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BY-LAWS

ABANDONED MATCH

A match due to unsafe playing conditions can be abandoned if either:

- (a) Declared by the Association Executive(s) present or the Umpire(s) concerned in consultation with the Court Supervisor if no Executive present. These to be ratified by the Full Executive and if not agreed the match(es) to be replayed.
- (b) Agreed by both teams.

One point is awarded to each team and 10 goals added to both the goals for and against. Both teams should lodge a score card for player qualification. AMD 30/8/07

NOTE: Any matches forfeited prior to the time of the declared abandonment will stand.
Any matches that have played two or more full quarters before the abandonment will be classed as having been played and the score at the time will count.

AFFILIATION FEE

The Affiliation fee is:

- Set at the Annual General Meeting.
- Paid annually prior to the 1st playing season.
- Paid by all clubs.
- Paid by individual members.
- Not Refundable.

APPEALS

(See Complaints and Appeals.)

BLOOD

Refer Injury/Illness AMD 25/2/16

CENTRAL TIMING

Where Central Timing is in operation the following will occur:

- Two (2) Minutes before scheduled starting time two (2) short bursts will be sounded. Umpires to whistle teams up for checking & coin toss. Also make

sure both scorers are together. (See Scorers) Have players take up positions on court.

- At scheduled starting time one (1) longer burst indicates time has started. Play starts on the umpires whistle. Penalties apply for late start. (See Match Commencement & Penalties)
- At the end of each quarter one (1) burst indicates time is up. Penalty shots for goal are still to be taken. Quarters end on the umpires whistle.
- At each break one (1) short burst indicates there is twenty (20) seconds to re-start. Whistle players back on court and await one (1) longer burst to indicate time has started, commence play on umpires whistle.
- In finals, owing to time being held for injuries, Central Timing is only used to commence matches.

CHILD PROTECTION POLICY

Each coach/volunteer over the age of 18 coaching children under the age of 18 must provide the Association with a Criminal History Assessment.

If E.D.N.A. deems a Criminal History Check is unsatisfactory to the welfare of a child, the Association will not give clearance for that individual. The Association will notify the club/school and if they accept the individual's unsatisfactory criminal history, the club/school will need to put in writing they are aware of the situation and take full responsibility for the individual. NEW 26/5/11

CLEARANCES

Clearances are required when:

- A player wishes to transfer clubs:-
 - Having played during the season
 - Having been listed as un-financial member by their club.

Clearances may be granted by Council when:

- Application has been made in writing.

Clearances will not be granted if:

- The player is listed as un-financial
- The Player is under suspension

Playing without a clearance where required, is the same as playing an unregistered player. (See Penalties.)

COACHING

Coaching may only be permitted by the official team coach who must maintain a stationary position for the duration of the game, except Netta and Primary. AMD 29/5/03

CODE OF CONDUCT

EDNA will take all reasonable steps to promote an environment free from abuse, discrimination and harassment. They will be committed to ensuring the safety, welfare and well being of children is maintained at all times during their participation in competitions. NEW 2/2/12

All players, coaches, umpires, officials, parents and spectators are to abide by the Code of Conduct; Disciplinary action will be taken against anyone who is found to be in breach of this Code. (See Fines, See Penalties) NEW 2/2/12

THE EDNA CODE OF ETHICS AND BEHAVIOUR

EDNA has a zero tolerance policy towards all unsportsmanlike behaviour. This includes but is not limited to violence, foul language or harassment towards players, coaches, parents, spectators or officials and is not acceptable.

PLAYERS CODE

1. Learn the rules of the game and play fairly by them at all times.
2. Work hard for your team, your team's performance will benefit and so will your own.
3. Be a good sport, cheer all good play whether it is by your team or the opposition.
4. Treat all players as you yourself would like to be treated.
5. Never argue with an official. If you require clarification have your captain or coach approach the official during a break or after the game.
6. Cooperate with your coach, team mates, opponents and officials at all times, for without them there would be no game.

