



香港投球總會



**Presented by  
Hong Kong Netball Association**

# **MEN'S LEAGUE 2019 BY-LAWS**



# Hong Kong Netball Association

## Hong Kong Netball League - Men's Division 2019

### BY- LAWS

Rules not covered by these By-laws will be as shown in Rules Book in accordance with International Federation of Netball Associations Rules.

#### 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.

- (a) Team fee: HK\$200 per team
- (b) Team refundable deposit: HK\$400 per team
- (c) Player Fee: HK\$480. For players 21 or under (born in 1998 or later) : HK\$260. Each player playing in the league must register online.
- (d) Umpiring Levy (optional): HK\$900 per team. If you cannot provide a qualified umpire for your umpiring duty, each team will have to pay HK\$900 for the levy.
- (e) A team must register a minimum of eight players and a maximum of fifteen 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. The Team Fee must be submitted with Forms B. No refund will be issued.
- (b) No player under the age of 18 years may play for any team.
- (c) **New Players**  
New players arriving after initial registration must have HKNA approval to join a team and the necessary players details for FORM B should be given to convenor. An email notifying Men's League Convenor ([hkna.mensleague@gmail.com](mailto:hkna.mensleague@gmail.com)) and must reach the convenor by 23:59 the day before the first match that the new player will play for that team. New or guest players must be clearly indicated on the score sheet for that match.

The League Convenor must approve all unregistered new players, prior to them taking the court. Teams seeking approval for a guest player, should either submit provide relevant information to HKNA via email such as player name, date of birth, identity card number, contact details and previous playing history.

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 second game. The penalty for the team playing a defaulting player is a 4 points loss and a HK\$100 fine.

(d) **Guest Players/Visiting Members**

Guest Players are defined as players not registered with HKNA as Ordinary Members. All guest players must register as a 'Guest Player' via email and must reach the Men's League Convenor by 23:59 the day before the match which the guest player will play for that 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(e) above. Guest player must also make payment to Hong Kong Netball Association Limited via bank or ATM transfer of HK\$100 to **[HSBC 178-768966-001]** before he plays and email the receipt to the Men's League Convenor.

A player may play a maximum of one game before being registered as an Ordinary Member and required to pay the associated fee. **A guest player after playing for a team may not play for another team in the same competition.**

**Individual teams may enter a maximum of 15 players. which includes guest players.** If registrations exceed 15 then a player/ players need to be deregistered, or the guest player will be deemed as a default player with corresponding penalties applied. **Players may not be re-registered after deregistration.** No refunds will be given for de-registered players.

### **3. UNIFORM AND BIBS**

Players should be wearing their team uniform/ colours for each match. Umpires have the right to not allow a player to play if the player is not in similar colours/uniform as the team. Each team must bring their own set of bibs for each game. In case there is a clash of colours, HKNA could provide bibs on request.

#### **4. WITHDRAWALS**

Any team wishing to withdraw from the League must give 2 weeks notice to the HKNA. NO REFUND of the fees will be given. The deposit will be given back if given 2 weeks notice and that the team do not have any outstanding fees to pay.

#### **5. CONDUCT OF MATCHES**

(a) **Rules**

The rules of play shall be those of the International Federation of Netball Associations Rules. Rule books can be purchased from the HKNA.

(b) **Duration of Matches**

**For 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> week of play, the timing of all these games will be:**

4 x 12-minute quarters

2 minute quarter and three-quarter time breaks

4 minute half-time break

**For 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> week of play and the Final matches, the timing of all these games will be:**

4 x 15 minute quarters

3 minute quarter and three-quarter time breaks

5 minute half-time break.

(c) **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

0 for the team who forfeits

(d) **Jewellery and Fingernails**

No items of jewellery, except a wedding band or medical alert bracket shall be worn. If these are worn then they must be taped. Fingernails shall be cut short and smooth. 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. (The taping of nails is **not** permitted)

(e) **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.

