



香港投球總會

Hong Kong Netball Association

LEAGUE BY-LAWS

2021/2022



SUBVENTED BY THE LEISURE AND CULTURAL
SERVICES DEPARTMENT



Hong Kong Netball Association

LCSD Hong Kong Netball League

BY-LAWS 2021-22

Rules not covered by these By-Laws will be as shown in the Rules Book in accordance with World Netball Rules.

<https://drive.google.com/file/d/14E9H2xr69LZA7W0pmYPq48sb5qzhTHqk/view>

1. TEAM REGISTRATION

All teams wishing to participate in the Hong Kong Netball Association (“HKNA”) Netball League must submit the required registration forms by the due date. Late registrations may be accepted at the sole discretion of the HKNA Executive Council.

- (a) Teams will register with the HKNA through their clubs on Form A.
Team and player fees are as stated on the set forms. A deposit of HK\$600 per team should also be enclosed with the registration form. This is refundable, at the end of the season, if all obligations are met (including attendance by two team members at the Annual General Meeting and payment of fines) and all By-Laws adhered to. Payment for team registration must be completed on or before the due date.
- (b) A team must register a minimum of seven players and a maximum of fifteen players, if there is more than one team submitted by the club. If your team is an independent team you must register a minimum of seven players and a maximum of eighteen players (**Guest players are included in team registration numbers**).
- (c) Any club submitting two or more teams must register each team individually in rank order (the strongest team being in the higher division etc). Should a club not give a ranking the HKNA will rank club teams.
- (d) The lowest rank team of any club must register a minimum of seven players and a maximum of eighteen players. (**Guest players are included in team registration numbers**).

2. PLAYER AFFILIATION

- a. All teams must submit the Playing History Form (Form B) listing all of their team players by the due date. Fees should be submitted with Forms B. Team and Player Fees are not refundable. Fees are also not transferable to other players after the second game of the league season.
- b. All players must register using the HKNA designated method before they play their first match. The procedure of registration will be communicated to the Convenors and Captains and information submitted will be used by the League Convenor to check players and correct membership throughout the season.
From 2021-2022, all members, including guests, must register on Sportlomo before playing their first match. Players who fail to do so, will be deemed a defaulting player [Sportlomo](#) and a penalty of a 4 point loss and HK\$100 fine will be imposed on the offending team.

- c. If a player changes name, e.g. through marriage, the Captain must notify the League Convenor in writing.
- d. No player under the age of 14 years may play for a team. An adult must supervise all players under 18 years. HKNA takes no responsibility for these players.
- e. **Ordinary Members**
Each player wishing to participate in HKNA Netball League will be required to affiliate with the HKNA as an Ordinary Individual Member (22 years and over) or as an Ordinary Junior Member (21yrs and under). The respective annual fees are to accompany the team and player registration forms.
- f. **New Players**
New players arriving after initial registration must have HKNA approval to join a team and should complete the Membership Application Form online as a new player. This must be completed and the HKNA Office must be informed by email on or before 12 noon on the new players' first date of play. New or guest players must be clearly indicated on the score sheet for that evening.

The League Convenor must approve all unregistered new players, prior to them taking the court. Teams seeking approval for a guest player, should submit a Membership Application for that player to HKNA. League Convenor approval is not needed for players guesting up within their clubs; however this must be **clearly indicated on the score sheet**.

New players not approved by the League Convenor will be considered a defaulting player. New players must pay the appropriate Ordinary Member fee before playing their third game. The penalty for the team playing a defaulting player is a 4-point loss and a HK\$100 fine.

- g. **Guest Players/Temporary Players**
Guest Players are defined as players not registered with HKNA as Ordinary Members. **Registered players who are playing up for a team are NOT counted as Guest players, but will be referred to as temporary players.** All guest players must register as a 'Guest Player' with HKNA using the Member Application Form (online). This must be completed and email the HKNA office at or before 12 noon on the date the guest player first plays for the team. The League Convenor must approve all guest players prior to them taking the court. Guest players not approved by the League Convenor will be considered a defaulting player and penalties will be applied as described in 2(f) above.

