

BRIDGETOWN NETBALL ASSOCIATION INCORPORATED



By-Laws

April 2021

BY-LAWS

Clause

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1.0 ASSOCIATION MEETINGS

- 1.1 To be held as required. February meeting to be one of them.
- 1.2 Meetings to be advised by email and Facebook to all members.
- 1.3 An Association meeting can only be conducted when three Executive Committee members and nine other representatives in attendance.
- 1.4 EXECUTIVE COMMITTEE meetings to be held as required.

1.5 VOTING POWERS

- 1.5.1 Representatives (delegates) present shall have only 1 vote per team.
- 1.5.2 Executive Committee members present shall be entitled to 1 vote, if they are acting as a team delegate.
- 1.5.3 The Chairperson shall have the casting vote.
- 1.5.4 No person shall have the more than 1 vote.
- 1.5.5 Chairperson – The President shall preside at all meetings of the Association and Executive Committee meetings. In the absence of the President, the Vice-President shall preside. In the absence of the above, the meeting shall be opened by an Executive Committee member.
- 1.5.6 The order of the Annual General Meeting shall be as set down in the Constitution.
- 1.5.7 Support Committee – Shall consist of 9 members :-
Secretary, Treasurer, Association Umpire Development Officer, Carnival Coordinator, Uniform Coordinator, recorder, Net Set Go Coordinator, Junior B Coordinator, Junior A Coordinator.

1.6 THE BUSINESS OF THE ASSOCIATION MEETINGS AND EXECUTIVE COMMITTEE MEETINGS SHALL BE:

- 1.6.1 Opening of the meeting and Apologies for Non-Attendance
- 1.6.2 Confirmation of Minutes of Previous Meeting
- 1.6.3 Business arising from Minutes
- 1.6.4 Correspondence

- 1.6.5 Financial Report
- 1.6.6 Reports
- 1.6.7 General Business
- 1.6.8 Date of Next Meeting & Closure

2.0 ASSOCIATION TEAMS

Association Teams and Officials shall be selected as required to participate in organised competitions.

2.1 PLAYERS

- 2.1.1 Selection shall be determined from trials, with a minimum of two selectors. The Selectors shall nominate a Captain and a Vice-Captain of any team selected.
- 2.1.2 An Association Team shall consist of regular playing members who shall be registered members of the Association. The number of players shall be determined by the Executive Committee. Players in any under-age Association Team shall be under the age specified during the calendar year of the competition.
- 2.1.3 The Association may consider Year 11 and Year 12 Blackwood Raven's or WANL players from Bridgetown for development teams.

2.2 OFFICIALS

The Executive Committee shall appoint the officials for any Association Team. Applications for such positions shall be called for in such a manner and at such times as the Executive Committee determine. Officials are to have the required qualifications.

2.3 SELECTORS

Selectors for Association Teams shall be chosen by the Executive Committee.

2.4 PLAYER OBLIGATIONS

Selected players shall carry out all training set by the Coach and may be subject to replacement for failure to comply with instructions given by the Coach or any other official or for any other reason which the Executive Committee may decide is in the best interest of the player or the team.

2.5 PROPERTY

The Association shall purchase and retain any property, equipment and uniforms considered necessary by the Executive Committee. If any of these properties, equipment or uniforms are not returned to the Uniform Coordinator or a Committee member within a reasonable time, full replacement cost must be made by the offender.

3.0 ELIGIBILITY FOR MATCH PLAY

3.1	Net	players to be aged 6 or 7 as at 31 st December
	Set	players to be aged 8 or 9 as at 31 st December
	Junior B	players to be aged 10, 11 or 12 as at 31 st December
	Junior A	players to be 13, 14, 15 or 16 as at 31 st December
	Seniors	players to be 17 or older as at 31 st December

- 3.1.1 Junior A players, aged under 17 can play in a senior as long as: They also play in a Junior A team and there is an available place.
- 3.1.2 Approximately the middle week of February information will be forwarded to all previous season's players and to all schools informing of on-line instructions to register.
- 3.1.3 Third week in March a registration day will be had for those wanting to register manually.
- 3.1.4 All manual and on-line registrations to be completed by date determined by committee.
- 3.1.5 Junior A, Junior B and Senior Coordinators, with nominated selectors will make up teams and select coaches.
 - 3.1.5.1 Team names for Junior B have been same since inception of junior netball in Bridgetown in 1964 are: Skylarks, Sailors, Penguins, Rockets, Trimuets, Tornadoes, Firebirds and Bluebirds.
- 3.1.6 Fixtures to be completed with umpires allotted to games.
- 3.1.7 After completion of teams, either before season starts or during season, where a new player wishes to join association, a request must be made to relevant coordinator to assess which, if any, team they join. Senior teams who wish to recruit new player MUST inform coordinator for approval.

3.2 JUNIOR B

- 3.2.1 Age of Junior B players as per 3.1
- 3.2.2 Junior B players may fill in for any Junior A team only twice in season.
- 3.2.3 A player may only fill in for a higher grade to make 7th player.
- 3.2.4 Each Junior B player must play at least half a game each playing fixture. Each player must get to play all positions in season.

3.3 JUNIOR A

- 3.3.1 Age of Junior A players as per 3.1
- 3.3.2 Playing in a higher grade – Junior A player may play in a senior grade for two games in total.
- 3.3.3 A player may only play in a higher grade to make the 7th player.
- 3.3.4 An exception to the above, will be that if a senior team is genuinely short of players they may apply to the Coordinator to transfer a Junior A player for a permanent position (but must still play in their Junior A team)
- 3.3.5 Each Junior A player must play half a game each playing fixture.

3.4 SENIORS

- 3.4.1 A fill in player may only be used to make the 7th player.

