

DeakinPLAY Netball Competition Registration

Terms and Conditions

DeakinACTIVE and the DeakinPLAY Social Sport Competitions are managed by Clublinks Management Pty Ltd (Clublinks) under a management agreement with Deakin University. As part of your Team Registration, you are agreeing you have read and accepted the below DeakinPLAY Netball Competition Rules.

Payment

Team Registration payments need to be made by credit card via the online registration portal or by calling or visiting a DeakinACTIVE facility. Registrations and registration payments must be completed prior to a team participating in a DeakinPLAY Social Sport Competition. Earlybird registration rates of \$100 per team apply up until the Sunday before the start of the competition. From the Monday of the first week of the competition, registration fees are \$150 per team.

Game fees are \$70 per game per team and need to be paid prior to the start of your fixtured game. These can be made via EFTPOS upon arrival.

Forfeits

Please notify the DeakinACTIVE team of your forfeit via phone call (Burwood – 9251 7719, Waurin Ponds – 5227 2711).

For any team forfeits, if DeakinACTIVE are notified before 12 pm on game day, the forfeiting team is required to pay a forfeit fee equal to 1.5 times the game fee to be paid before the next match. Failure to notify DeakinACTIVE regarding your forfeit or if notified after 12pm on game day, your team will incur a fee equal to 2 times the game fee to be paid before the next match. Failure to pay your forfeit fine prior to your next match will mean that your team will not be eligible to take the field until DeakinACTIVE has received payment. This could result in your team being removed from the competition with no refund.

No team may play with less than 5 players at the commencement of a game (still subject to the 1 male per third for mixed netball competitions). The team will be penalised 1 goal per minute until at least 5 players are able to take the court. If 5 players have not arrived by the end of the 1st quarter, a forfeit will be recorded (fees as above).

Team Registration Form

A completed team registration form is due prior your team being entered into the competition. A completed team registration form is due prior your team being entered into the competition. All teams will need to provide player details for every member of their team. Teams will also need to nominate a team captain. The team captain will be the first point of contact to pass on any messages to the team. Players cannot play for another team in the same league. Player identification needs to be available in the case of the game day operator asking prior to each game, or participant(s) may not play. Each team is allowed 12 players on their roster. There are 7 players on court per team at one time.

Additional players can be added or removed throughout the season providing you do not exceed 12 registered players. If you wish to make changes to your registered player list, please email DeakinPLAY@deakinactive.com.au.

Individuals under the age of 18 are able to play but must have signed parental/guardian consent. Individuals under the age of 16 will require signed parental/guardian consent and these participants must be accompanied by an adult at all games. You may also contact DeakinACTIVE via DeakinPLAY@deakinactive.com.au for assistance in finding extra players for you

where possible. Please ensure you do this within the timeframe allowed as otherwise you may be required to forfeit the match.

Risk Warning - Insurance dependent

Playing netball is subject to risks and players can incur injuries. There are also risks that access to medical assistance, and evacuation might be slow, and of damage to, or loss of, your personal property. DeakinACTIVE carry Public Liability Insurance and minimal coverage for injuries.

Release and Waiver

If you suffer injury, loss, claims, liability or damage (Loss) while at DeakinACTIVE, to the fullest extent permitted by law, you release the Trust and Clublinks Management Pty Ltd (Clublinks), their employees, officers and contractors from any liability for any loss suffered by you and you release each of the Trust, Clublinks and their employees, officers and contractors from any responsibility or legal liability for death or personal injury associated with your presence at DeakinACTIVE and any activities you undertake at DeakinACTIVE facilities.

Withdrawal from the Competition

If a team withdraws from the competition after the completion of the first 3 rounds of the current season they will be required to pay a team withdrawal fee of \$150.

Netball Competition Rules:

Tournament rules are subject to change at the discretion of the DeakinPLAY Coordinator at any time during the course of the season.

Games cannot be rescheduled or changed once the league schedule has been posted on the DeakinPLAY Teams portal, website or emailed to the captains.

Teams are awarded: 3 points for a win, 2 point for a tie, 1 points for a loss. The tournament standings are determined by the following: Total Team Points and then Score Differential (percentage).

Umpires officiate the game in line with the [INF Netball Rules](#).