Guest **and temporary players** may only guest in a team that is of their standard or higher and not lower unless with the prior approval of the HKNA League Convenor. A player may play a maximum of two games before being registered as an Ordinary Member and required to pay the associated fee. A guest player after playing for an independent team/club may not play for another independent team/club within the same season.

Refer to Section 11b regarding the by laws relating to Guest Players playing across/up divisions for Single Independent Teams.

Independent teams, not attached to a club and the lowest ranked team of each club may enter a maximum of 18 players. For clubs with more than one team, a maximum of 15 players may be registered in a team (except the lowest ranked team), which includes guest players, but NOT temporary players. If registrations exceed 18/15 then a player/players need to be deregistered, or the guest player will be deemed as a defaulting player with corresponding penalties applied. **Players may not be re-registered after deregistration.**

3. TRANSFERS

Any person wishing to transfer from one club to another club, or to or from an independent team during the season must obtain written approval from the HKNA and written agreement from the original club. Any team playing a transferred player without HKNA approval will be considered to

have played a default player. The penalty for the team playing a defaulting player is a 4-point loss and an HK\$100 fine.

4. UNIFORMS

- a. New teams must submit their proposed uniform and colours on Form A to the HKNA Committee for approval at team registration. No team may have a uniform similar to the Hong Kong National Team, the colour combinations of which are dark navy/white and red/white.
- b. All players in a team must be in same registered uniform which may be a dress or another form of sports uniform, e.g., singlet and shorts (all shorts must be pocketless).
- c. Subject to the exceptions below, players may not wear extra items that are not part of the basic playing uniform, e.g., gloves, tracksuit pants. Umpires will ask players to remove any extra items before taking the court.
- d. Players may wear (1) bikepants (above the knee) under their uniform; (2) extra clothing items upon presentation of a medical certificate as long as such items do not present an injury risk to other players; and (3) long tight-fitting athletic garments under their uniform when playing outside in cold conditions or if required for religious purposes. Bikepants and long tight-fitting athletic garments should either be entirely black or entirely the predominant colour of the uniform.
- e. Subject to the By-Laws, players not in the same registered team uniform will not be able to take the court. Where a team has an alternate uniform registered, all players must wear the same predominant-coloured registered uniform to take the court.
- f. A team has until the fourth round of the competition to ensure all players have the correct uniform. The League Convenor may grant an extension of time to clubs/teams upon receipt of a request in advance of the fourth round stating clearly the reason for the extension and a date by which teams will be in correct uniform.
- g. The penalty for the team not playing in the correct uniform after the third round is a 1-point loss per match.

5. WITHDRAWALS

Any team wishing to withdraw from the League must give two weeks' notice to the HKNA. NO REFUND will be given once the league has commenced or the draw has been finalised (whichever is earlier).

6. LEAGUE TEAMS

- a. Premiership winning teams from the previous season must move to the next higher division (subject to final approval by the League Convenor) if they have five or more team members from that registered team. If the team remains in their winning division due to having less than five premiership team members then at no stage during the season may additional members from the premiership team be registered in the current team such that the total number of premiership team members is equal to or exceeds five.
More than one team from each division may be moved between divisions based on the team submissions received at the beginning of the season. The League Convenor reserves the right to override this requirement to ensure fair balance between teams within a division.
- b. Player history must be declared and accurate. Players may play in one division lower than their previous HKNA playing division without a formal request, however each case will be subject to final approval by the League Convenor. If playing in a division more than one grade lower than their previous HKNA playing division, formal approval by the League Convenor and Executive Council is required.

All guests and temporary players must be clearly indicated on the score sheet for that game. Any player playing in another team, as a temporary player, MUST indicate on the

score sheet their registered team name.