3.5 QUALIFYING FINALS

- 3.5.1 All players must have played 3 games with their team to qualify to play in finals.
- 3.5.2 All players must be in correct uniform.

3.6 UNIFORMS

- 3.6.1 Players are to be attired in full team uniform by third playing date of fixture. Failure to do this will result in a 2 goal penalty per each player not in full team uniform. This ruling is to be enforced by the umpire. Players to wear dress, skirt or shorts (preferably pocket free) and team playing shirt.
- 3.6.2 An exception to ruling 3.6.1 will be made if the offending team or an individual player makes request to the Executive Committee before game commencement for other items of clothing to be worn

for religious, cultural, medical or other inclusive reasons and can show good reason and that every effort has been made.

3.7 EQUIPMENT

- 3.7.1 All teams are to use Association supplied netballs during match play.
- 3.7.2 All teams or players are expected to return Association equipment to the office or a Committee member after match or competition play.

4.0 FEES

- 4.1 Teams will pay Subscriptions, Fees and Fines when stipulated by the Executive Committee.
- 4.2 Membership subscriptions and any Fees or Fines can be reset at Annual General Meeting.
- 4.3 All subscriptions to be paid to the Treasurer before taking the court for their first game.
- 4.4 In certain circumstances Players may make an application to the Treasurer prior to the 10th June for a full or part refund of Subscriptions.
- 4.5 Players must be financial members to play in Association team competitions.
 - 4.5.1 Players selected to play in a development team and or to train must pay a Development Squad fee as stipulated by Executive Committee. This is to offset cost of entering carnival and court fee costs.
- 4.6 The Association has financial non-playing members. The normal playing rules apply for financial members to become players.

5.0 UMPIRING

- 5.1 An Umpire can only be replaced by another umpire during a game when injured or ill.
- 5.2 Failure of a Senior team to do their rostered umpiring will result in a fine of \$50 per umpire.
- 5.3 Umpires to confer at the conclusion of the match and select the 3 Association Fairest and Best players on the court for each fixture game for Junior A and Senior Competition using 3, 2, 1 vote basis. These votes are to be noted on score card and are counted for Association Fairest and Best Awards.

- 5.4 Umpires must wear a white top (or Green if in the Green Shirt Program). Bottoms must be white or black, and the umpire must be wearing suitable footwear.

6.0 PLAYER SEASON AWARDS

- 6.1 Association Fairest and Best Awards
In the event that players poll equal votes for Association Fairest and Best Awards for Junior A and Senior Competition, the winner will be determined by a count back. The winner shall be the player who polled THREE (3) votes most frequently in that season. Should the tie remain, the count back will revert to the player who most frequently polled TWO (2) votes.
- 6.2 Coaches Choice Awards
Each team coach in Junior B and Junior A competition is to nominate one player for Coaches Choice Award. The award can be for whatever reason the coach chooses with the reason for the nomination to be outlined on the conclusion of the season.

7.0 REGISTERING OF PROTESTS

- 7.1 Registering a Protest arising from a match played – The team lodging the protest must notify the Captain of the opposing team of their intention, at the conclusion of the game or within 24 hours. The protest must also be lodge in writing to the Executive Committee within 48 hours of the conclusion of the game. No protest will be considered without the fee of \$20 accompanying the written protest. Should the protest be upheld the fee of \$20 will be refunded.
- 7.1.1 A meeting to deal with the protest will be held at a mutually agreed time and place.
- 7.1.2 The Protest Committee to comprise of three Executive Committee or substitute Support Committee members and two neutral nominees. The Captains or Vice Captains of each team and any involved persons must attend the Protest meeting.
- 7.1.3 The Executive Committee shall have the right to make decisions on Protests at the Protest Meeting or, adjourn the meeting to make decisions. If an adjournment is made and the decision is not made at that meeting then the Committee must inform both teams in writing as soon as possible after the decision is made.

8.0 REIMBURSEMENT OF EXPENSES

- 8.1 Reimbursement of expenses will be paid on completion of the

Reimbursement Form and acceptance by two of the Executive Committee.

- 8.2 Umpires attending carnivals solely for the purpose of umpiring for the benefit of the Association will be paid at a rate determined by the Executive Committee.
- 8.3 If it is brought to the attention of the Executive Committee that particular persons are incurring excessive expenses, then the Executive Committee may approach those persons in relation to a reimbursement.

9.0 SELECTION IN HIGHER LEVEL COMPETITION

- 9.1 Where a player is selected to represent a State Netball team the Association will contribute \$200.

10.0 AUDIT OF FINANCIAL RECORDS

- 10.1 An independent financial review of the association's financial position and performance to be done as at end of December and before Annual General Meeting.

11.0 VARIATION TO OFFICIAL RULES

- 11.1 Reserve umpires may be appointed by the AUDO and these are the only times reserve duties will apply.
 - 11.1.1 Gloves can only be worn if medical certificate is produced and preapproved by the committee prior to the game. (nails still need to be cut short).
 - 11.1.2 Timekeeper advises nearer umpire when a specified time is reached.
 - 11.1.3 A suspended player or one that has been ordered off reports to the appropriate officials (Timer/Scorer) on the score bench. The player must remain seated with the Score Bench until the suspension time period or game ends. Continued game management will proceed as per the Rule Book.

11.2 MATCH LENGTH

- 11.2.1 Games will be four 15 minute quarters, with interval of 3 minutes after 1st and 3rd quarters and 5 minutes at half time.

11.3 DRAWN GAMES IN FINALS

- 11.3.1 Extra time will be played as follows:

At end of drawn game an interval of 4 minutes, 7 minutes playing, interval 1 minute; swop ends, 7 minutes playing. In the event of a tie, play continues until a team leads by 2 goals.