PARENT/SPECTATOR CODE

1. Do not force an unwilling child to participate in sports, but if they want to play and join a team, then don't like it, encourage them to do their best, finish the season and not let the team down.
2. Remember, children are involved in organised sports for their enjoyment, not yours.
3. Encourage your child to always play by the rules.
4. Teach your child that honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
5. Remember that children learn best by example. Applaud good performance and focus on the efforts by your team AND the opponents rather than the overall game's outcome.
6. Respect the official's decision. If you disagree with an official; raise the issue through the appropriate channels rather than question the official's judgement and honesty in public. Remember, most officials give their time and effort for the participant's involvement.

COACHES CODE

1. Remember that children participate for pleasure and that winning is only part of the fun. Never ridicule or yell at the children for making mistakes or losing a competition.
2. Coaching comments should consist of positive reinforcement and comments and avoiding negative comments at all costs.
3. Avoid over-playing the talented players, all players need and deserve equal time.
4. Provide suitable rotation opportunities for players in positions.
5. Develop team respect for the ability of players within your own team, the opposition as well as judgement of officials and opposing coaches.
6. Be a positive role model for your players and the sport.
7. Make a personal commitment to keep yourself informed on sound coaching principles and with the rules of the game, constitution and by-laws.

UMPIRES CODE (AND OR OFFICIALS)

1. Provide a safe environment so that everyone involved can enjoy the game.
2. Maintain professionalism through dress code, equity and punctuality.
3. Enjoy yourself and enjoy what you do
4. Develop a rapport with players, but remain impartial and maintain integrity in your relationship with players, coaches and other umpires.

5. Don't allow team issues and sideline distractions to affect your umpiring –stay focused.
6. Accept responsibility for all actions taken.
7. Be current with umpiring procedures and protocols and apply them effectively and efficiently.
8. Treat everyone involved in the game as you yourself would like to be treated.

NOTE:

Whilst within the EDNA court areas, all players, coaches, parents and spectators are representing their clubs and shall be accountable for their actions. NEW 11/10/10

COMPETITIONS

The Association shall conduct competitions between the teams of affiliated clubs in either or both day and night matches in either or both Summer and Winter seasons.

Competitions will be made available to single sex, mixed and unisex teams. AMD29/5/03

Mixed teams will consist of a minimum of two (2) and a maximum of (3) male players on court at any time.

Unisex Competitions will be made available for both sexes to participate in any team with 0 to 3 boys under the age of 12 years on court at any one time.

Boys are allowed to finish the season in which they started. They do not have to stop the day they turn 12. AMD 29/5/03

Proof of age must be given if required by the Recording Secretary. NEW 29/5/03

The Association will not exclude boys or girls under 12 years of age from any competitive or non-competitive netball activity in accordance with the Commonwealth Sex Discrimination Act (1984) and the South Australian Equal Opportunity Act (1984). NEW 28/11/02

Each Competition is considered to be separate competition for the purpose of:

- Clearances
- Eligibility
- Permits
- Premiership points

But not for:

- Registration
- Affiliation
- Suspended players
- Un-financial Clubs
- Un-financial players
- Uniforms

COMPLAINTS OR APPEALS

In the first instance, you are encouraged to approach your Court Supervisor during the game and see if the problem can be sorted out immediately. NEW 30/5/13

All complaints or appeals need be:

- In writing.
- Signed by the complainant.
- Counter signed by the Club Secretary or Club President.
- Set out fully all appropriate facts.
- Received by the Administrative Officer within three (3) days of the event causing the complaint.

The Administrative Officer will:

- Acknowledge receipt to the complainant Club Secretary.
- Advise complainant in writing.
- Call an Executive Committee meeting to evaluate the complaint.
- Take any other action deemed necessary.

The Executive Committee may reject a complaint for:

- Lack of fact.
- Irrelevance of facts.

All decisions of complaints to be ratified by full Council.