7. HKNA YOUTH SQUAD TEAMS

- a. HKNA may enter Youth Squad teams in the HKNA Netball League Divisions 1 and 2 respectively.
- b. The coach must advise HKNA of the playing format of the teams which will determine if the following is to apply.
The teams are to abide by the League rules with two exceptions:
 - i. Youth Squad players can be registered in 2 teams
 - ii. If players are not clearly nominated for a Youth Squad team, then for Round 1, players maybe interchanged between teams and only 1 point for playing will be awarded to each team.
 - iii. For Round 2, a Youth Squad team will be named for each division and will enter the competition fully.
 - iv. From Round 2, the Youth Squad teams must abide by the HKNA competition rules.
- c. Teams playing against the Youth teams will be awarded points according to the result and HKNA point system.
- d. Youth Squad players may play for both their Youth Squad team and another league team on a given night. Where possible clubs are to place the Youth Squad player in the same division or higher than their Youth Squad team. If clubs/teams are unable to meet this requirement then they may request a change of division for the youth player. This must be put in writing to the League Convenor.
- e. Youth Squad players' first playing priority is to the HKNA Youth Squad Team. If a Youth Squad player is released from their Youth Squad game on a given night to play for their second team, then they must take the court for at least two quarters in that team.
- f. Youth players may be used as guest players only if they are **not** registered in a second HKNA League team.

8. HKNA DEVELOPMENT YOUTH SQUAD TEAM

- a. HKNA may enter one Development Youth Squad (DYS) team in the HKNA Netball League.
- b. The team will abide by the League rules with one exception:
 - i. DYS players can be registered in two teams.
- c. DYS players may play for both their DYS team and another league team on a given night. Where possible clubs are to place the youth player in the same division or higher than their DYS team. If clubs/teams are unable to meet this requirement then they may request a change of division for the DYS player. This must be put in writing to the League Convenor.
- d. DYS players' first playing priority is to the HKNA DYS Team.
- e. In the event that a DYS player is released from their DYS game on a given night to play for their second team then they must take the court for at least two quarters in that team.
- f. DYS players may be used as guest players only if they are **not** registered in a second HKNA League team and must abide by the guest player rules.

9. GRADING

Each team will be paper graded. It is the responsibility of each Club Convenor to ensure accurate and sufficient playing history is recorded for each player on Form B. The number of divisions for each season and the placement of teams will be determined by the League Convenor and approved by the Executive Council each year.

10. CONDUCT OF MATCHES

Coaches and players are reminded that they should conduct themselves consistently within the spirit of the game, whether they are playing, form part of the team bench or spectating. Any action displayed, which is contrary to the spirit of the game is not permitted, and is sanctioned by HKNA and World Netball rules and penalties.

Inappropriate behaviour and comments may result in a warning, penalty, suspension or ordering off by an umpire. Such behaviour includes but is not limited to, calling to an umpire, disputing decisions, commenting on team or individual actions. The Official World Netball Rule 13 provide

further information on disciplinary action for unsporting behaviour.

<https://drive.google.com/file/d/14E9H2xr69LZA7W0pmYPq48sb5qzhTHqk/view>

HKNA members should comply with the World Netball Anti-Doping Rules in accordance with the World Anti-Doping Code and international standards (a copy can be provided to all clubs upon request).

a. **Rules**

The rules of play shall be those of World Netball. The Official World Netball Rules can be accessed by downloading the World Netball Rules of Netball App (available from [App](#) or [Google Play](#) Stores)



b. **Timing**

All matches will be timed by a central clock and will start strictly on the hour at 7pm, 8pm and 9pm or **as pre-determined and advised by the league convenor(Due to venue constraints, we have matches starting at 7.15 and 8.30pm, except some dates. Please note this on the schedule CAREFULLY)**. Games will start and finish on the umpires' whistles. There will be a 1-minute warning before the start of each match. Matches will consist of 4 x 12-minute quarters. If one match starts at a later time due to late arrivals the timing from the central clock must be adhered to. There will be a 2-minute quarter and three-quarter time break and a 4-minute half-time break (leaving a 4-minute period before the start of the next game). Umpires will stop the game for injury time in accordance with the Rule Book but will not add this time to the end of the quarter.

Points System

4 for a win / forfeit

3 for a draw

2 for losing but scoring more than half your opponents' score

1 for a loss

c. **Jewelry and Fingernails**

No items of jewelry, except a wedding band or medical alert bracelet shall be worn. If these are worn, then they must be taped. Fingernails must be short and smooth. The taping of nails is not permitted and NO gloves may be worn (unless a medical note has been provided). Players not abiding by these rules will not be allowed to play. Games will not be delayed for the cutting of nails. An offending player will not take up a position on court until an umpire has checked the fingernails again and permitted the player to go on court. If the game has started the offending player must wait until an interval before taking the court.

