



SPORTS COMPETITIONS

RULES, REGULATIONS AND GUIDELINES

Contents

1. INTERPRETATION	2
2. TEAM NOMINATIONS/REGISTRATIONS	2
3. CODE OF CONDUCT	3
4. TEAM/PLAYER REPORTS	3
5. ELIGIBILITY OF PLAYERS.....	3
6. FIXTURES	4
7. TEAM CAPTAIN	4
8. TEAM UNIFORMS	5
9. PENALTIES	5
10. PREMIERSHIP POINTS & FINES	5
11. NUMBER AND RATIO OF PLAYERS ON COURT	6
12. NAILS, JEWELLERY AND BLEEDING	7
13. TIMERS AND SCORERS.....	7
14. MATCH EQUIPMENT	7
15. UMPIRES.....	7
16. GAME TIMING	8
17. GAME FEES	8
18. GENERAL.....	8
19. INSURANCE.....	8
20. INJURY REPORTS.....	9
21. MEDICAL CONDITIONS	9
RULES OF SPORTSMANSHIP AND CONDUCT	10
SUSPENSION GUIDELINES	10

The purpose of this information is to ensure that all teams and individuals involved in Murray Leisure Centre Sporting Competitions have full knowledge of our rules and regulations. Should you require further information, please ask our Sporting Competitions staff.

Note: The information contained herein is subject to change. Management reserves the right to alter and change its sports rules, regulations and guidelines without notice.

1. INTERPRETATION

- 1.1 The Australian Basketball Federation Official rules, Australian Netball Association rules and Volleyball Australia rules shall apply unless otherwise provided in these Rules and Regulations and Guidelines (RRG).
- 1.2 Day to day interpretation of the RRG shall be at the responsibility of the most senior official present on the court.
- 1.3 Competitions at the Murray Leisure Centre (MALC) are non-affiliated social recreation competitions.
- 1.4 Players participate in sports competitions at their own risk.
- 1.5 The management of MALC reserves the right to change or amend the RRG at any time without prior notice, and with the consent of the Local Government and in accordance with the Local Government Act 1995 any Local Laws provisions within the RRG. The Murray Leisure Centre will inform teams of significant changes and it is the teams' responsibility to remain up-to-date with the rules of participation.

2. TEAM NOMINATIONS/REGISTRATIONS

- 2.1 All teams wishing to enter a MALC Sporting Competition must Register online via MALC's sports competition program - <https://sportfix.net/MurrayAquaticLeisureCentre>
- 2.2 Once a team registration has been accepted any additional players added to the team must be approved by the Competition Coordinator.
- 2.3 All online registrations must be submitted before the due date, and nomination fees are due prior to the first game. No late entries will be accepted unless agreed to by management prior.
- 2.4 All players must be entered on the team registration. A Primary Team Contact (Team Captain) is responsible for registering a team and will serve as the main point of contact for such requirements as game times, news and other important information. A secondary team contact is also required to ensure your team is contactable if the Team Captain is unavailable.
- 2.5 Management reserves the right to not accept teams/players who are re – nominating if any financial or behavioral history has been reported.
- 2.6 Registering a team is a team's formal commitment to abide by all of MALC terms and conditions, Competition Rules and Regulations, schedule of fee requirements and Team Registration Declaration – as per 2.7.
- 2.7 Team Captain - Team Registration Declaration

I warrant and declare that I have, on behalf of all members from time to time of my team, the authority to make this declaration and accordingly on behalf of the team registered. I declare that the team will participate in all matches programmed for the duration of the season (including final matches) and undertake to honour any fines

that may be imposed as a result of our registered team withdrawing or causing a match to be forfeited or any other fines that may be allocated by The Centre.

I, further being again authorised by all of the members of the team, acknowledge that the members of the team agree jointly and severally to fully indemnify the Murray Aquatic & Leisure Centre, its officers, employees, representatives and contractors, against any and all claims however arising which may be made against them as a result of our teams use of the services, facilities, equipment or apparatus at the Murray Aquatic & Leisure Centre, and our participation in any events, games, competitions at the Murray Aquatic & Leisure Centre or its immediate surrounds.

