### I. SEASON

- 1. The playing season begins on June 1 of each year and shall include a summer tournament, a winter tournament, and any other tournament decided upon by the tournament committee and approved by the Board.
- 2. The official opening of the summer or winter tournament is the first day of a schedule set of matches involving teams participating in that tournament.
- 3. All games of the Association shall be played at the location as set out by the Director of Tournament/Committee and approved by the Board.
- 4. Games may be postponed if the temperature rises to 30 degrees Celsius (92 degrees Fahrenheit) and above, or in the event of severe inclement weather (i.e. snowstorms, thunder or lightning storms). The Tournament Committee will notify the teams.
- 5. The Tournament Committee will provide the balls, stopwatches and score sheets for all matches.

### II. PARTICIPATION

- 1. All member clubs are eligible to participate in any tournament of the Association. Mixed tournaments require advance notice
- To be eligible to play in the summer and winter leagues, individuals must be residents in Ontario as per Bylaws section I A (I-IV). If fraud has been determined, that club will be penalized.

#### III. REGISTRATION

- a. Completed registration forms as specified must be received by the Director of Tournament /Committee member by the deadline date. If completed forms are not received by the deadline date, a penalty, as set by the Board will be imposed. No late entries will be accepted after one (1) week past the deadline date.
  - b. Registration fees for all tournaments will be non-refundable.
  - c. Players' names must be submitted on the registration forms to the Tournament Director/Committee member.
  - d. A list of names, valid address, postal code and telephone number must be sent to the Treasurer on a spreadsheet along with the full payment (registration fee, levies & insurance), in order for them to be considered registered.

# Players are not deemed to be registered until their full name and address is submitted to the Treasurer.

- 2. Teams must register a minimum of five (5) and an unlimited number of players. However, a maximum of twelve (12) players shall be allowed to participate in any one game. A maximum of fifteen (15) trophies will be awarded to the winning teams.
- 3. a. After the deadline date for registration, additional players must be registered at least two (2) days before the start of the match in which they play.
  - b. For the substitution of a player who was previously registered, permission must be obtained from the Director of Tournament/Committee at least two (2) days prior to the match in which they will play.
  - c. Once a player's name has been deleted, they may not be re-registered for that season.
- 4. Any team playing an unregistered player will forfeit the match in which that player participated.
- 5. Participating clubs may not have more than two (2) players per team who are not members of that club. These players should be identified on the registration form by placing an asterisk (\*) beside their names. Failure to do so will result in that team forfeiting the point in the game the individual(s) played.

### IV. REPRESENTATION

- 1. No player may represent more than one club/team in any one season, except when Netball Ontario's Board grants special transfers.
- 2. Clubs entering more than one team must indicate a means by which each team can be differentiated e.g. "A", "B", "C" etc.
- 3. Clubs entering more than one team must note that players from one team may play only twice (2) for a more senior team. Should a player be used more than twice (2), that player would automatically remain in the more senior team for the rest of that tournament. A player cannot be demoted once the player has played for their registered team.
- 4. If two teams from the same club are in the same division, there shall not be any interchanging of players.

- 5. The placing of a team in a division will be left to the discretion of the Tournament Committee in consultation with the Board.
- 6. Prior to the start of the game both team captains must notify the table officials that all players listed on the Official Match Score sheet, are present and ready to play. The name of any listed player(s) not present, at the end of the game will be struck off and initialed by the team captain and the table official. This player shall be deemed not to have played in that game.
- 7. Players listed on the official match score sheet, but arrive after the start of the game, must check in with the table officials and the umpire before taking the court.

### V. UNIFORMS

- 1. Each team must wear its registered uniform unless permission is otherwise obtained from the Board. The uniform includes bibs.
- 2. Once a team has registered its uniform, it may be changed between seasons only with the permission of the Board.
- 3. Teams wishing to join the Association must submit a description of their uniforms before membership is granted.