CORRESPONDENCE

All correspondence must be in writing from the nominated Club Official (as on the Application for Affiliation form) to the Executive of the Association. Only correspondence from the nominated Club Official will be recognized. **NEW 31/5/12**

All correspondence from the Executive of the Association will be addressed to the Club Official. **NEW 31/5/12**

All clubs must have an active email address which is accessed regularly (at least weekly) for urgent correspondence. However, unless the correspondence is considered urgent by the Executive of the Association, it will be dealt with at the monthly Executive meeting. **NEW 31/5/12**

COURT SUPERVISORS

The Council appointed Court Supervisors are responsible for:

- Umpire supervision.
- Commencement of games and Time Keeping where Central Timing is in operation.
- Upkeep of Court premiership tables.
- Conduct of players and spectators.
- Timing of suspended players **NEW 25/2/16**
- Submitting Pro-forma score cards to the Recording Secretary for all forfeited matches.
- Tidiness of courts and facilities.

The Court Supervisors have the power to:

- Order the removal of unruly spectators.
- Report players and officials. (See Tribunal.)

EQUIPMENT

Each club will supply:

A match ball which is spherical in shape.

- Size 4 for Netta and size 5 for all others.
- Is made of leather, rubber or suitable synthetic material
- With an inflation level of approx 62-69kPa (9-10psi) (not to high as it will burst!) AMD 26/2/16

A First Aid kit for each of their teams. NEW 29/5/03

Each team will wear positional bibs with position letters.

- Position letters are to be 150 mm (6") AMD 29/5/03

FEES

Clubs will pay team fees as set by the Annual General Meeting.

Nomination fees (part of playing fees) must be forwarded with each Club Application Form comprising of \$50 for Clubs with Five (5) or less teams and \$100 for Clubs with more than Five (5) teams.

A withdrawal fee of \$50 per team is payable by teams withdrawing from competition. This is in addition to Pro-Rata team fees for matches played.

Fees may be paid in two (2) parts.

- Half within two (2) weeks of season commencement.
- The balance within ten (10) weeks of season commencement.

FINANCE

12.2 Of the Constitution to be overwritten by: Payment of accounts due by the Association shall be paid either by cheque or electronic transfer after having been passed for payment by the Executive. NEW 29/10/15

FINES

Any club that does not attend an Annual General, Special General or Council Meetings without acceptable excuse will be fined:

- 1st offence 2 points per team for that club are deducted,
- 2nd offence 2 points per team for that club are deducted plus \$25 fine,
- 3rd and subsequent offences in any one financial year, 2 points per team for that club are deducted plus \$50 fine. (See Meetings) AMD 31/7/08

Clubs will be fined \$10.00 for non attendance of umpires in Senior competitions unless an acceptable excuse is received or a replacement umpire arranged. (See Umpires.)

Clubs can be fined up to \$50 for forfeiting. (See Forfeit) AMD31/7/08

Spectators/Officials/Players can be fined \$25 per incident for misconduct. NEW 25/7/02

FIRST AID

Each club shall provide for its own first aid requirements. (See Equipment) AMD 29/5/03

FORFEIT

In the event of a forfeit:

- Club officials must advise:
Opposition Club Contact
Umpires Secretary
Court Supervisor

Two points will be awarded to the team receiving the forfeit, who should lodge a score card for player qualification. The team receiving the forfeit will be awarded a score as indicated below; likewise the team forfeiting will be penalised with a score as indicated: AMD 31/7/08

- Seniors: 35 - 15 for a win and 15 - 35 for a loss
- Juniors: 28 - 12 for a win and 12 - 28 for a loss
- Sub Junior: 21 - 9 for a win and 9 - 21 for a loss
- Primary: 14 - 6 for a win and 6 - 14 for a loss
- Netta: 7 - 3 for a win and 3 - 7 for a loss

A fine of \$50 may be applied to teams (circumstances pending) forfeiting without giving 24 hours notice or failing to notify the correct officials above. (See Penalties) (See Fines). AMD 31/7/08

In the event of a mutual forfeit between two teams, one point will be awarded to each team and 10 goals added to both for and against. Neither team will be eligible for player qualification. NEW 30/5/13

In the event of a forfeit in finals, the position of the team will be left to the discretion of the Executive Committee. NEW 28/1/10

GRADING

Grading of teams into divisions will be carried out by the Executive Committee appointed by Council. AMD 26/7/07

Each club will provide full team details as requested by Council.