We will adhere to the by-laws, rules and regulations so all teams and individuals enjoy Murray Aquatic & Leisure Centre competitions.

3. CODE OF CONDUCT

- 3.1 All players** are required to know the rules and abide by them or be prepared to accept the consequences.
- 3.2 Respect** the role of the officials in charge of the game.
- 3.3 Respect** the rights of all players, spectators and officials to enjoy the game safely & in good spirits.

4. TEAM/PLAYER REPORTS

- 4.1** Any player reported in writing as striking, spitting, swearing or threatening a player, official, patron or staff member will be disqualified from all competitions. A minimum of 3 months or longer may be imposed if prior history relevant.
- 4.2** If a team/player has a complaint it must be in writing (mailed, hand delivered or email). Statements will be accepted to the Centre no later than **48 hours** after the incident has taken place.

5. ELIGIBILITY OF PLAYERS

- 5.1** Players cannot play down a grade under any circumstances.
- 5.2** A player must be 16 years old or over to compete in any senior competition.
- 5.3** The penalty for playing illegal players is the automatic forfeit of the match or matches.
- 5.4** Any team found to have played an illegal player or who forfeits a game during a finals series will be disqualified from the entire finals series.

Illegal players are defined as follows

- Playing more than one grade per night
- Failing to pay appropriate game fee.
- Playing under an assumed name.
- Players not recorded on the score sheets.
- Failing to play 1/3 of fixtured games to qualify for finals. **BYES DO NOT COUNT.**
- Playing while under suspension.
- Playing whilst under suspension by any affiliated association.
- Playing under the age of 14 years.

- 5.5 In extenuating circumstances if a team is short at finals time, a request may be placed in writing/email to play an unqualified player.
- 5.6 Whilst we recognise the right to introduce new players during the season, we observe the right not to allow teams to increase their playing strength beyond the capability of the grade in which they play by the introduction of such players.
- 5.7 Management reserves the right to decide if and who can fill in for the team and that the player is only permitted to take the court if the team is short or when injury occurs and the player must leave the court.
- 5.8 Management will endeavor to ensure a game takes place and as such needs to be notified before the game if a team is short.

6. FIXTURES

- 6.1 Fixtures will be scheduled weekly for the first 3 weeks of each season with the fixtures will be emailed out to Team Captains and will be available from the SportFix App or MALC website.
- 6.2 Fixtures will then be completed for the remainder of the season and it is the responsibility of teams to check their game times each week.
- 6.3 Fixturing of games will be at the sole discretion of management
- 6.4 Fixtures are subject to change in the case of team withdrawals and the team contact will be notified via email / sms of any changes It is the responsibility of the Team Captain to pass on all information regarding any changes to game time and it is assumed by MALC that the Team Captain passes on this information to the team. If the Team Captain is away, then it is their responsibility to inform sports coordinator of an additional contact for that period.
- 6.5 Fixtures are displayed throughout the Centre on display boards, the SportFix App or MALC website.
- 6.6 It is the team captain's responsibility to ensure each player is aware of their fixtured games.

7. TEAM CAPTAIN

- 7.1 Responsibilities of the Team Captain/Primary Contact are:

Prior to the match:

- Fill out/check score sheet with player's full names.
- Team fees are paid at Reception by due dates, any outstanding forfeit fees are also paid prior to the commencement of game.
- Ensure team is on court ready to play on time.