d. **Injuries**

Any player who is bleeding from an injury will not be allowed to continue playing until the injury has been satisfactorily covered and the bleeding has stopped.

e. **Pregnancy**

If a player chooses to play when she is pregnant, she plays at her own risk and HKNA will not be held responsible under any circumstances. No refund will be made for players withdrawing from the league because of pregnancy.

f. **Match Balls**

Clearly marked match balls will be provided by the HKNA. The desk duty supervisor will hand the match ball to the first named umpire. The umpire is responsible for returning the match ball to the desk duty supervisor.

g. **Forfeiting of games by teams**

i. The League Convenor must be notified of all forfeits by the forfeiting team.

ii. At least 48 hours' notice (by both telephone and email) must be given to the opposing team captain and club convenor, the captains of the designated umpiring teams and

the League Convenor if a team is unable to play. An HK\$200 fine will be incurred. This team will be considered to have forfeited the match and 4 points will be awarded to the non-offending team and 0 points to the offending team.

- iii. If the game is forfeited within 48 hours of the game the offending team will be fined HK\$400 and will also incur a 2-point penalty.
- iv. If there is a no show or forfeit notification after 5pm on the day of the match, the offending team will be fined \$600 and will also incur a 4-point penalty.
- v. Teams withdrawing from friendly games organised by HKNA will be fined HK\$200.
- vi. Umpiring commitments of both teams must still be fulfilled. A fine of HK\$400 will be incurred and 4 points deducted from the offending team for each umpire not provided.
- vii. If a team forfeits two games in the competition and does not provide a satisfactory explanation in writing to the HKNA League Convenor, that team may be asked to withdraw from the league. No refund will be given.
- viii. League matches may be rescheduled **only** if the opposing team agrees and it is organised by the Sunday before the scheduled League match. The League Convenor must be notified by email and telephone of all details by 8:00pm on the Sunday before the scheduled League match. Umpires for the game must also be approved by the HKNA Umpires Convenor prior to the match. Opposing teams have the right to say no and if the requesting team cannot field a team as per the League draw then the game will be considered a forfeit. If a rescheduled game is organised with both teams approval, any team who then cannot fulfill that rearrangement forfeits the game.

h. **Late arrivals**

- i. Players, substitution/s/late arrivals: Refer to the World Netball Rule Book.
<https://drive.google.com/file/d/14E9H2xr69LZA7W0pmYPq48sb5qzhTHqk/view>
- ii. Teams: Any team that is more than 5 minutes late for a match will be penalised. After 5 minutes, one goal for each subsequent late minute will be awarded to the other team. Umpires should notify the Desk and a record of time is to be kept by the Desk. The umpires should ensure that the score sheet reflects the goal advantage and that both team captains are in agreement with the decision.
- iii. Should any team fail to have five players by the first interval, the match will be forfeited in favour of the team present. On forfeiting the game, the offending team will be penalised 4 points and also incur a fine of HK\$600.

i. **Wet weather**

If an HKNA Executive Council decision is made to stop games at, or after half time due to unforeseeable wet weather, the score at the time of stopping will stand.

11. **PROMOTION AND DEMOTION OF PLAYERS**

a. **Clubs**

- i. Any player may play up to two matches in a season in a team in a higher division as a temporary player. Where any club has more than one team playing in the same division, any player may play up to two matches in a higher ranking team (as ranked on Form A at registration OR confirmed by the league convenor) within the relevant club. On the third game with the relevant team the player is deemed to be in the higher team and can no longer play in their original team.
- ii. A player shall not be registered in more than one team. Unless a player has been officially demoted with acknowledgment from the HKNA, they may not play in a lower division game. Those teams not adhering to this By-Law will forfeit any game in which they play the offending player. (HKNA Youth Squad and DYS exempted)

b. **Single Independent Teams:**

- i. Any player may play up to two matches in a season in a higher division independent team as a temporary player without the team incurring a penalty. On the third and any subsequent games that the player has played up, the offending team (higher team) shall be penalised 4 points and incur an HK\$100 fine. A player shall not be registered in more than one team.