Grading Committees may as a basic principle: AMD 29/5/03

- Grade on past results.
- Promote teams finishing as Premiers.
- Demote teams finishing Bottom

Grading Committees may call for grading matches for evaluation of teams.

Grading Committees may re-grade club teams upon results of matches.

Any team re-graded may appeal, only after playing two (2) matches in the new grade.

Clubs will play their teams in order of merit with the strongest teams playing in the higher divisions.

Following grading clubs must maintain a minimum of four (4) players originally listed in all competition except by special permit.

Clubs appealing against grading must provide evidence that their team(s) is incorrectly graded.

Council will adjudicate on any grading dispute between Clubs and the Grading Committees that cannot be settled between the two parties.

INJURY TIME

In competitive matches for each stoppage for injury/illness/blood for each team, the player concerned must leave the court within 30 seconds and receive any treatment OFF the court.

During the stoppage both teams may make substitutions and/or team changes, provided they are completed within the time allowed.

If no substitution is made for the injured/ill/ bleeding player, play must resume with the position left vacant.

If the position is left vacant the player concerned or a substitute may subsequently, after advising the umpire take the court immediately following; a goal (to fill the vacant position) or any position at injury stoppage or an interval.

Only primary care person/s are permitted on the court to assess the players medical condition and to assist the player from the court. EDNA coaches are permitted to be the Primary Care Personnel. AMD 25/2/16

INSURANCE

The Association will carry Public Liability Insurance but Players are not covered for injuries sustained in match play.

INTERCHANGE

Each team is entitled to use up to twelve players in any one game. Players may be replaced throughout the game at any of the breaks, or to replace an injured or ill player. Any player who has been replaced on court MAY re-enter the game at a later stage. This applies for both Minor and Major Rounds.

Any breach of the Interchange Rules will result in a forfeit by the team in breach. (See Penalties.)

MAJOR ROUND

There are no finals for Netta or Primary Netball.

Programs for the Major Rounds, will be determined by points and if necessary Match Ratio then Percentages as at the end of the Minor Round.

Teams ranked in ascending point order will be used to decide the order of play in finals.

To confirm your teams place in the finals your Club Secretary will receive an e-mail on the Tuesday prior to the Semi Final. AMD 31/5/12

- Semi Finals:
 - First Semi-Final - Third Vs Fourth
 - Second Semi-Final - First Vs Second
- Preliminary Final:
 - Loser of Second Semi-Final Vs Winner of First Semi-Final
- Grand Final:
 - Winner of Second Semi-Final Vs Winner of Preliminary Final

All first named teams are home teams.

In the event of a draw in the Major Round:

- There will be an interval of two (2) minutes. AMD 25/2/16
- Teams will change ends.
 - They will play 2 x six (6) minutes halves. [Sub-Junior five (5) minutes]
- There will be an interval of one (1) minute between these halves.
- During both these intervals, substitutions and/or team changes may be made. AMD 31/5/12

- In the event of a tie remaining at the end of extra time:
 - Semi & Preliminary Finals;

Teams will continue playing until one team gains a two (2) goal lead.
They will be declared the winner. AMD 25/2/16

Grand Finals;

The teams will be declared Dual Premiers.

MATCH COMMENCEMENT

Matches will commence at the scheduled starting time.

- Penalty One goal per minute or part thereof up to a maximum of five (5) minutes then a forfeit by the team not ready to start.

MATCH DURATION

All matches to consist of four (4) quarters except that any match abandoned after two (2) or more full quarters have been played will constitute a match and the score at the time will count.