During the match

- Ensure all team members behave in a sportsmanlike way
- Address in umpiring concerns with officials at quarter or half time breaks

After the match

- Thank umpires and opposition team
- Complete any team/player reports as required
- Return any hired equipment

8. TEAM UNIFORMS

- 8.1 All players in each team are required to present themselves in conforming uniforms for each match. Uniforms are to have the same color and shade.
- 8.2 Three weeks grace will be allowed from the commencement of the season for teams to be in conforming uniforms.
- 8.3 Uniforms requirements are -
- Basketball - Matching singlets, same colored shorts, numbers front & back **(NO TAPE)**.
 - Netball, - Matching T-Shirts, same colored shorts, track pants or cycle pants & Bibs.
 - Volleyball - Matching T-Shirts, same colored shorts
 - Footwear - No thongs, bare feet, marking soles or heels to be worn on playing surfaces.
- 8.4 Failure to comply may result in scores awarded to the opposing team. The umpires/referees will use their own discretion with regards to suitability.
- 8.5 New teams or individuals joining a team during the course of a season may be given some leeway in regard to correct uniform at the discretion of the umpire/referee or management.

9. PENALTIES

- 9.1 Penalties for out of uniform
- Basketball 2 points per player
 - Netball 2 points/goals per player
 - Volleyball 2 points per player
- 9.2 Deliberately recording a non- present player on the scoresheet to qualify for finals.
- 2 points/goals per player
- 9.3 When a team is out of uniform or two teams have similar uniforms bibs are available from Reception.
- 9.4 Teams failing to take the court at the commencement of the game will incur the following penalties.
- Basketball 2 points per minute late
 - Volleyball 2 points per minute late
 - Netball 1 point per minute late
- 9.5 A forfeit will result when one team is more than **9 minutes** late from the commencement of the game.

10. PREMIERSHIP POINTS & FINES

- 10.1 Forfeit fees are in place to cover the costs of umpires and lost income for Murray Leisure Centre Forfeits are also an inconvenience for the opposing team.
- 10.2 All forfeit fees incurred must be paid prior to the team's next game.

10.3 Forfeit fines are applied according to the following schedule

Period of Notice	Fine of Fee
Less than 8 days but more than 24 hours' notice	Team Game fee
Less than 24 hours' notice	Team game fee plus \$20 administration fee
"No show" – team fails to notify	Team game fee plus the opposing teams game fee

10.4 The non-forfeiting team will receive 2 points and 20 - Nil score. Players in the non-forfeiting team will be deemed to have played the match. The forfeiting team players have not played.

10.5 A team who forfeits 3 games in a season may be disqualified from the competition

10.6 If 2 teams on the same fixture game forfeit, both teams will be awarded (-1) point and Nil percentage. The applicable forfeit fine is to be paid by each team to MALC before the next fixtured game. The game is deemed to have been lost by both teams for match ratio purposes and (-1) points to both teams.

10.7 Premiership points are awarded on the following basis:

Win	2 Points	Loss	0 Points
Draw	1 Point	Bye	2 Points
Forfeit	-1 Point	Forfeit win	2 Points

11. NUMBER AND RATIO OF PLAYERS ON COURT

11.1 There is a minimum of four players required for a game of Basketball, 6-Aside Netball and Volleyball, and five players for Netball.

11.2 Teams are allowed to have two reserved/sub players for each game

11.3 Mixed Netball

11.3.1 There may be no more than three males on court at any one time during mixed netball with a minimum of 1 male. If there is only five players, only two can be male.

11.3.2 Males cannot play in the same zone on the court; therefore, they must comply with the following:

3 Males on court – one GS or GA; one WD, C, or WA; & one GD or GK.

2 Males on court – maximum of one either GS, GA or WA; or WD, GD or GK; or C.

11.4 6-Aside Netball

11.4.1 There is a maximum of six players in six a side netball, with two attack, two center and two defensive players.

11.4.2 There is a maximum of three males allowed on court at any one time, with one male in each zone only.

11.4.3 There is no minimum number of males required to play (i.e. the team could be made up of six females on court).

11.5 Mixed Volleyball

11.5.1 The maximum number of players on court at one time is six.

11.5.2 Minimum of one male and one female per team.

12. **NAILS, JEWELLERY AND BLEEDING**

12.1 Nails must be cut to a reasonable length, taped or gloves to be worn.

12.2 All jewellery is to be removed where possible (tape where not able to remove).

12.3 If a player is bleeding they must leave the court immediately and not recommence play until the bleeding has stopped and the wound is clean and covered.

