



## SOCIAL SPORT COMPETITIONS

### By - Laws

#### 1.0 Eligibility Of Players

- 1.1 Players must be 15 years and over to compete in Senior Social Sport Competition, unless management has approved otherwise.
- 1.2 Management will automatically deduct win points from any team failing to comply with the above.
- 1.3 A team can still meet its obligations and save itself forfeit fines and earn premiership points and percentage by fielding the following number of players:

Basketball	4
Netball	5
Soccer	4
- 1.4 No player shall be eligible for any finals unless that player has physically played a minimum of three (3) fixtured games during the season.

#### 2.0 Time Availability

- 2.1 All teams must be prepared to play ALL TIME SLOTS during the course of the season. These will range from 6.30 start time to 9pm-start time. No preferential treatment will be given.

#### 3.0 Code of Conduct

##### 3.1 PLAYER PARTICIPATION

- 3.1.1 Abide by the rules of the game and Bylaws of the centre – if you don't know them, learn them.
- 3.1.2 Respect the umpire and accept their interpretations.  
**His/her decision is final.**
- 3.1.3 Respect the rights of all players to enjoy the game safely and play in good spirit.
- 3.1.4 Choose your behaviour and be prepared to accept the consequences of your actions.
- 3.1.5 Remember, GOOD SPORTSMANSHIP = GOOD FUN.

## 3.2 TEAM RESPONSIBILITIES

- 3.2.1 **All teams are required to pay for their game prior to the game commencing.**
- 3.2.2 Scoresheets must be filled out prior to the games commencement. Failure to complete the scoresheet on time will result in teams not receiving full game time and late penalties will apply.
- 3.2.3 All teams must provide their own scorer/timekeeper for the duration of the match. Failure to provide a scorer will leave the offending teams no recourse to challenge the score.
- 3.2.4 The team shall be held responsible for the conduct of its members and supporters.

## 4.0 Player and Team Reports

- 4.1 A complaint by a team or member must be lodged in writing to the Manager within 48 hours of the alleged incident.
- 4.2 If any altercation breaks out in the game where the umpire is forced to stop the flow of the game, the umpire has the right to abandon the game.
- 4.3 Any player, team, official or spectator who has a complaint lodged against them shall receive the following:
  - 4.3.1 A decision issued by the Manager with a meeting of all parties.
  - 4.3.2 Any player, team official or spectator who is reported for misconduct will incur the following penalties. For misconduct not listed below, the penalty will be made at the discretion of the Manager.
- 4.4 Suspension Table:

N.B this is a non affiliated social recreation competition. Players are asked to know the rules, play by them and be courteous to others.

Players who have received suspensions from affiliated clubs may also receive a suspension of the same or greater from the Bridgetown – Greenbushes Sport Competition programs if management deems it necessary.

## 5.0 Minor Offences – Technical, Disqualifying, Unsportsmanlike fouls, Yellow and Red Cards.

- 5.1 Each season management establishes a register of all players who receive technical fouls, unsportsmanlike and disqualifying fouls and yellow/red cards. The referees are also required to submit written reports on ALL players who receive the above. The following shall apply:

- 5.1.1 Once a player has accumulated a total of three (3) technical fouls, disqualifying fouls, unsportsmanlike fouls or yellow cards, management shall contact the player and discuss their circumstances relating to how they received the above.
- 5.1.2 The written reports made by the referees/umpires will be referred to. Unless the player can provide suitable reasons as to why they should not be suspended from playing, they will be handed an automatic one (1) week suspension. If the severity of the incident/s has already resulted in an umpire's report whereby the player has been suspended, then the automatic one (1) week suspension will be added to the term of the suspension.
- 5.1.3 Players receiving a RED card will automatically be asked to leave the court for the duration of the game. A report from the referee will then be submitted to management and the player will automatically receive a one (1) week suspension and further if required. A substitute cannot be used to fill in for this player.
- 5.1.4 Management does understand that in the 'heat of the moment' players can become frustrated and may behave in a manner resulting in a technical, unsportsmanlike or disqualifying foul. This is why the limit is set at three (3). However management ensures ALL cases will be looked at individually so that players are given a reasonable chance to present their point of view.