The playing times applicable are set out in the table below:

		<u>Quarter</u>	<u>All Breaks</u>
Day:	Netta to Sub Junior	10min	2min
	All other	12min	2min
Night:	Netta to Sub Junior	10min	2min
	All other	12min	2min
Major Round:	Additional Time	Sub Junior	5min
		All other	6min

(See Major Rounds) (See Injury Time) (See Abandoned Match)

MATCH LOCATION

All matches will be played as set out in the programme, unless otherwise advised.
AMD 29/5/03

MATCH TIMES

All matches will be played at the times set out in the programme, unless otherwise advised. AMD 29/5/03

Matches starting late. (See Penalties) (See Match Commencement)

MEETINGS

Unless an acceptable excuse is received for non attendance at either Annual General, Special General or Council Meetings, a club in default will be fined:

- 1st offence 2 points per team for that club are deducted,
- 2nd offence 2 points per team for that club are deducted plus \$25 fine,
- 3rd and subsequent offences in any one financial year, 2 points per team for that club are deducted plus \$50 fine.
(See Fines) (See Penalties) AMD 31/7/08

MINOR ROUNDS NEW 30/10/14

Scores in Netta and Primary divisions are only kept for grading purposes. They are used in all other divisions to determine positions for Major Rounds. (see Major Rounds)

All Divisions:

- 2 points are awarded for a win
- 1 point each for a draw
- 1 point each for an Abandoned match (refer Abandoned match)
- 2 points are awarded to a team receiving a forfeit (see Forfeits)

Points can be removed at the end of Minor rounds for fines (see Fines)

PENALTIES

<u>OFFENCE</u>	<u>BY-LAW</u>	<u>PENALTY</u>
Forfeit	Forfeit	Up to \$50 per offence
In-eligible Player	Player Eligibility	Forfeit of match
Late Start	Match Commencement	1 goal per minute up to five minutes then forfeit of match
Misconduct	Fines & Tribunal	Suspension/\$25 fine
Suspension	Court Supervisors	Two minute suspended from play NEW 25/2/16
Non-Attendance	Meetings	1st offence - 2 points per team for that club are deducted. 2nd offence - 2 points per team for that club are deducted plus \$25 fine and subsequent offences in any one financial year, 2 points per team for that club are deducted plus \$50 fine. AMD 31/7/08
Non player	Grading	Forfeit of match.

maintenance

No Umpire-Age	Umpires	Forfeit of match
Over-Age Player	Player-Age	Forfeit of match
Player Interchange	Interchange	Forfeit of match
Unpaid Fees	Un-financial Members	Forfeit of match <small>NEW 31/5/13</small>
Unregistered Player	Player Registration	Forfeit of match

Penalties will be applied by the Executive, and penalties will be advised to the Club Contact within fourteen (14) days of the offence. Except late starts, this is claimed at the point of time by the team not in breach.

PERMITS

Permits are required when:

- A player wishes to play in a lower division/grade than he/she is otherwise permitted.
- A club has two teams in the one division/grade and a transfer is desired.
- A player is permanently handicapped.

Permits may be granted by The Executive when:

- Application has been made in writing by Club Official. AMD 31/5/12
- Sufficient facts are exhibited to support the request.
- The request is considered to be reasonable under the circumstances.
- Permits only relate to the season in which they are applied for.

Permits will not be granted where the club has other players who may fill the position. (Except in the case of handicapped persons.)

Temporary permits may be granted by the Recording Secretary to be ratified later by The Executive. The Executive has the power to withdraw a permit if circumstances are subsequently found not to be reasonable.

PHOTOGRAPHY

If someone is seen to be taking photos inappropriately and is not associated with any club the Court Supervisor is then to be advised and to take appropriate action.
NEW 28/1/10

No flash photography during ALL matches. NEW 28/1/10

PLAYER - AGE

Players in competition will be:

SENIOR	minimum age of 13
INTERMEDIATE	17 years and under, with a minimum age of 14
JUNIOR	15 years and under, with a minimum age of 12
SUB JUNIOR	13 years and under, with a minimum age of 10
PRIMARY	11 years and under, with a minimum age of 9
NETTA	9 years and under, with a minimum age of 8

All ages are as at 31st December in the year in which the season commences.
(Boys turning 12 - see Competitions)

Except 7 year olds may start in:

Winter competition, provided they turn 8 by the 31st December in that year.

