. The male players must be placed in the following positions:
    - 1. 1 in the ATTACKING positions (GS or GA)
    - 2. 1 in the MIDCOURT positions (WA, C, or WD)
    - 3. 1 in the DEFENCE positions (GD or GK)

- e. It is possible for games to be played on outside courts if inside courts are not available at the last moment, however this will be avoided where possible.

## **6. TEAM RESPONSIBILITIES**

- a. Each team must provide a scorer as required prior to the start of the game.
  - i. If a team does not have a scorer AT THE START of the game, even if they are coming late, they will forfeit 5 goals to the opposition.
- b. The HOME listed team will be responsible for completing the scorecard, the AWAY team will be responsible for the operation of the electronic timer and scoreboard.
- c. It will be the scorer's responsibility to ensure both card and electronic display is correct at each break. Any discrepancies need to be brought to the umpire's attention as soon as possible.
- d. Each game that you will participate in will have a scorecard that must be completed with all players names who participated in the game filled out.
  - i. First names and surnames required.
  - ii. No nicknames.
  - iii. If no names are filled in, no points will be awarded and this WILL NOT BE CHASED UP BY THE COMPETITION DIRECTOR.
- e. Each team must have consistency in uniform by ROUND 4 of the competition.
  - i. Failure to do so will result in a LOSS of 3 GOALS PER INFRINGEMENT.
- f. Each team must do their best to provide bibs. If not, there are bibs available for hire for \$5 per game or \$50 per season.
  - i. The \$50 per season consists of a \$30 hire and \$20 refundable bond.

## **7. QUALIFICATION FOR FINALS**

- a. A player must play a minimum of 6 games for a specific team in order to qualify for finals.
- b. Once a player has played 6 games for 1 team, they cannot play for ANY OTHER TEAM IN ANY GRADE for the rest of the season.
- c. Any wins on forfeit will automatically qualify players for 1 game on the team list providing they have played before the forfeited game.
- d. All Finals will be played on indoor courts.
- e. Scheduled times and court allocation may change last minute due to any draws that occur in finals.
- f. In the case of a draw in finals:
  - i. There will be a one minute break, changes are permitted.
  - ii. There will be 2 x 6 minute halves. Teams will change ends according to the direction they attacked in the previous quarter. Centre passes will continue as per usual; if team A had the last centre pass in the 4<sup>th</sup> quarter, then team B will have the first in the first period of extra time and vice-versa.
  - iii. At the end of the first 6 minute period, teams will change ends immediately. No positional changes are allowed.

- iv. If scores are tied at the end of extra time, the siren will not sound and the game will continue until a team has an advantage of 2 goals.

## **8. UNIFORMS**

- a. Each time is required to take the court in identical uniforms, however, due to the social nature of the competition we require at a minimum that all shirts are identical in terms of colour.
- b. Gloves are not permitted unless for medical reasons and a doctors certificate will be required.
  - i. Players who are granted permission to wear gloves must still comply with the Netball rules related to the length of fingernails. i.e. Long Nails are not a reason to wear gloves.
- c. No jewellery can be worn on court. If anything cannot be removed then it must be taped and covered to the satisfaction of the umpires.
  - i. Spacers must be removed out of the ears and the holes must be completely covered by tape.
- d. The Umpires or SAMNA will NOT be held responsible for any injury caused due to players not removing jewellery. It is up to the player to ensure that they are safe to take the court.

## **9. PLAYER BEHAVIOUR**

- a. Please remember that this is a social sports Association and teams come here for a recreational, fun game of sport.
- b. It is with this in mind that we ask all teams to ensure that all players behave in the appropriate manner when on and off court. This will ensure the highest level of enjoyment for everyone involved. If a team contains players who are not playing in the right spirit, management, in consultation with team captains, will take the appropriate action.
- c. Please remember to:
  - i. Participate according to your own needs.
  - ii. Play by the rules.
  - iii. Respect the decisions of officials.
  - iv. Never argue with the umpires.
  - v. Be a good sport.
  - vi. Treat all team players as you would like to be treated.
  - vii. Co-operate with team mates and umpires.
  - viii. Respect the rights, dignity, and worth of all players.
  - ix. Positive comments are motivational
  - x. Support all efforts to remove verbal and physical abuse from sporting activities.