## 6.0 Uniforms

- 6.1 All players are required to present themselves in conforming uniform. After the teams first three (3) games the following uniform requirements are mandatory:

### BASKETBALL/SOCCER

Matching Coloured tops, numbers (back and front)

No thongs, bare feet or marking soled shoes are to be worn on playing surfaces.

### NETBALL

Matching coloured t-shirts.

No thongs, bare feet or marking soled shoes are to be worn on playing surfaces.

Bibs are available but may have been used the game before, so it is preferable you supply your own.

## 7.0 Penalties

### 7.1 OUT OF UNIFORM PENALTIES

Basketball	4 points per player
Soccer	1 goal per player
Netball	2 goals per player.

Management has the right to enforce penalties up to 48 hours after the completion of the game.

### 7.2 LATENESS PENALTIES

Teams failing to take the court at the predetermined start time will incur the following penalties for every minute late after the first minute, hence the opposition is awarded the following:

Basketball	2 points
Soccer	1 goal
Netball	1 goal

These penalties are determined by the umpire/s and MUST be enforced regardless of the teams concerned. All teams throughout the competition must be penalised equally and accordingly based on these bylaws. Management reserves the right to enforce the lateness penalties if umpires have failed to do so.

ANY UMPIRE DECISION MAY BE OVERRULED BY MANAGEMENT.

## 8.0 FORFEITS

8.1 When a team does not have the minimum number of players on court ready to play ten (10) minutes after the scheduled starting time, the team shall lose the match on a forfeit and be liable to pay the appropriate fine. The match will be awarded to the opposing team as the following:

20 TO 0 Basketball and Netball  
3 TO 0 Soccer

8.2 When a team causes legal commencement of a match to be delayed by virtue of not having the required minimum numbers on time, then for every minute, or part of, that play is late commencing, the opposing team will be awarded penalty points.

8.3 Forfeits cause a large inconvenience to both Management and other teams. Fines are charged to cover umpire fees and other associated costs to the Centre. Forfeit fines will be applied according to the following schedule:

**24 hours or more notice will be charged at regular game fee relevant to the sport**  
**Less than 24 hours will be charged twice the regular fee.**

- 8.4 In the event that a team forfeits due to lateness or lack of team numbers to make a legal game, the team forfeited against has the following choice:
- 1) Uses the game as a training drill ie NO umpire. Is awarded Win on forfeit points and no game fee applies as the infringing team pays DOUBLE.
  - 2) Is awarded the win points & requires the umpire to umpire a 'friendly' scratch match with the team who has forfeited, and any made up members. In this situation both teams pay the normal game fee but the result is deleted.

**NB Teams will not be eligible to play future games until all fines are cleared.**

- 8.5 In fairness to other teams no matches can be rescheduled.
- 8.6 A fee of **\$100** will be charged if your team withdraws **at any stage** during the season. The fee is charged to cover administration costs involving refixturing and loss of income.
- 8.7 It is the responsibility of the team's captain to ensure the team plays all matches and pays all fees associated with their participation. The team captain is liable for the team's actions. If you cannot guarantee this do not nominate. The person listed on the team nomination as "team contact" is deemed team captain.

## 9.0 NAILS, JEWELLERY AND BLEEDING

- 9.1 Nails must be cut or at least taped to a reasonable length (umpires discretion)
- 9.2 All jewellery is to be removed with the exception of wedding rings/medical alert bracelets (which must be taped). Management reserves the right to determine the risk posed by jewellery not removed.
- 9.3 If a player is bleeding they must leave the court immediately and not recommence play until the bleeding is stopped and the wound is clear and covered.

## 10.0 Power Failure

- 10.1 In case of power failure, the following shall occur,

BEFORE HALF TIME	No result/No fees
BEFORE $\frac{3}{4}$ TIME	Result on sheet/1/2 game fee
AFTER $\frac{3}{4}$ TIME	Result on sheet/ full game fee
FINALS	Reschedule

## 11.0 Premiership Points

11.1 Premiership points are awarded on the following basis:

WIN	3 points
DRAW	2 points
LOSS	1 point
FORFEIT	1 point loss

## 12.0 Finals

12.1 Teams will not be eligible for any finals unless they are financial, that is paid all game fees, forfeit fines etc. required for the season.

12.2 Individuals must have played three (3) games to be eligible for finals.