- ii. Divisions 5, 6 and 7 – Players in these divisions may guest for other independent teams play across their division twice only. On the third and any subsequent games in the one team the offending team (recipient team) shall be penalised 4 points and HK\$100.
- iii. Divisions 3 and 4 – Players in these divisions may guest for other independent teams across their division once only. On the second and any subsequent games in the one team, the offending team (recipient team) shall be penalized 4 points and HK\$100.
- iv. Players in Division 1 and 2 may not play across their division.

12. FINALS SERIES

- a. The first 4 teams in each division will play in the Finals Series. If at the end of the competition rounds, two or more teams finish on equal points or if teams have had forfeits or wet weather cancellations that have not been played then positions for the Finals Series shall be decided on goal averages.
- b. The goal average for each team shall be decided as follows:
Total number of goals scored by the team, divided by the total number of goals scored against the team
 - i.e. $\frac{\text{goals scored}}{\text{goals scored against}}$

If goal average is identical, then goal difference will be applied:

the difference between goals for and goals against.

If outcome is still undecided, then the winner of the tie between two teams will determine the result.

- c. Finals Series configuration will be decided by the League Convenor, in consultation with the HKNA Executive Council once the competition is complete and all possible wet weather games played.

FINALS SERIES OPTIONS

2 Week Finals Series
Semi Finals
 1st v 4th
 2nd v 3rd

Grand Final
 Winners of Semi Finals

3 Week Finals Series
Semi Finals
Game 1
 1st v 2nd Winner directly to Grand Final
 Loser to Game 3
Game 2
 3rd v 4th Winner to Final
 Loser out
Game 3
 Loser of Semi Final Game 1
 vs
 Winner of Semi Final Game 2
Grand Final
 Winner of Game 1
 vs
 Winner of Game 3

- d. Teams must be declared to the HKNA League Convenor 72 hours before each game in the Finals Series.
- e. New transfers are not permitted for games in the Finals Series.
- f. All players need to be registered with their Club and the HKNA as Ordinary Members. Players

must play at least six games for their club on different nights (including at least three games in the final's team, before playing in the Finals Series (Semi-Finals and Finals)). The League Convenor and Executive Council reserve the right to override this rule.

- g. If at full time the score is even, the umpires must notify the Duty Desk so that time can be monitored. A 2-minute break will be given. Substitutions and changes are permitted at this interval. Following the 2-minute break, 5 minutes extra time each way will be played (no interval or substitution of players permitted unless for injury during this time). If a draw remains at the conclusion of 10 minutes extra time, a situation of sudden death will occur – meaning the ball shall return to the Centre for the next Centre pass and the team that scores the first goal shall be deemed the winner.
- h. Umpires for the Finals Series will be appointed and approved by the HKNA Umpiring Convenor and must be badged and have umpired at least three games during the current League season.

13. SCORERS AND SCORE SHEET

- a. There will be one score sheet per game. The score sheet is to be collected prior to the commencement of the game.
- b. Each team is responsible for providing a scorer for their own game.
- c. The scorers must sit together on the sideline at the centre of the court and ensure the accuracy of the score.
- d. The scorers must keep a record of the goals scored together with a record of the centre passes. (Team A = first centre pass team.)
- e. At the end of each quarter the umpire must mark the quarter time score and mark the last centre pass.
- f. Any discrepancy in the score must be resolved before the score sheet is submitted to the Duty Desk.
- g. The captain is responsible for ensuring that the scorers fully understand their duty in respect of keeping the score.
- h. Captains must ensure that the names of their team members, both first and surname, appear clearly on the score sheet and that players sign the score sheet against their name prior to taking the court. A maximum of twelve registered players on the score sheet per team per match. (If found to be incorrect 1 point will be deducted from the offending team.)
- i. Substitutes should only be listed on the score sheet if they have played. Any substitute's name listed with a corresponding signature on the score sheet will be deemed to have played in that game. (If found to be incorrect 1 point will be deducted from the offending team.)
- j. Captains must ensure that the names and details of any guest players are also clearly written on the score sheet and signed accordingly. (If found to be incorrect 1 point will be deducted from the offending team.)
- k. Guest players must adhere to the playing up rule and cannot play down a division.
- l. Guest players must be clearly indicated on the score sheet, together with their registered team name, where appropriate.
- m. At the conclusion of the match the score sheet is to be signed by the team captains, the two scorers and the two umpires. Umpires should write their team name under their name.
- n. Failure to complete the score sheet completely and clearly, including all names and signatures after an initial warning will result in a penalty of one point being deducted from the offending team.
- o. If a team cannot provide a scorer, the captain of the opposing team may agree to take sole responsibility for providing a scorer. There will be no disputes over the scores at the end of the game.