Summer competition, provided they turn 8 by the 31st December in the following year. AMD 29/5/03

PLAYER ELIGIBILITY

No player may play in a lower division/grade once he/she has played three (3) matches in a higher division/grade during the current season. AMD 30/5/13

To be eligible to play in finals a player must have:

- Played three (3) matches for the Club during the season in which the finals are being played. AMD 30/5/13
- Not played in a higher division/grade final during the season in which the finals are being played. AMD 30/5/13

When a club has two teams in the same division/grade players may not change teams without a permit once they have played three (3) matches in a team. Three (3) matches also means one (1) game in a higher division/grade and two (2) games in the same division/grade during the current season. AMD 30/5/13

All competitions are considered separate competitions.

No player may play in a division/grade lower than two (2) divisions/grades below his/her last match in his/her previous season of play.
(See Permits and Penalties.)

No player is permitted to play more than one finals match per day.

PLAYER REGISTRATION

Each player shall be registered prior to playing a match.

A player may only be registered for one (1) club in any one (1) competition.

Registration is by way of:

- Completion of a registration card and lodging with the Court Supervisor no later than with the first played match score card.

The Court Supervisor will issue an immediate registration number and forward the registration card to the Recording Secretary for official registration.

The Recording Secretary will notify the Club if any change is required within 30 days or within 7 days if the player required a financial clearance.

In the event that a clearance was required then the team has played an unregistered player. (See Penalty - Unregistered Player.)

Player registration is continuous until the player changes:

- Club, Surname or Address; then amended registration is required.
AMD 25/7/02

In the event of an amended registration the player shall maintain their previous registration number. AMD 25/7/02

The Recording Secretary shall be notified of any changes within fourteen (14) days.
AMD 25/7/02

Any player that has not played for two years is required to re-register and obtain a new registration number. AMD 25/7/02

PROGRAM

The Association will supply a programme for each season of competition.

The programme including any rules therein shall form part of these By-laws for that season.

RULES (NON-COMPETITIVE)

	<u>Primary</u>	<u>Netta</u>
Rule 1	Applicable to all 9,10 & 11 year olds	Applicable to all 8 & 9 year olds
Rule 2	10 ft (3 m) Goal Posts	8 ft (2.4 m) Goal Posts
Rule 3	Defending from 3 ft (0.9 m)	Defending from one (1)metre <small>AMD 25/2/16</small>
Rule 4	Size 5 Ball	Size 4 Ball
Rule 5	Up to 3 seconds possession	Up to 4 seconds possession
Rule 6	Stepping is <u>NOT</u> permitted	Minimum shuffling allowed
Rule 7	Full Netball Rules	One-on-One defence, (i.e. each player <u>may only</u> be defended by one player)
Rule 8	Shot at goal <u>may</u> be defended	Shot at goal <u>may</u> be defended
Rule 9	Once the player taking a penalty pass is in the correct position, the player may choose either to play the ball immediately or to wait for the infringer to stand out <small>NEW 25/2/16</small>	Once the player taking a penalty pass is in the correct position, the player <u>will wait</u> for the infringer to stand out of play before playing the ball <small>NEW 25/2/16</small>
Rule 10	Up to 12 players may be used with all players participating in at least 1 quarter	Up to 12 players may be used with all players participating in at least 2 quarters
Rule 11	All players to rotate. Every player <u>must</u> play 2 quarters of the 7 court positions in each season. <small>AMD 25/2/16</small>	All players to rotate. Every player <u>must</u> play 4 quarters of the 7 court positions in each season. <small>AMD 25/2/16</small>
Rule 12	Playing times -10min quarters, 2min breaks	Playing times -10min quarters, 2min breaks
Rule 13	All matches shall be non-competitive, with <u>NO FINALS</u> Scorecards to be used, for the purpose of grading. <u>NO points</u>	All matches shall be non- competitive, with <u>NO FINALS</u> Scorecards to be used, for the purpose of grading. <u>NO points</u>

