

TWILIGHT - SPECIAL NOTES

To avoid confusion and possible loss of points, make the following known to all your members before the commencement of fixtures.

FORFEIT

Forfeits are to be phoned through to the association office 3397-1529 as soon as possible

"Official by-laws of the Metropolitan Districts Netball Association", claiming forfeits:

- (a) A forfeit may be claimed if opposition cannot field the minimum team of five players when the starting signal is given.
- (b) Teams claiming forfeits should complete and sign score sheet as usual.

Please note: Three forfeits could disqualify the team.

UMPIRES

All teams are to supply one (1) umpire at the same time as the team is playing. It is the responsibility of each club/team to organise their own umpires.

UNIFORM

All players must wear their team uniform i.e. netball skirt or shorts, shirt, (bodysuit-skirt), school sports uniform, socks and sports briefs. All teams are given three (3) weeks grace from the commencement of the season for their players to obtain the correct uniform. Any player who does not wear the uniform after this three week period will not be allowed to take the court except for emergency fill in players. They are to wear a suitable matching uniform.

WET GAMES

In the event of rain, games will be played if at all possible. Should the game be called off due to weather conditions prior to half time it will not be replayed and no points awarded. If cancelled at or after half time the score at that time will be taken as the final score. The team contact only is to ring Wembley Park on 3397 1529 after 4.45pm. All players are to telephone your Team Contact.

REGISTRATION OF PLAYERS

A Player may only be registered in ONE CLUB/TEAM during any one season.

Players not registered will incur loss of points, if the game is won. Teams must have **four** players registered on the original nomination form on court for every fixture game including finals. No more than twelve (12) players may be registered on each team registration form. The minimum number of players required to play a game is **five**.

FACEBOOK - MDNA Netball Brisbane

MDNA Facebook page ("Like It") will be the quickest way to find out if the games are on.

TEAM REGISTRATION FORMS

It is the responsibility of clubs/teams to provide a daytime phone number of a club/team contact person and an email address that is regularly checked.

NETBALL QUEENSLAND CAPITATION and MDNA TEAM REGISTRATION FORMS

It is the responsibility of clubs/teams to provide all details necessary on the electronic form (*details must be typed onto these forms*). The e-form is found on the MDNA website www.mdna.com.au and is the only way to register a team. Hard copy forms will not be accepted. Registration Fees and completed form are required to be emailed or supplied on a usb by the 1st Night and prior to playing your game.

A whole completed Netball Qld Capitation form listing all current players is to be resubmitted to the Treasurer if there is any alteration as a result of deleting or adding players and payment made for those new players before they take the court on their first night of play.

TWILIGHT COMPETITION RULES BOYS – 12 years and under

Boys 10 years, 11 years and 12 years are invited to join the twilight competition.

Please note: - A maximum of three (3) boys are allowed on court at any time, one to be in each court area. The court area's are the attacking third GA & GS, mid court third C, WA, WD and defensive third GD & GK. Normal rules of fixtures apply to all other situations.

PLAYING IN A LOWER GRADE

Players registered in a particular grade may not go down to a lower grade to fill in, nor play under an assumed name whilst attempting to do this.

PLAYING IN A HIGHER GRADE

A player is permitted under the MDNA rules to play up in a higher grade for their club ***twice (2) only.***

If the said player plays a third (3) time up in a higher grade, the player then must then stay up in a higher grade.

TWO TEAMS IN THE SAME GRADE

Where two teams from the same club are playing in the same grade, players in these teams may not interchange.

RULE 6 1.4- Unlimited Substitution

There is no limit to the number of substitutes which can be made by a team provided the players do not exceed the 12 named for the match.

SEMI-FINALS AND FINALS

Before any player can take the field for semi-finals or finals, he/she must have played three games as a registered player for his/her respective Club. Any requests for specific times for semi-finals or finals must be furnished by the last day of fixtures on the form provided at Administration. It is the club's responsibility to ring the MDNA Office during Office Hours to ascertain details of final series games including opposition, time and court.

FEWER THAN FIVE (5) PLAYERS

No team can take the field with fewer than five (5) players. Teams must have four players registered on the original nomination form on court for every fixture game including finals.

INJURY

During fixtures, in the event of injury, up to two (2) minutes is allowed. No injury time is added on for normal fixture games. In **semi-finals and finals only** in the event of injury up to two (2) minutes injury time is allowed at the discretion of the umpires. Players remain on court. No coaching allowed. Injury time is added at the end of the last half in semi-finals and finals only.

INFECTIOUS DISEASE POLICY

As set out in the M.D.N.A. Infectious Disease Policy.

SCORE CARD

The front side of the MDNA scorecard is the only official side.

Official scorers and umpires, at the completion of the game must sign the card in the place allotted for their signature. Failure to fill in correctly and complete the scorecard properly may result in the loss of the game.

All clubs/teams must adhere to the rule that the signature on the card shall correspond exactly with the signature of the player on the team registration card. The penalty for not adhering to this ruling is the loss of the game, therefore being a loss of points. When playing in a higher division please mark clearly on the scorecard, the division and team number you are registered with.

Please note: It is your responsibility as playing clubs/teams that you ensure that you have competent scorers during your allotted game.

Scorers (1 from each team) are to position themselves together midway on the sideline. The official score is the total number of ticks on the scorecard (not crossed out numbers).