14. DESK DUTY

- a. Clubs / teams will perform Desk Duty and will be rostered to evenings throughout the season on a proportional basis. It is the responsibility of the Team/Club Convenor that teams are aware of their duty night and to ensure that the duty is performed satisfactorily. If a team/club does not provide any representation for Desk Duty or perform it satisfactorily the team/club will be fined HK\$200 per game and will also incur a 1-point penalty. Playing is not an excuse for non-performance of Desk Duty and the fine and penalty will apply.

- b. Teams/Clubs will be asked to sign in for Desk Duty and the Desk Duty supervisor must remain at the Duty Desk for the entire time of their duty.
- c. The Desk Duty supervisor will report/log any gaming issues. Only team captains and umpires may approach the Duty Desk regarding current games. If the Desk Duty supervisor is a team/club representative they cannot be called upon to deal with controversial situations.
- d. A HKNA representative can be contacted by phone throughout the evening if the Desk Duty supervisor needs to query any issue arising. The HKNA representative is not responsible for doing the Desk Duty.
- e. All escalation and clarification of league guidelines must be performed by 12 noon on the day of the fixtures to the league convenor. Any clarification of the rules on the night of the fixtures is not permitted and appropriate penalties will be levied where rules are deemed to have been breached.

15. UMPIRES

a. **Umpiring Divisions**

The HKNA Umpiring Convenor shall determine the level of umpire required for each League Division at the beginning of each season and report it to all Club/Team Convenors. Where possible, umpiring duties have been made reciprocal within divisions, however there are some draw constraints and on occasion lower divisions are required to umpire higher divisions – umpiring requirements still need to be adhered to. Any problems please contact the Umpire's Convenor at least two weeks in advance of the set game.

Only qualified umpires are allowed to umpire in the league, a list of those umpires will be circulated to all convenors at the beginning of each season after all the teams have registered their players. In general, these will be persons who have completed the HKNA run umpires courses and have passed the theory paper test. If anyone is in doubt, please contact the league convenor for clarification.

HKNA hopes to have all Premiere and Division 1 games umpired by B Badged Umpires. Some identified umpires holding a C Badge will also be allowed to umpire Division 1.

HKNA has been working hard to identify and upgrade as many umpires as possible and will continue to do so.

It is hoped to name umpires for the Premiere and Division 1 games. All other umpires **MUST** be on the Approved Umpires List, which will be distributed at the beginning of the season.

No person under the age of 14 years may umpire. All umpires under 18 years must be supervised by a responsible adult from their playing team/ club. HKNA accepts no responsibility for these umpires.

b. **Clubs/Teams Umpiring Convenor**

Each Club/Team is responsible for providing the details of its Umpiring Convenor as stipulated on Form A (Registration of Teams). The Club/Team's Umpiring Convenor is responsible for managing the Club/Team's umpiring requirements during the season.

- c. Umpire Convenors need to register at least two grade- qualified umpires for each team by the second round of the season. To be registered as an umpire a person must fulfill the criteria as set out in the League Umpiring Requirements.
- d. Teams who do not have a registered umpire will be given priority on umpiring courses throughout the season.

e. **Reporting**

Umpires should report at least 15 minutes before the start time, unless playing beforehand, sign in at the Duty Desk before the start of the game and must clearly print their names and sign the Umpires' score sheet. This sign-in sheet will be used by HKNA for umpires' points and

fines.

f. **Number of umpires**

Matches will not commence until 2 umpires take the court.

g. **Late, non-arrival of an umpire and unqualified umpires**

If the designated umpire for a game has not arrived 5 minutes or more after the start of the first quarter, the playing teams may try to find a replacement umpire. If the playing teams are unable to find a replacement umpire, then each team shall provide one player to umpire. If one umpire has not shown, the two substitute umpires will umpire a half game each and may only swap at half time. If two umpires have not shown, the two substitute umpires will umpire a whole game each.