Matches

Time

- Game times: Games run every 45 mins, commencing from around 6:30 pm on Monday, Tuesday and Wednesday nights
- Duration: 40 minutes. 4 x 9 minutes quarters, 1 min quarter time, 2 min half time, 1 min three-quarter time.
- There is a 5-minute break between games
- All games are Running Time
- Time kept on the court by the game day operator, the match umpires, and the scorers

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- Teams coming off must exit the court immediately. Teams coming on must be prepared to start the game immediately
- No extra time in the case of a draw (during regular season)
- Games start promptly according to competition schedule – no exceptions
- Failure to field a team will result in a team forfeit
- The clock runs from the designated game time, so if you are late to start the game or return from half time, your game time will be reduced as a result

Scorers

- Teams must provide a scorer for each of their matches. Failure to provide a scorer will result in a 10 point penalty.

Uniform

During a match, all team members must wear:

- T-shirts of the same dominant colour, either black or white.
- Shorts or skirts of the same dominant colour, either black or white. Must end above the knee.
- Playing bibs of the same dominant colour. Playing position initials 15 cm high which must be clearly visible and worn above the waist, front and back.
- Suitable footwear (e.g. runners).

Note: Teams are required to provide their own bibs. A 10-point penalty per game will apply for teams who fail to provide their own bibs. Clash tops will be provided in the event of two teams with the same colour singlet/bibs playing each other.

Players may not wear anything that could endanger themselves or other players, specifically:

- No adornment or jewellery may be worn other than a wedding ring which must be covered with tape.
- A medical alert bracelet may be worn provided it is covered with tape.
- Fingernails must be short and smooth.
- Hair must be suitably tied back.

Court Play

- Dimensions – 15.25 meters x 30.5 meters
- Goal Posts – 3.05 meters tall
- The match ball which is spherical in shape and measures 690-710 mm in circumference and weighs 400-450 g
- Substitutions – at quarter breaks, or when play is stopped for injury/illness or blood
- Mixed Teams: maximum 3 males on court per team at one time. One male per third

Playoffs

Players are required to have played at least 3 games to qualify for finals.

If there is a tie in a playoff game, the game will go to overtime.

Actions that may be taken by Umpires

To manage a match the umpires may, in addition to the normal sanction, use any of the following:

- Caution a player: a player is advised that the behaviour specified must change
- Issue a warning to a player: a player is warned that suspension will follow if the behaviour specified continues
- Suspend a player: a player who is suspended takes no part in play for 2 minutes
- Order a player off: a player who is ordered off takes no further part in the match

Umpires

The umpires will have sole jurisdiction over the conduct of the game. NO PROTESTS against umpires or game day operators will be considered or allowed. If the League Rules appear to be violated, the matter may be brought to the attention of the DeakinPLAY coordinator or Sports Team Leader for the final resolution. All decisions made by the DeakinPLAY coordinator or Sports Team Leader will be final.

Photography Consent and Release

Participants grant permission to DeakinACTIVE, Deakin University and any associated representatives to take and use photographs, digital images and/or videos of them, for use in, but not limited to:

1. Media releases, media articles, printed publications and/or educational materials
2. Electronic publications and communications, including websites and social media
3. Promotional material and/or advertisements, both printed and digital
4. Other uses as allowed by law and associated regulations

Participants agree that their name and identity may be revealed in descriptive text or commentary in connection with image(s). All negatives, prints, digital copies and files shall remain the property of DeakinACTIVE.

Participants waive any rights, claims or interest they may have to control the use of their identity or likeness in the photographs and agree that any uses described herein may be made without compensation or additional consideration of them.

Code of Conduct

Player Rules

Wear suitable uniform and footwear. Always show good sportsmanship. Please respect all umpires, staff, and players. Any disrespect, violence or verbal abuse will not be tolerated. If there is any failure to adhere to these rules, the player or spectator will be asked to leave stadium. Players are responsible to clean up any garbage from their team bench. Alcohol and smoking are not permitted on the premises. No slam dunking or swinging off rings. Please notify staff of any hazards or incidents immediately and always follow staff instructions. Management reserve the right to remove or ban individuals or teams from competition/access for behavioural or financial misconduct.

Spectator Rules

Coaches and spectators are always expected to act in good sportsmanship. There will be zero tolerance for abuse (verbal or other) towards referees, staff, or players. Any indication of such behaviour by a spectator, parent, player or coach may result in immediate removal from the competition or DeakinACTIVE facility. Please notify staff of any hazards or incidents immediately and always follow staff instructions. Management reserve the right to remove or ban individuals or teams from competition/access for behavioural misconduct. We are here to play Netball and have fun!