12.4 If there is blood on any clothing the clothing must be removed.

13. **TIMERS AND SCORERS**

13.1 Each team must appoint a suitable person to time/or score for the game. Both scorers must sit together at the allocated bench.

14. **MATCH EQUIPMENT**

14.1 MALC provide bibs (if necessary) and ask that you do not abuse the privilege of the use of this equipment.

Game balls are supplied. Umpires will collect game balls after each game to ensure all equipment is returned to the night staff at the end of the evening.

15. **UMPIRES**

15.1 The Centre will endeavor to provide 2 experienced or qualified umpires/referees and ensure the delivery of quality umpiring at each match played. Nevertheless, teams are expected to show patience and understanding for referees that are still developing their experience. The MALC is committed to providing a safe working environment for all of its employees, and will take a **zero tolerance** stance on abusive or intimidating behavior towards umpires or referees.

15.2 Responsibilities of the Referee/Umpire Prior to the match:

- Inspect the condition of playing area, ball and equipment
- Ensure all players are wearing the correct uniform
- Ensure score sheets are filled out correctly (including correct names of players)
- Check all players' nails and jewelry.

15.3 Responsibilities of the Referee/Umpire at all times:

- To apply the Centre's rules and regulations and sport-specific rules to all matches
- To provide the highest customer service to all players and patrons.

15.4 During play, the referee/umpires' decision is final. He/she shall not permit any discussion about the referee/umpires decision. However, at half time or after the game only at the request of the Team Captain, referee/umpires will give an explanation on the interpretation of the rules.

- 15.5** In the event of an umpire not turning up, the game may continue with one umpire and normal game fees apply.
- 15.6** In the event of a full team not turning up, the umpires are required to be present at the game until the 9 minute mark of a game at which time they will deem the game a forfeit and award the game to the team present (who has a full team).

16. GAME TIMING

- 16.1** Basketball 2 x 20 minute Halves
Netball - Evening 4 x 12 minute Quarters
Netball – Daytime 4 x 10 minute Quarters
Volleyball 3 x 15 minute games (or first to 21, whichever is first)

All other sports will be determined at the start of the season by management.

17. GAME FEES

- 17.1** Must be paid in full before the commencement of game.
- 17.2** When game fees are paid up front for the season, this does not include finals. (Finals require full payment from each team prior to the scheduled finals game).

18. GENERAL

- 18.1** In the event of a power failure during a finals game, the game will be re-scheduled as soon as possible.
- 18.2** The players who participated in the first game, will be the only players permitted to play in the re-scheduled game. In extreme circumstances, a substitute/another player may play upon application in writing to MALC.
- 18.3** In the event of a game being called off by the referee/umpire due to both teams inappropriate behavior before the game has finished, the result will be neither team receiving any game or MVP points.
- 18.4** Teams withdrawing from the competition prior to the end of the season will be subject to a withdrawal fee of two (2) games plus any outstanding fines incurred prior to withdrawal.
- 18.5** Nomination fees will not be refunded.
- 18.6** Cheques should be made payable to **Shire of Murray**.
- 18.7** Please note Fees and Charges are subject to change annually and are effective in July each year (mid- season).

19. INSURANCE

- 19.1** All players are responsible for their own insurance for personal injury or property damage
- 19.2** All injuries however minor must be reported to the Duty Manager on the night and an incident report must be filled out.

20. INJURY REPORTS

20.1 Players are required to assist MALC staff by filling out injury/incident reports to best treat the injured player, allow follow up and help provide better treatment for others in the future.

21. MEDICAL CONDITIONS

Murray Leisure Centre recommends that all participants check with their doctor before playing or partaking in any physical activity.