If the designated umpire arrives after the start of the first quarter as designated by the bell but before half time, the team that the umpire represents will incur a 1-point penalty and an HK\$400 fine. If the umpire arrives late and the game has commenced with other umpires then the substitute umpires must continue to umpire the game until half time and the arriving umpire may not participate until after half time.

If the designated umpire does not arrive before half time for a scheduled game, the team that the umpire represents will incur a 4-point penalty and an HK \$400 fine. If the umpire arrives after half time and the game has commenced with other umpires then the substitute umpires must continue to umpire the game until the end of the game and the late umpire may not participate.

h. **Umpiring Duties**

Umpires cannot umpire two games in a row or umpire-play-umpire in contradiction with guidelines. Umpires who breach this rule will be suspended from the umpiring list for two weeks, and thus be deemed an unqualified umpire and unqualified umpiring penalties will apply.

HKNA reserves the right to assume the allocated umpiring duty of any team/match throughout the season for the purpose of upgrading and or qualification of umpires.

In such instances, HKNA would hope to give one week's notification to any team affected wherever possible, but this cannot be guaranteed.

Duty teams will be responsible for the payment of such umpires.

i. **Swapping Duties**

If all participating teams are in agreement and the HKNA Umpiring Convenor has been informed, umpire duties may be swapped.

j. **Umpires' Decisions**

(i) The umpires' decision shall be final and no appeal can be made during a match.

(ii) The umpires may be approached by a captain, only during an interval, for clarification of the rules.

(iii) Any dispute with the umpires will be penalised with whatever action is considered appropriate by the umpire, under the rules of the game. See World Netball Rules for more details.

<https://drive.google.com/file/d/14E9H2xr69LZA7W0pmYPq48sb5qzhTHqk/view>

k. **Scoring**

Umpires will not score. The umpires should check the score sheet at each quarter and mark the quarter time score. If there is a discrepancy it should be rectified before play continues, and if the discrepancy occurs in the final quarter, before the score sheet is handed in to the Duty Desk.

I. Whistles

Umpires are reminded to bring their own handheld whistle.

m. Registration

All non-playing umpires must register with the HKNA as a non-player member (adult or junior) using the Member Application Form (Form C) and pay an HK \$100 indemnity fee.

k. The HKNA may schedule the umpiring duties for any match during the season to assess umpires.

l. The HKNA may at any time assume scheduled umpiring duties in order to assess umpires. Any teams affected by this (ie the teams scheduled for such duties) will be given at least 72 hours notice.

UMPIRE PAYMENT GUIDELINES

If a team wishes to pay an umpire to umpire on their behalf, the HKNA recommends a fee of \$300 per game. Badged umpires will receive additional payment from LCSD.

16. PROTESTS

A team wishing to protest must:

- a. Lodge the protest IN WRITING to the League Convenor of the HKNA, to be received at the HKNA office no later than 12pm on the Thursday after the match. It must be accompanied by a fee of HK\$100, which is not refundable.
- b. The HKNA League Convenor will notify the team against which the protest is made. The team against whom the protest is made may submit a written defence within 48 hours of notification.
- c. The League Convenor will investigate the protest and where possible resolve the issue according to the By-Laws or refer the matter to HKNA Executive Council.
- d. The League Convenor may recommend action to HKNA Executive Council.
- e. All involved parties will be informed of the decision made and no further protest will be permitted.
- f. A protest is defined as a challenge to the outcome of the game i.e questioning the final score as recorded on the score sheet.
- g. Any question or complaint against another team/player/umpire will not be regarded as a protest and will be investigated without incurring a fee.

17. DISCIPLINE

(a) Breaking of the Rules or By-Laws

The breaking of the Rules or the By-Laws and any conduct contrary to the spirit of the game is not permitted.

(b) Misconduct

- (i) Misconduct reports against a team or player must be filed in writing by the umpires or Desk Duty supervisor with HKNA, within 48 hours of the match being played.
- (ii) The League and/or Umpire Convenor will notify players or teams of the misconduct report and investigate accordingly and decide if the case needs to be referred to the Disciplinary Committee.
- (iii) The Disciplinary Committee shall consist of the President, League Convenor (Chair) and another HKNA Council member not associated with the offending club/team. If the President or League Convenor is associated with the offending club/ team, another member of the HKNA Executive Council will replace them on the Disciplinary Committee.
- (iv) Any player found guilty of disputing an umpire's decision during a match or other misconduct, may be fined or disqualified from taking part in any match under the control of the HKNA for such time as may be decided upon by the HKNA Disciplinary Committee.