SCORE CARDS

Each team will:

- Complete legibly an Official Score Card for each match including:
Date, Time and Court Location.
Division and Club Name.
Home Team and Away Team Names.
Surname, Christian Name and Registration Number of each of your teams Players on the reverse side in alphabetical order before the match commences. AMD 25/2/16

Each Captain and Umpire will sign both teams score cards at the completion of the match.

The Coach will sign the back of their own score card to verify players listed are correct. AMD 31/10/13

Each team will ensure that their score card is lodged with the Court Supervisor at the court location immediately following the match.

Only completed score cards received on time are eligible for recording.

In the case of disputed scores the Home Team score card will be taken as the official score card.

SCORER

Each team will supply an independent scorer of fourteen (14) years of age or older.

No game will commence without a scorer from each team. Both scorers must be together and continually check the score.

Scorers must record centre passes as a check for the umpires and disputed scores.

TIME KEEPER

Unless central timing is in operation at the court location, and in finals, both teams will supply a time keeper of fourteen (14) years of age or older.

In all matches, that Central Timing is not in operation, the Home Team Time Keeper will time the quarter durations and will walk with the Umpire, for the last ten (10) seconds of each quarter, and will notify the umpire when time has expired, by saying "Time". AMD 30/10/14

The Home Team Time Keeper will only hold time when instructed to do so by the Umpire. Time will recommence on a signal by the Umpire.

The Away Team Time Keeper should keep track of:

- Breaks between quarters and advise the Umpire when thirty (30) seconds remain.
- Injury time and advise the Umpire when ten (10) seconds remain.

AMD 25/2/16

TRIBUNAL

The Tribunal is to consist of one (1) member of the Executive Committee, one (1) representative of the Umpires and one (1) representative of the Coaches in the Association.

Purpose of the Tribunal:

- To view the actions of Spectators or Officials reported or Players sent off and/or reported by either/or Umpires(s) and Court Supervisors.

Executive Members, Umpire(s) and/or Court Supervisors reporting Spectators, Officials or Players must inform the Spectator, Official or Player that they have been reported and why. The Spectator, Official or Player shall appear before the Tribunal within one (1) week of the report being made on a date and time set by the Executive.

UMPIRES

All umpires on matches, shall be fourteen (14) years of age or older. NEW 25/7/02

Unless supplied by the Association, all clubs must nominate sufficient acceptable Umpires for every team playing, except Netta and Primary teams. AMD 29/5/03

All finals will be double umpired by rostered Umpires.

Any team, which does not supply an Umpire, when required, will be deemed to have forfeited.

Umpires have the power to report Spectators, Officials and/or Players. (See Tribunal) they also have the power to remove unruly spectators from the court. Failure to comply may result in the forfeit by the offending team.

To be eligible to umpire each Umpire must pass (70%) at least a theory examination with nine (9) months of registration or produce proof of a theory pass from another Association. All Umpires must pass a refresher theory exam within six (6) years of their last theory pass to be eligible to continue umpiring.

Minor round matches will be double umpired by rostered Umpires, where applicable.

UN-FINANCIAL MEMBERS

Any un-financial (fees not paid) team will not be allowed to compete. This means an immediate forfeit win to their opposition. This will continue on a weekly basis until they become financial. NEW 31/5/13

UNIFORMS

All clubs will register a uniform for approval by Council.