RULES OF SPORTSMANSHIP AND CONDUCT

- All players are required to know the rules and abide by them and/or be prepared to accept the consequences.
- All Team Captains are responsible for the conduct of its members and supporters when in the venue.
- Teams who do not control their members and spectators will face sanctions and possible expulsion from the competition if not adhered to.
- Players are to be neat, tidy and well presented.
- Respect the rights of all players to enjoy the game safely & in good spirits.
- Respect the role of the officials in charge of the game.
- Players or spectators suspected of being intoxicated through alcohol or illegal drug use will be asked to leave the Centre in accordance with applicable Shire of Murray Local Laws.

It is the duty of the Manager or Attendant, who is hereby so empowered and directed, to refuse admission to or remove or cause to be removed from the premises a person who, in the opinion of the manager or attendant is visibly affected by alcohol or drugs.

A person shall not enter or be in any premises while affected by alcohol or drugs;

- If a player gives a false name to an official or supervisor, or plays under a different name than what is written on the team sheet, sanctions will apply to the relevant player and team.
- There is zero tolerance towards abusive, verbal and physical violence. In accordance with Shire of Murray Local Laws 4.2.4 and 4.2.12 (n):

The Manager or Attendant may temporarily suspend admission to or remove from the premises or any part thereof all or any persons if, in his or her opinion that action is desirable, in the interest of the comfort and convenience of the users generally of the premises and the preservation of the premises or its contents.

A person shall not in any part of any premises, behave in an unseemly, improper, disorderly, riotous, or indecent manner or swear, or use indecent, obscene, offensive or abusive language or gamble or commit any other misconduct.

If required, staff will call the police to resolve a situation deemed necessary by the Centre.

All players and spectators are responsible for their behavior and could risk being banned from all MALC competitions and venue in serious cases of abusive behavior.

- Any player/person found hanging on the ring or net before, during or after a game will be suspended from the Centre. The length of the suspension will be determined by Centre Management.
- All players and spectators must abide by MALC Conditions of Entry.

SUSPENSION GUIDELINES

In accordance with SoM Consolidated Local Laws cl 4.2.12 (n)

A person shall not In any part of any premises behave in an unseemly, improper, disorderly, riotous or indecent manner or swear or use indecent, obscene, offensive or abusive language or gamble or commit any other misconduct.

If it is determined that anyone has breached the above, a suspension may be handed down to a player and/or official, supporter or team. Please note that any suspension handed down is at the discretion of management, who may consider context when determining an appropriate suspension. These sanctions apply to all team players, officials and supporters at all times during or outside game times.

Penalties to be applied are as follows:

Players/ spectators who are issued with a double **Tech Foul** will be issued an automatic 1 week suspension. (May be upgraded if prior history is noted).

Abusive Language

Abusive or offensive comments, swearing, derogatory or obscene remarks. **1-3 weeks**. Racial abuse or swearing that cannot be contained by sensible direction from an official or referee. **2- 10 weeks**.

Unsportsmanlike Conduct

- Offensive gestures, deliberate provocation, baiting of opponents. **1-3 weeks**.
- Playing under an assumed name or playing whilst already suspended/not nominated on team sheet **1-3 weeks**.
- Endangering players, officials or spectators with reckless or unsafe gestures and/or behavior **1-3 weeks**.
- Spitting on floor/player/official **1-10 weeks**.

Intimidation

- Threatening gestures, words, or actions toward any player. **1-6 weeks**.
- Threatening gestures, words or actions towards a referee or official. **2-6 weeks**.

Undue Rough Play

Any undue physical action used to gain unfair advantage (E.g. tripping, elbowing, and jumping into other people, tunneling, deliberate barging of an opponent, official or referee.) **1-3 weeks**.

Pushing

Pushing that causes another person to stagger or fall. **1-5 weeks**.

Resistance

Refusal to obey a reasonable and legal instruction given by an official or referee. **1-4 weeks**.

Striking and Attempted Striking

- Attempted striking **2-6 weeks**
- Slapping, hitting, kicking, butting, or other striking actions that appears intended to harm. **3-15 weeks**.
- Malicious or multiple striking actions delivered with apparent intent to injure or cause serious harm. **1 year to permanent ban**.
- Pushing or striking a referee or official. **1 year to permanent ban**.