CONDITIONS OF REGISTERING A TEAM

In effect as of Season 11; Monday 22 October 2012 – Sunday 24 February 2013

Nomination forms

- These forms must be completed with as much detail as possible and returned by the due date on the front of this form. Late forms will be accepted, however there is no guarantee your team will be included in the competition in the first couple of rounds.
- Any requests for bye-date considerations must be made at the time of nomination, if byes end up being available in your competition of choice, but they cannot be guaranteed.
- While attempts to accommodate requests will be made when possible, the priority of Lords is to ensure as fair a draw for all teams as possible.
- All teams should expect to play a fair spread of all game timeslots.
- The early-bird re-nomination process will give existing team's first preference.
- Games are played on the nights of most public holidays.
- Team names must not be deemed offensive. Lords reserves the right to enforce a name change if a team name is deemed offensive.
- If there are not enough teams to generate a grade, teams will be combined with the nearest grade available and then the grade may be split for finals.
- Any grade change requests from teams will only be considered within the first 3 weeks of season.
- Lords reserves the right to re-grade teams into a different grade to that which was originally chosen, if it is deemed to be more suitable for that team or necessary for the competition.
- From week 5 onwards, fixtures are final and further changes will not be available.

Fees

- New team nomination: $40
- Existing team re-nomination: $25
- Game Fee: $60 each week (all sports)
- Season In Advance: $900 for the full season. Must be fully paid for by round 5.
- Forfeit: $120 for all no shows, $90 for all forfeits notified less than eight days in advance, $40 for all forfeits notified more than eight days in advance.
- Team withdrawal: $120 (two game equivalent). Notification of withdrawal must be in writing.
- Teams owing two or more game or forfeit fees must contact Sports Administration during office hours and make arrangements to pay off the fees or will default all future fixture matches.
- Forfeits must be phoned in to Lords at all times – email notifications will not be accepted

Scoring

- It is each team's responsibility to provide a scorer/check scorer to ensure the accuracy of the scoresheet.
- The electronic scoreboard is to be used as a guide only - the scoresheet will be used as the official result.
- Team captains are to check the scoresheet at the end of the game and sign that the result is accurate.

Equipment

- ONLY NON MARKING SHOES ARE TO BE WORN.
- Game balls are provided (warm up balls may be available at the centre, no guarantees are given)
- Teams are to provide their own uniforms – see individual sport By-Laws for requirements and penalties.
- Bibs are available for hire and must be organised prior to the commencement of the game. If team colours clash, the team mentioned second on the scoresheet must wear bibs and will be allowed to do so at no cost.

Fines

- Refer to the fees section above.
- If a team can not fulfil a fixtured game, they have to forfeit the match and fines apply.
- Website fixtures are correct seven days in advance, if any changes are made inside this period teams will be notified via email or telephone.

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Blood, injury or illness stoppages

- Play will be stopped if a player is bleeding, injured, ill or any other cause. The decision to stop play shall be at the discretion of the official.
- When a player is bleeding, injured or ill, a stoppage of up to one minute will be allowed from when time is called. If the incident has not been rectified after one minute the player must be substituted and play continued. The game clock will continue running and no time will be added. Any article of clothing containing blood shall be replaced.
- Playing under the influence of alcohol is not permitted.
- It is highly recommended that all participants have suitable ambulance cover as a minimum.

Late arrivals

- Not only does it keep the other team waiting, late starts affect the whole evening's fixtured times, therefore the clock will start running at the scheduled time. If a team is late, they will be penalised accordingly (see individual sport By-Laws) and the game will continue.
- Please arrive 15 minutes prior to your game start time to ensure your registration card is filled out and your game fee is paid before the game.
- A team will be considered late if payment hasn't been received or the team is not prepared to play at the commencement of the game.
- Teams will not be allowed to start unless a receipt showing payment of the game fee is produced for inspection to the court official.
- Be ready to move on to the court at the conclusion of the previous game.