(f) **Match Balls**

Clearly marked match balls (molten balls) will be provided by the HKNA. The representative on duty will hand the match ball to the first named umpire. The umpire is responsible for returning the match ball to the representative.

(g) **Forfeiting of games by teams**

- (i) 48 hours notice (**by both telephone and email**) must be given to the opposing team captain and the League Convenor in the event of a team being unable to play. 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. No score will be given to either team. The offending team will also incur a HK\$200 fine. If the game is forfeited within 48 hours of the game the offending team will also incur a HK\$300 fine.
- (ii) For teams who chose not to pay the Umpiring Levy, they must provide a qualified badged umpire to do their umpiring duty. If this is not fulfilled, 2 points will be deducted for each umpire not provided and a fine of HK\$300 will be incurred.
- (iii) If a team with all the deposit deducted during the competition that team will be asked to withdraw from the league. No refund will be given.

(i) **Late arrivals**

- (i) Players: Refer to the International Federation of Netball Association Rules.
- (ii) Teams: Any team that is late for a match will be penalised. Once the starting time has passed, teams will take the court. If one team cannot take the court, then one goal for each subsequent late minute will be awarded to the other team. The umpires should ensure that the scorecard reflects the goal advantage and that both team captains are in agreement with the decision.
- (iii) Should any team fail to have 5 or more players by the first interval, the match will be forfeited in favour of the team present. On forfeiting the game, the offending team will also incur a fine of HK\$300 and the other team will receive 4 points and the offending team will receive a penalty point for that match (-1).

- (iv) Substitution / late arrivals: Refer to the IFNA Rule Book.

## 6. FINALS PLAY-OFFS

- (a) At the conclusion of the Round Robin Games. Teams will be ranked 1 to 6. There will be one week of play-off games. If two teams finished on equal points, then the team who won their encounter during the rounds will be deemed the higher ranked team. If their last encounter was drawn, then the team with the higher goal percentage will be the higher ranked team. If three or more teams are on equal points, then teams will be ranked according to their goal percentage. Teams with the higher goal percentage will be deemed the higher ranked team.
- (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, multiplied by 100.  
i.e. 
$$\frac{\text{goals scored}}{\text{goals scored against}} \times 100$$
- (c) Please refer to diagram.

**WEEK 9**  
**11-Aug**  
**Sunday**

### SHEK KIP MEI SPORTS CENTRE

Match Duration

10:15AM	5th Place	vs	6th Place	4 x 15 mins
11:15am	3rd Place	vs	4th Place	4 x 15 mins
1:15pm	1st Place	vs	2nd Place	4 x 15 mins

d) **Player's eligibility for finals.**

Each player must have played a minimum of TWO matches during the season to be eligible for the finals.

e) **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 with players that have played in the game. 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 end 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.

## 7. SCORERS AND SCORE SHEET

- (a) 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. One scorer to mark the official scoresheet, one scorer to do the digital scoreboard.
- (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 handed in 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 their team members sign next to their name on the scoresheet in the space provided.
- (i) Captains must ensure that the names and details of any guest players are also written on the score sheet.
- (j) If names of all players (substitutes and guest players included) are not listed on the score sheet when handed in to the Duty Desk, that team will be deducted 1 point.
- (k) At the conclusion of the match the score sheet is to be signed by the team captains, the two scorers and the two umpires. Scorers and umpires should write their team name under their name.
- (l) Failure to complete the score sheet completely, including all signatures may result in a penalty of one point being deducted

## 8. UMPIRES

### (a) Umpiring Qualifications

For HKNL- Men's Division, only badged umpires can umpire the matches. If teams are doing their own duty, then the name of the badged umpire should be given to the Men's League convenor prior to the season. These umpires will need to be approved by the Umpiring Convenor.

### (b) Teams

Each team must register a minimum of one BADGED umpire for the HK Netball League – Men's Division.

The umpire **must** sign the scoresheet. Failure to do so will result in a point being deducted from the umpire's team.

If teams cannot provide a suitable umpire upon Team registration, they can pay the Umpiring Levy (\$900 for all games) which would mean that HKNA will find an umpire to do your umpiring duty.