- All team members must be in the approved uniform for all matches. AMD 22/2/18
- Socks that are visible must be worn at all times.
- **Black** sports/boy-leg briefs must be worn unless a body suit is registered. They must not show below the skirt/dress. AMD 2/2/12
- Leg coverings – full length leggings, track pants or tights in the registered colour may be worn. (No compression wear) AMD 28/5/15
- Tops will be allowed to be untucked, but must have two thirds (2/3) of skirts showing. AMD 29/5/03
- Any or all players in a team may wear a tracksuit top (NO hood) and/or bottom for all or part of any game, provided it conforms to that registered by their club. It is to be an acceptable registered tracksuit and must be a combination of the registered Club colours and must not change the overall appearance of the team. If track pants/leggings are worn, female players must still wear their skirt/dress over them. AMD 28/5/15
- Same style shorts are to be the same colour as skirts/dresses on the team; Cargo shorts, skin tight stretch shorts and open pocket shorts are not permitted. Taping or stapling of pockets is not acceptable, including the first three weeks of the season. Tops are to be the same for the whole team. If the other team members are wearing a dress, the top must be in the same pattern as the dress. AMD 22/2/18
- Sports gloves can be worn; however nails will be checked as per the rules. NEW 30/8/07
- Cultural Headwear- Netta & Primary Divisions – Headwear must be in the same colour as the club uniforms and must not be secured with any pins/sharp objects.
Competitive grades (Junior, Sub-Junior, Sub-Primary) – For safety reasons Capsters must be worn in these divisions. Headwear must be in the same colour as club uniforms. NEW 27/4/17
- Hair must be suitably tied back. NEW 25/2/16
- Uniform bibs are required as part of the uniform.
- Attachment to uniforms cannot be by way of any type of pins.
- A medical alert bracelet can be worn but it must be covered. (A sweat band can be used to cover it) NEW 31/7/08
- **No jewellery including taped studs are permitted.**
- Surgical implanted jewellery is permitted provided the player signs a waiver. If the player is under 18 years of age a waiver must be signed by a parent or legal guardian. (The jewellery must be covered with tape) NEW 29/5/03
- Bangles - A cultural bangle (with consents completed by EDNA Executive) may be worn as far up the arm as it will go and then neatly taped with adhesive first aid tape. NEW 27/4/17
- All teams will be given three weeks grace to obtain correct uniform. All teams must be in correct uniform on the date of their fourth match of the season, and for every match thereafter. NEW 2/2/12
- A player whose uniform is not available for any of those three matches must play these matches in suitable playing uniform and correct footwear. NEW 2/2/12

- Umpires have the power to remove any player from court that does not comply with the above dress rules until he/she does comply.

WEATHER POLICY

HEAT

If the forecasted temperature on BOM (Bureau of Meteorology) at 8am on the morning of the matches is 35deg C or above **ALL 5.45pm & 6.40pm** matches are abandoned. (CANCELLED) (See Abandoned Match) **7.30pm, 8.20pm & 9.10pm** games will still be played however quarters will be reduced by 2 minutes. AMD 26/10/17

Senior matches will still be scheduled with the decision to Forfeit or Abandon matches left up to individual Teams/Clubs.
(See Forfeit) (See Abandoned Match) AMD 26/7/07

RAIN

Matches are **NOT** abandoned due to wet weather.
Umpires/Court Supervisors can suspend/abandon play in individual matches while HAIL or LIGHTNING is present. NEW 8/3/00

EXTREME CONDITIONS

HEAT AGE competition – In the event of extreme hot weather conditions the Executive will decide if matches will be abandoned. A notification will be added to EDNA Facebook at 4pm. AMD 22/2/18

Extreme weather condition forfeits need to be made before 4pm to avoid a fine. NEW 22/2/18

Winter – If the Executive deems the weather conditions are considered to be unsafe for players and or officials, notification will be made on EDNA Facebook 1 (one) hour before commencement of first game. All matches will be declared abandoned. (See Abandoned Match) AMD 22/2/18

FINALS

All Finals are played on days as scheduled but Playing Times & Locations may be changed at short notice. NEW 8/3/00

NOTE: Everyone (coordinators, coaches, umpires & parents) has a duty of care to players. Individual teams still have the option of forfeiting or parents removing a child from the competition. (EDNA does not hold medical records of individuals)