Player & spectator code of behaviour

- The team captain is responsible for all players in his/her team, as well as spectators associated with the team.
- The team captain is the only person permitted to speak to the officials during the half time break or at the end of the game.
- Foul and abusive language is not permitted.
- Playing under the influence of alcohol is not permitted, and any individuals deemed to be under the influence of alcohol or other drugs may be required to leave the centre.
- Disruptive behaviour is not permitted, including unsportsmanlike conduct both on and off the field.
- Fighting of any nature is not permitted.

Furthermore:

- Food or drinks are not to be taken onto the courts. Exceptions are made for drinks in a plastic sealed container.
- Please do not use the passageways as warm-up areas as it is dangerous for both players and spectators.

Finals

- Players are required to play the equivalent of a quarter of the regular season to be eligible for finals.
- Un-financial teams cannot play finals and will need to settle their debts before finals commence.
- All Grand Finals are played on a Sunday.

Forfeits (sport specific)

- Please refer to additional information for each particular sport.
- Forfeits must be phoned in to Lords at all times – email notifications will not be accepted

Team captains

- It is the team captain's responsibility to confirm their game time each week. This can be done by asking Lords staff to check the following weeks fixture sheet. Confirmation calls from Lords will cease after week four of the season.

NETBALL RULES

In effect as of Season 11; Monday 22 October 2012 – Sunday 24 February 2013

Games

Games consist of 4 x 9 minute quarters with a two minute half time break and a two minute pre game period. There are no breaks after the 1st and 3rd quarters. The stop in play is for teams to swap ends, change positions or make substitutions only.
Games are centrally timed and will start as per the fixtured time.
Game times: 6pm, 6.40pm, 7.20pm, 8pm, 8.40pm, 9.20pm, 10pm.

Equipment

Bibs are available to hire, however teams should not rely on a complete set being available. It is recommended teams provide their own bibs for hygiene reasons.
Bibs are also available to be purchased direct from Lords.
Shirts must be worn under bibs made available by Lords.

Rule modifications

All rules per official 'Netball Australia' rule book with Lords amendments as detailed in this document.

Teams/players

- All players must be sixteen years or older to play in the senior competitions.
- A maximum of twelve players per team (seven playing/five substitutes), minimum of five players.
- Mixed - There must be no more than three males on the court at any one time, with a minimum of one male.
- Of the three male players on court, each one must be in the following positions: (GS or GA), (GD or GK). (C or WA or WD)
- Sharp adornments or items of jewellery shall be removed or taped.
- No slide combs are to be worn.
- Fingernails are to be cut short or taped (gloves are acceptable).
- Fill in players can come from up to two grades above and any lower grade from the grade the team is playing.
- Players must have played a minimum of 4 games to qualify for finals.
- All players play at their own risk.

Uniforms

All players must be in T-shirt uniform by the fourth week of competition. Uniform to be of the same colour. Lords provides 2 sets of bibs for each netball game, however these can get sweaty. Teams are encouraged to provide their own bibs.

Penalties - 1 goal per player out uniform, maximum of 10 goals. Penalties must be added before the commencement of the second half.

Late arrivals

Penalties

2 minutes late = 2 goals
Every additional minute thereafter = 1 goals
Penalties must be added before the commencement of the second half.

After the equivalent of one-quarter of the game time elapsing, the official may declare the game a forfeit if a team can not field the minimum amount of players to start a game.

Forfeits

If a team can not field enough players for a fixtured game, it becomes a forfeit.
A forfeit maybe called after a quarter of the game time has lapsed.
A score line of 10-0 will be recorded against the forfeiting team.

Player & spectator code of behaviour

Any breach of the player & spectator code of behaviour may result in the offender(s) being required to leave the facility. Any breach deemed serious may result in the team's removal from the competition.

For more details about the code of behaviour and other information important to your team's participation at Lords, please refer to the conditions of registering a team.