(b) **Reporting**

Umpires should report to the Duty Desk before the start of the game. The first named umpire will be provided with the match ball and will be responsible for returning it to the Duty Desk.

(c) **Number of umpires**

Matches will not commence until 2 umpires take the court or both teams are agree to play with one umpire.

(d) **Non arrival of an umpire**

If an umpire does not arrive for a scheduled game, the team that the umpire represents will be penalised with a HK \$300 fine and 2 points will be deducted.

If teams are unable to find a replacement umpire and wish to play with two umpires, then each team shall provide one player to umpire.

In the event of one umpire not showing, the 2 substitute umpires will umpire a half game each. They may only swap at half time.

In the event of two umpires not showing, the 2 substitute umpires will umpire the whole game.

If one team only has 7 players, then both teams will be required to remove one player from the court.

(e) **Swapping Duties**

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

(f) **Late arrival of an umpire**

If an umpire arrives before half time then no points will be deducted from the team that the umpire represents but the HK\$300 fine will be enforced. If an umpire arrives late and the game has commenced with other umpires (see [c] above) then the arriving umpire may not participate until half time. At which time the substitute umpires may rejoin their team as players for the second half.

(g) **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 the 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 HKNA Rules Book for more details.

(h) **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 whistle and a suitable white top.

**9. PROTESTS**

A team wishing to protest must:

- (a) Notify the captain of the opposing team and the Duty Desk, at the end of the game, of its intention to protest.
- (b) Lodge the protest IN WRITING to the League Convenor of the HKNA, to be received at the HKNA office no later than 12:00pm on the Tuesday after the match. It must be accompanied by a deposit of HK\$100, which is not refundable.
- (c) The offending team, player or umpire may submit a letter in their defence. This must also be received at the HKNA office no later than 12.00pm on the Tuesday after the match.

**10. DISCIPLINE**

(a) **Breaking of the Rules or By-Laws**

The breaking of the rules or the By-Laws and the use of any action contrary to the spirit of the game are not permitted.

(b) **Misconduct**

- (i) Umpires/Duty Officer must report any player or team for misconduct, such report to be in writing, and received by the HKNA Committee, within 48 hours of the match being played.
- (ii) Umpires/Duty Officer is to notify the player concerned or the team Captain in the case of a team, at the end of a match, of their intention to report the misconduct.
- (iii) Any player found guilty of disputing an umpire's decision during a match or other misconduct, shall be liable to be 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. All disciplinary matters will be dealt with by the Disciplinary Committee.

- (v) The disciplinary committee shall consist of the President, League Convenor (Chair) and another HKNA Committee member not associated with the offending club/team/player.

## 11. 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, but trained medical officers will not be on duty.

## 12. PENALTIES & FEES SUMMARY

<b>Penalty Infringement</b>	<b>Fine Amount</b>	<b>Point Penalty</b>
Incomplete scorecard (team list)		1
No Scorer		1
Incomplete scorecard signatures		1
Umpire fails to show	\$300	2
Failure to notify of game cancellation	\$300	
Game forfeit due to lack of players	\$300	
Improper desk duty representation		2
Umpire's failure to sign scorecard		1
Late arrival of an umpire	\$300	

<b>Fees</b>	<b>Amount</b>
Team Registration per team (for all the matches providing indoor court)	\$200
Player's Registration – Adult	\$480
Player's Registration – 21 years old or younger	\$260
Team deposit for registration (refundable)	\$400

## 13. CANCELLATION OF GAMES

If a Typhoon 8 or a black rainstorm warning remains hoisted 3 hours before the game commence, the League games will be cancelled. The convenor may be able to reorganise the matches but in the event that this cannot be done, the games which are cancelled will be deemed as a drawn game and hence, each team will receive 3 points each.

## 14. 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.

Each Team member must sign and submit the HKNA's Men's League Disclaimer Form prior to playing their first match.

## **15. GENERAL**

The HKNA Committee 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.

By-Law changes may occur at the beginning of each season.