

Night Season Notes

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

GAME FEES

Game Fees are to be paid 10 minutes before game time.

PLAYER FEES

As per the player fees listed in the information booklet.

FORFEIT

Forfeits are to be phoned (3397 1529) or emailed (mdna@bigpond.com) through to the association office by 12 noon on Monday.

Please note: Three forfeits could disqualify the team.

UMPIRES

Umpires will be organised by MDNA. The cost of umpires is covered in your game fee.

You will be guaranteed only 1 Umpire per game.

UNIFORM

All players must wear their team uniform i.e. netball skirt or shorts, shirt, (bodysuit-skirt), 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 fill in players. Fill in players are to wear suitable sports clothes.

WET GAMES

In the event of rain, games will be played if at all possible. The decision will be made to call a wet weather forfeit based on the 4pm BOM prediction. If in all likelihood the weather will prohibit safe playing, an MDNA representative will post a message on our Facebook page and announced via then on the MDNA website (if the website is accessible), 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. Only the Team Contact is to ring Wembley Park on 3397 1529 after 5.30pm. All players are to telephone your Team Contact.

FACEBOOK - MDNA Netball Brisbane

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

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**. The team payment receipted by the Treasurer will not be accepted if payment does not match the amount of players on the capitation form.

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.

MIXED COMPETITION RULES

A maximum of three (3) men and a minimum of two (2) men 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 for the Mixed competition.

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/division for another team ***twice (2) only.***

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.

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/Team. **NO 'FILL IN's'** (unregistered players) allowed to play for semi-finals or finals. 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/team's responsibility to check the MDNA website 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.

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.

DOGS

NO DOGS ALLOWED.

SCORE CARD

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

At the completion of the game, official scorers and umpires must sign the card in the place allotted for their signature. A team's 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. Player's playing in a higher division **MUST** 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 – must be registered with Netball Queensland

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. Umpires confirm the number of players that take the court over the course of the game, and they sign the board to confirm this number. Any team that has a different number of players on the court than have signed the scoreboard, will lose any points they would have been awarded for playing.

JEWELLERY

No adornment is allowed while playing – that means studs and sleepers 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 to ensure they are in working order and nails are not able to be seen or felt through the fingertips. Gloves not in good order will not be approved.*

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/TEAM OFFICIALS

It is the Club/Team'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/team contact person or phone number. The club/team 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/team 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 have 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 decide 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 umpire's discretion.

BREACHING THE CODE OF CONDUCT

Management procedure of any persons on the sideline breaching the code of conduct

- Step 1 – umpire to stop play and seek assistance from a member of management at which time the offending sideline member will be asked to leave the grounds.
- Step 2 – If offending person/s refuses to leave the grounds, the game will be stopped completely and a win awarded to the non-offending team and the police contacted.
- Step 3 – If offender has a repeat offence that person's club/team will be notified that the said person is not permitted to return to the MDNA grounds for the remainder of the season.

USE OF FACILITIES

Please contact the MDNA office in writing to request club/team 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.

Please Note:

The office holds names of players wishing to join a team. If your team is looking for players please contact the office or admin to peruse the list.

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)