

DeakinPLAY Netball Competition

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

Registration payments and game fees must be made upfront via Spawtz. The 'Pay my Share' option can be used to split these payments amongst team members. Registrations and registration payments must be completed prior to a team participating in a DeakinPLAY Social Sport Competition.

Forfeits and Team Registration Form

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. 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.

If a team does not have five players present at the start of a quarter/ half, the umpires will wait up to 30 seconds for additional player/s to arrive. If the team is not able to take the court within 30 seconds: the umpires will award the match to the opposing team. This will result in a forfeit (fees as above).

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.

Each team is allowed 12 players on their roster. There are 7 players on court per team at one time.

Risk Warning - Insurance dependent

Playing netball or stadia sports 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 Personal Accident Insurance through Gallagher's Insurance. If during the Period of Insurance, you suffer Bodily Injury within the Scope of Cover as a result of an Accident then subject to the terms and conditions, you may receive benefits. More information, including how to make a claim, can be found on the DeakinACTIVE website.

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 DeakinACTIVE (Note: Parent company of- 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.

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, and 1 point for a tie. The tournament standings are determined by the following: Total Team Points and then Score Differential (percentage).

Matches

Time

- Game times: Games run every 50 mins, commencing from around 6 pm – 6:30 pm on Monday, Tuesday and Wednesday nights
- Duration: 44 minutes. 4 x 10 minutes quarters, 1 min quarter time, 2 min half time, 1 min three-quarter time.
- There is a 1-minute break between games
- All games are Running Time
- Time kept on the field by the game day operator and the match umpires
- 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

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

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:

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- 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

Referees

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.

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. We are here to play Netball and have fun!