18. FIRST AID

The HKNA will provide a basic First Aid Kit at each of the League Venues, which will be available from the Duty Desk. Trained medical officers will NOT be on duty. Teams/players should have their own First Aid Kits.

19. PENALTIES & FEES SUMMARY

- a. All penalties and/or outstanding fees owed to HKNA must be paid before the AGM of that year.
- b. Teams who have fines outstanding above \$600 at the end of the first round of each season will be asked to replenish their deposit.
- c. Any player whose team has not paid all outstanding monies owed to the HKNA by the AGM will not be able to register the following season or until all fines have been paid.

Penalty Infringement	Fine Amount	Point Penalty
Incomplete scorecard (team list/signatures)	HK\$200	-
Incorrect substitute/guest player details	-	1
Incorrect Team Uniform (after 3 rd Game)	-	1
Default Player	HK\$100	4
Umpire fails to show (before half time)	HK\$400	1
Umpire fails to show (after half time)	HK\$400	4
Unqualified umpire fielded	HK\$200	2
Game forfeit with at least 48 hrs notice given.	HK\$200	0
Failure to notify game forfeit within 48hrs of game time	HK\$400	2
No show or game forfeit after 5pm on game day	HK\$600	4
Improper desk duty representation	HK\$200	1

Fees	Amount
Team Registration per team	HK\$1000
Team deposit for registration (refundable)	HK\$600
Ordinary Individual Member (Adult) full season	HK\$1146
Ordinary Junior Member (U21) full season	HK\$347
Ordinary Individual Member (Adult) half season	HK\$690
Ordinary Junior Member (U21) half season	HK\$225
Associate Member (non-playing member – adult)	-
Associate Member (Junior Netball League)	HK\$170
Associate Member (umpire/coach member – adult)	-
Associate Member (umpire/coach member – Junior)	-
Protest fee	HK\$100

20. CANCELLATION OF GAMES

- d. If a Typhoon 8 or higher signal or a black rainstorm warning remains hoisted at 3pm, the League games will be cancelled for that evening.
- e. **Outdoor Venue**
Games at the outdoor venue will be cancelled if a Typhoon 3 or higher signal or a red or black rainstorm warning or “Serious” pollution level (per Air Quality Health Index [AQHI] >10+) remains hoisted at 5pm. If no weather warning is hoisted, HKNA will decide in the case of adverse outdoor conditions at 5pm if play shall take place. Captains and Convenors should only telephone HKNA at 2504 8208 after 5:30pm on the day of play. This message will also, if

possible be made available on the website: www.netball.org.hk and HK Netball Facebook Page: www.facebook.com/hknetball

- f. If after the 5:00pm cancellation time there is rain, a decision of cancellation will be made at the courts at 6.30pm or after by a Council member/League Convenor in consultation with any 2 team captains that are scheduled to play.
- g. In the event of such cancellations, games will be made up when possible or played by the end of the last scheduled game or, if available, the designated wet weather game nights at the end of the first/second half of the Season or each team shall be awarded 3 points. Teams are expected to be available on the designated wet weather nights.
- h. If an HKNA Executive Council decision is made to stop games at, or after half time due to unforeseeable wet weather, the score at the time of stopping will stand.

21. DISCLAIMER

Players are reminded that their participation in any netball game organised by the HKNA is at their own risk and that the HKNA will not be responsible for any personal injury or other accident sustained during any such netball game. In particular, players should note that the HKNA does not provide medical insurance for any participant in any netball game organised by the HKNA.

22. GENERAL

The League Convenor and HKNA Council shall have full discretionary powers in all matters not covered by the By-Laws. Once a decision has been made no further correspondence will be entered into.

Changes to the HKNA By-laws may occur at the beginning of each season or as necessary with the approval of the HKNA Executive Council, provided that all changes will apply prospectively and convenors and Team Captains will be given at least 2 weeks' notice before the changes take effect.