## **10. DEALING WITH OFFICIALS AND SPECTATOR BEHAVIOUR**

- a. Players are here to enjoy their game and we encourage our umpires to assist players as much as possible to develop a better understanding of the game.

- b. Where possible, we will provide 2 umpires for the game. At times this may not be the case and only 1 umpire will control the entire court. This can be very difficult especially when determining out of court on the opposite lines, so please be honest and patient.
- c. If players have any questions regarding rules and calls, please approach the umpires in a non-confrontational matter during the quarter breaks with your captain. The umpires will do their best to assist in answering your questions.
- d. Umpires have the discretion to deal with dissenting players in the following ways:
  - i. Advancement of penalty.
  - ii. Reversal of penalty and/or following centre pass.
  - iii. Send off for a period of time as determined by the umpire.
  - iv. Send off for the remainder of the match.
  - v. In extreme circumstances only, the match will be abandoned and a forfeit win awarded to the opposition.
- e. Any player who is sent off must leave the court immediately. If that player continues in their dissent they may have their penalty increased.
- f. If a team as a whole is continually violating the rules and standards, their place in the competition will be reviewed, and may result in expulsion with no refund of nomination fees, registration, or game fees.
- g. **OUR UMPIRES ARE HUMAN AND WILL MAKE MISTAKES.**

## **11. INSURANCE AND INJURIES**

- a. Personal Accident Insurance is the responsibility of the individual, no insurance is provided by the Association.
- b. Players take the court AT THEIR OWN RISK.
- c. SAMNA or the Umpires are not responsible for any injury occurred during the game.
- d. A qualified sports trainer is available between 7pm and 10pm for pre-game assistance with strapping and injury management during the game.

## **12. DAMAGE**

- a. Any damage caused to Netball SA Stadium facilities will be charged to the individual or team responsible.
- b. Damage to goal posts or nets as a result of goal tending will incur the team or individual the cost of repair as billed to SAMNA by Netball SA Stadium.

## **13. TEAM FORFEITS**

- a. Should your team forfeit any games, you may be liable to pay a forfeit fee. We realise that there may be games that teams cannot play, but sufficient notice must be received.
- b. The forfeit fee structure is:
  - i. On Game Day after 12:00 noon **\$120.00**
  - ii. Between 5pm Friday prior to game and 12:00 noon Game Day **\$60.00**

- iii. Before 5pm Friday prior to game **NO CHARGE**
- c. These amounts cover the out of pocket expenses incurred by SAMNA for court hire and umpire payments we have contracted.
- d. We are aware that, at times, unforeseen circumstances prevent teams from giving the proper cancellation notice, however, we do ask that you contact the competition co-ordinator by PHONE and/or EMAIL ASAP.
- e. Any team who has incurred a fine and has not paid within 2 weeks of the forfeit will not receive competition points until the fine has been paid.

#### **14. SAMNA CONTACT DETAILS**

- a. Competition Co-Ordinator:
  - i. Brad Tanner
    - 1. 0423588408
    - 2. [Anti.brad86@gmail.com](mailto:Anti.brad86@gmail.com)
- b. Umpires Co-Ordinator:
  - i. Jan Sim
    - 1. 0430 492 559

#### **15. APPENDIX**

- a. DO NOT under any circumstance run onto another court to retrieve your ball. This will be controlled by the umpires.
- b. DO NOT kick the match balls. Management will now issue fines to any team that does this.
- c. If players wish to practice prior to the match, please see the duty room for a practice ball. The match balls ARE NOT TO BE USED.