#### VI. UMPIRES

- 1. Unless specified in these bylaws, all matters relating to umpires will be under the jurisdiction of the Director of Umpiring/Committee.
- 2. All teams participating in the tournament must submit the name of at least an Intermediate Level Umpire.
  - a. If unable to do so, a fee per game, as set by the Board, payable in full within one week after the deadline date for team registration, will be charged.
  - b. If a team fails to pay unpaid fees that team will forfeit its rights to participate in the tournament.
  - c. All new teams will be given a grace period of up to two (2) years to get a qualified umpire, only if they do not currently have an umpire. Thereafter, a fee as set by the Board will be levied for each match.
- 3. Two (2) umpires with at least an Intermediate level qualification shall umpire every match. However, in limited circumstances as allowed by the Director of Umpiring Committee member, umpires having the Intermediate level theory only and not yet completed the practical, shall be allowed to umpire a division two (2) game. In such

cases an umpire with at least an Intermediate level qualification shall officiate with this umpire. In the event of the scheduled umpires being unavailable, the Director of Umpiring must be notified at least three (3) days before the scheduled match, so that alternative arrangements can be made.

4. If an umpire fails to officiate at their scheduled game for any reason, or fails to send a qualified substitute for the match, they are scheduled to umpire; the club shall be charged a penalty equal to the fee charged in accordance with2(a).

### VII. STARTING TIME

- 1. All matches must begin at the scheduled starting time, provided the availability of:
  - a. A court
  - b. Two qualified Umpires
  - c. Technical (Table) Officials
- 2. a. A team may ask for a 15-minute grace period prior to the official start time of the match to obtain the 5th player, however, the official game clock for the first quarter will be started at the official start time for the match. At no time during this 15-minute period shall the official game clock be stopped.
  - b. For each minute that both teams and the game officials have to wait for the 5<sup>th</sup> player to arrive, the non-offending team will score (awarded) 1 (one) goal until the 15-minute period has concluded. If at the end of the 15 minutes a 5th player has not arrived the score will be recorded as 15-Zero, and points and the game will be awarded to the non-offending team.
  - c. If the player for the team awaiting the 5th player arrives prior to the end of the15minutes, the time and score will be recorded as soon as the Team Official notifies the Official Match Table. Play will begin immediately with the time remaining on the official game clock for the first quarter. At the conclusion of the first quarter the normal quarter interval will commence and the second quarter will begin after the interval.
- 3. If the two (2) umpires are not present to start the match, replacements may be allocated by any of the following;
  - a. The Director of Umpiring
  - b. Any other member of the Umpiring Committee

In such a case, the one (1) minute warning to the players shall begin immediately after the new umpire(s) have been assigned.

4. If replacements cannot be found after three (3) minutes, the Director of Tournament/Committee member shall reschedule the match.

Note: Discretion must be used if there are two courts, e.g. and the scheduled umpires are still playing/umpiring at the scheduled starting time because of injury time, etc. and their game has been extended.

### VIII. CANCELLATIONS AND NO SHOWS

- 1. Any team, which cancels and/or fails to put in two (2) consecutive appearances during the competition, shall forfeit the points of any further matches.
- 2. Any team that does not show up for a scheduled game (regular or play-off) will be fined as set out in the fee schedule, payable before their next scheduled game.

#### IX. POINTS

- 1. Points will be awarded as follows: Two (2) points for a win, one (1) point for a tie and zero (0) for a loss.
- 2. If a match that is already in progress is interfered with by unforeseen circumstances, and less than half of the match has been played, that match shall be replayed or continued. The Director of Tournament will be responsible for rescheduling the game. If a match that is already in progress is interfered with by unforeseen circumstances, and 3/4 of the match has been played, the team with the most goals will be deemed the winner.
- 3. If neither team has at least five (5) players to begin the match, the match shall be declared null and void and no match points will be awarded.
- 4. The team gaining the most points in its division/group shall be declared the winner of that division.
- 5. If two teams in a division/group tie on points, the winner shall be determined by goal average. Goal average is used to determine the winner when there is a tie on points.

N.B. The formula for goal average is goals scored divided by number of goals conceded and the team with the highest percentage is the winner.

### X. RESULTS

1. Score sheets must be completed at the end of each match by the Table Official.

# NB: Please note the names of all players who participated in that game must be recorded on the score sheets.

- 2. Completed score sheets must be submitted to the Director of Tournament/Committee member, immediately after the end of the match.
- 3. No member of the Association, other than a member of the Executive Board or the Director of Tournament /Committee member is allowed to pass on information and scores of matches to the media.