FILL IN PLAYERS

Fill in players can only be players that are registered with Netball Queensland. These players do not need to be registered with your particular team, and can be drawn from any other team in a lower grade, or from another Netball Queensland competition. If you use a “**FILL IN**” player you must write their name in full and write the word “SUB” beside their name on the scoreboard. If a team has a fill in player they are to come to the MDNA Office before they take the court to confirm registration of the “**FILL IN**” either with Metro or another association by NMAS. MDNA can confirm the registration online. No “**FILL IN**” players are allowed to play for semi finals or finals.

To register additional players you must complete an update to the electronic MDNA & Netball Qld Capitation Form and make payment to the Treasurer. The team registration card can be updated by hand to add the new players details and signature, at the MDNA Office. If the signature is not provided on the card on the same night as payment is received, your will lose points, if your team wins the game.

POINTS SYSTEM

Win - 2 points, Draw - 1 point. In all grades semi-finals and finals will be played unless otherwise stated. In the event of a tie on points, the team with the highest goal ratio will be awarded the higher position.

ASSUMED NAMES

Players are not permitted to play under an assumed name.

JEWELLERY

No adornment is allowed while playing – that means studs, sleepers and body piercings are not to be worn. Elaborate hair clips are not allowed.

The only two exceptions for jewellery are the following:-

- (1) a taped wedding ring
- (2) medical alert bracelet (adequately covered)

FINGERNAILS & GLOVES

Fingernails must be cut short. **Taping of nails is not allowed.** *Netball approved gloves may be worn. These gloves need to be shown AND approved by Administration prior to each game.*

ALL TEAMS

All teams are expected to leave the courts and surrounding area neat and tidy. Please put any litter in the bins provided. Keep Wembley Park clean.

POSITION PATCHES

All teams are required to wear position patches. If forgotten they may be hired from the Association for \$10.00 per set.

CLUB OFFICIALS

It is the club’s responsibility to advise the MDNA Office (3397 1529) during Office Hours (Monday, Wednesday & Friday - 9.30am - 2.30 pm) of any changes to the club contact person or phone number. The club must provide a day time contact number and name.

GOAL POST PADDING

At the beginning of each night’s competition it is the responsibility of the teams playing the first round on each court to collect and put on the appropriate goal post padding which is supplied by the association from the storeroom at front (court side) of the administration block.

It is the responsibility of the teams playing the last round of the night to take off and return the goal post padding to the storeroom at the front (court side) of the administration block.

CODE OF CONDUCT

All complaints should be lodged through the club secretary, presented using the correct comment form and addressed to both the fixture convenor and secretary of MDNA. Players, officials, administrators, spectators and coaches are all required to behave in the standard that is set out in the MDNA Code of Conduct Policy. Any persons who has broken the code of conduct should be reported via the comment form to the fixture convenor and secretary of MDNA. The Management committee reserves the right to decided on an appropriate action. Where a situation is not covered by this document the official rules of netball are to apply.

ABUSE, INTIMIDATION, VIOLENT AND OVERLY AGGRESSIVE BEHAVIOUR

MDNA has a “zero tolerance” towards Umpire abuse, intimidation and foul language use on and off the court, whether towards umpires and opponent players. Deliberate tripping, pushing and repeated late contacts during any game, will result in players being warned or sent off from the court at the umpires discretion.

DOGS

NO DOGS ALLOWED.

USE OF FACILITIES

Please contact the MDNA office in writing to request club use of facilities. Please request training times and meeting room bookings as soon as possible.

RESERVED PARKING

The car parks directly behind the administration block are reserved for MDNA officials!

We ask for your cooperation by not parking in this area or across the boom gate entrance to the grounds (ambulance access).

GENERAL PARKING

When parking cars in the neighbouring street around Wembley Park, we would appreciate that you do not park over or too close to the driveway of residents. As this is a traffic offence, residents are within their rights to notify the appropriate authorities. Any action taken by these authorities will be at the responsibility of the offenders. Parking is also available on the other side of the creek with access to Wembley Park by the pedestrian bridge on Jackson St. Please note that there is a No Parking Zone along the fence in Jackson Street. Cars parked here may be fined by council inspectors. Entry & Exit from Wembley Park is only via the easements provided. No person must use the yards of residents to enter or leave MDNA.

Wembley Park is a NON SMOKING area and your co-operation is requested.

Example Score Card - Signatures

SIGNATURE SHEET

(PLEASE HAVE PLAYERS SIGN AND KEEP AS YOUR REFERENCE COPY)

	GIVEN NAME	FAMILY NAME	SIGNATURE
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			

NOTE

FOR EASE OF SIGNATURE VERIFICATION, PLEASE ENSURE YOUR PLAYERS SIGN THE SCORESHEET, EACH WEEK, IN THE SAME ORDER AS THEY ARE LISTED ON THIS SIGNATURE SHEET AND THE TEAM REGISTRATION CARD

PLEASE ENSURE THAT PLAYERS SIGN IN SUCH A MANNER THAT THEY CAN EASILY DUPLICATE THEIR OWN SIGNATURE EACH TIME THEY PLAY. FAILURE TO CARRY THIS OUT WILL RESULT IN THE LOSS OF POINTS (COMPETITIVE DIVISIONS ONLY)