### XI. DUTIES OF TEAMS

- 1. The **Home** team is the team named first on the schedule<del>s</del>, and is responsible for providing the Scorer.
- 2. The **Away** team shall be responsible for providing the Timekeeper.
- 3. Teams are reminded that they must list the names of all players to play in a match on the score sheet before the start of the game. No names can be added after the start of a match.
- 4. The first teams for the day on each court will be jointly responsible for ensuring that the court is ready at least five (5) minutes before the scheduled starting time of the match. The last teams will be jointly responsible for clearing the court within ten (10) minutes after the end of the match.
- 5. Captains are responsible for seeing that members of their teams use the garbage containers, and that they do not litter the courts or surrounding areas.

### XII. PLAY-OFFS

- 1. The Tournament Committee shall hold a play-off for all season(s).
- 2. During the play-offs, only those who have participated in at least fifty percent (50%) of the scheduled matches during the regular competition will be allowed to play, unless the Board gives special permission.
- 3. If a play- off ends in a tie, the winner shall be determined as follows;
  - a. Six (6) minutes overtime shall be played.

- b. Teams shall change goal ends at the beginning of the overtime and after the three (3) minutes.
- c. The overtime shall be started with a coin toss.
- d. If there is still a tie after the overtime, then a sudden death will be played
- e. The sudden death shall be started with a toss-up, taken between the two centers at the Center Circle.
- f. The teams shall not change ends
- g. Each player shall retain their playing position.

### XIII. CONTROL OF THE GAME

- 1. The umpire may order a player to leave the court for:
  - a. Persistent or deliberate breaking of the rules
  - b. Play that is deliberately rough
  - c. Objectionable remarks
  - d. Profanity
  - e. Intimidation
- 2. When a player is suspended, a substitute may not take their place. In the event of a center being suspended, the team may move one player to that position to allow play to continue.
- 3. The umpire may order a player to leave the court, only when is they are sure that the ordinary penalty is insufficient and except in extreme cases, only after a warning. They may stand a player off the court for a specified part of the game, until the next interval, or for the rest of the game.
- 4. The captain of the team is the only one who has the right to bring points of umpiring before the umpires. This may be done only during an interval or after the game.
- 5. If a team refuses to play after having been instructed to do so by the umpire, that team shall forfeit the points.

#### XIV. DISCIPLINE

- 1. The breaking of the rules, and or the employment of any action not covered by the wording of the rules in a manner contrary to the spirit of the game, is not permitted. This includes the breaking of the rules as follows:
  - a. Between the scoring of a goal and the restart of play
  - b. Between a ball going out of court and the throw in; or
  - c. Between the awarding and taking of a free pass or a penalty pass or shot.

### XV. DISCIPLINARY MEASURES

- If an umpire orders a player off the court for misconduct, that player is automatically suspended for their next two (2) matches of the tournament, whenever they are played. The umpire should therefore notify the Director of Tournament/Committee member of the player's full name immediately after the game and that name should be recorded on the score sheet.
- 2. If a disciplinary matter off court occurs at any match, a report must be sent to the Chairperson of the Disciplinary Committee, in writing, within five (5) days of the incident.
- 3. Any complaint arising out of a match, concerning events, which contravenes these bylaws, shall be in writing to the Director of Tournament by an official of the team, within five (5) days of the close of that match. The compliant shall be dealt with by the Tournament Committee as it deems fit.

### XVI. RIGHT OF APPEAL

- 1. a. Any individual/team/club within the jurisdiction of the Association, being aggrieved by a decision or ruling of the Tournament Director/Committee/Umpire, may appeal to the Board of Directors.
  - b. Notice of such appeal shall be made in writing to the Secretary within (3) days of the decision of the ruling being taken. A copy of the Appellant letter shall be sent to the Director of Tournament.
- 2. The Board of Directors shall choose three (3) of its members to listen to the appeal and elect a Chair. None of these persons shall be a member of the team/club of the accuser/defender (or teams involved) or the Director of Tournament.
- 3. In the event there are not three (3) members available, the Board may co-opt a committee chair to sit in for this purpose only. The panel shall handle the appeal as it sees fit
- 4. The decision of the panel shall be final.

#### XVII. LAST AMMENDMENTS TO PLAYING BYLAWS

September 24, 2004, September 29, 2007, November 23, 2007, September 19, 2009, November 2011, May 2016, March 23, 2019