



**Presented by
Netball Hong Kong, China Limited**

MEN'S LEAGUE 2024-25 BY-LAWS



Netball Hong Kong, China Limited

Hong Kong Netball League - Men's Division 2024-25

BY- LAWS

To the extent that any rules are not covered by these By-Laws, the World Netball Rules and Regulations will apply to Netball Hong Kong, China Limited ("NHKC") Netball League. The World Netball Rules and Regulations can be found in the following link:

<https://drive.google.com/file/d/1YjpwwQ6a3VLRft6kocYKmNExuX2COoF/view?usp=sharing>

In the event of any inconsistency between these By-Laws and the World Netball Rules and Regulations, these By-Laws will prevail.

1. TEAM REGISTRATION

All teams wishing to participate in the NHKC Netball League – Men's Division (Men's League) must submit the required registration forms by the due date.

- (a) Team Fee: HK\$600 per team.
- (b) Team Refundable Deposit: HK\$600 per team.
- (c) Player Fee: HK\$765 (full season) / HK\$480 (half season). For players aged 14 to 21 (born between 2004 and 2011) or who are full-time undergraduate students: HK\$270 (full season) / HK\$170 (half season).
- (d) Each and every player playing in the Men's League (including Registered and Guest Players) must be registered online at <https://netball.org.hk/registration/>.
- (e) Umpiring Fee: HK\$300 per team per game if the team cannot register a badged umpire as per paragraph 9 below.
- (f) A team must register a minimum of seven players and a maximum of fifteen players unless otherwise stated in Form B. Guest players are included in the team registration numbers.

PLAYER AFFILIATION

- (g) All teams must submit the Playing History Form (Form B) listing all their players by the due date. The Team Fee must be submitted with Forms B. No refund will be given.
- (h) No player under the age of 14 may play for any team. An adult must supervise all players under the age of 18 years. NHKC takes no responsibility for these players.
- (i) A player registered for a team may not play for another team in the same competition. Players who play for a team they are not registered to will be considered a defaulting player. The offending team (i.e. the team playing the defaulting player for the match) will be fined HK\$100 and incur a 4 point penalty.

NEW PLAYERS

- (j) New players arriving after initial registration must have NHKC approval to join a team and the necessary player details for Form B should be emailed to the Men's League Convenor (the League Convenor). An email notifying the League Convenor (mensleagueconvenor@netball.org.hk) must reach the League Convenor by 12 noon on the new player's first date of play. New or guest players must be clearly indicated on the score sheet for that match.
- (k) The League Convenor must approve all unregistered new players prior to them taking the court. New players must also register online as described in paragraph 1(d) above.
- (l) New players not approved by the League Convenor will be considered a defaulting player. New players must pay the appropriate Player Fee before playing their third game. The offending team (i.e. the team playing the defaulting player) will be fined HK\$100 and incur a 4 point penalty.

GUEST PLAYERS

- (m) Guest Players are defined as players not registered with NHKC through Form B. All guest players must register as a 'Guest Player' online as described in paragraph 1(d) above. This must be completed and an email sent to the League Convenor 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 registered and/or not approved by the League Convenor will be considered a defaulting player and the offending team (i.e. the team playing the defaulting player) will be fined HK\$100 and incur a 4 point penalty.
- (n) A player may play a maximum of two games before being registered as a Men's League player 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.**
- (o) **Individual teams may enter a maximum of 15 players (including any Guest Players).** If the number of players registered exceed 15 then player(s) will need to be deregistered so that the total number of players will be within the maximum limit, or the new/Guest Player(s) will be deemed as defaulting player(s) with the corresponding penalties applied. Players may not be re-registered after deregistration. **No refunds will be given for de-registered players.**

2. UNIFORM AND BIBS

- (a) New teams must submit their proposed uniform and colours for approval at team registration. No team may have a uniform similar to the Netball Hong Kong, China Limited National Team, the colour combinations of which are dark navy/white and red/white.
- (b) 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.
- (c) Subject to the exceptions of 4(d) below, players may not wear extra items that do not form part of the basic playing uniform e.g. gloves, tracksuit pants. Players should not wear anything that could endanger themselves or other players such as zippers or hoods. Players should ensure that when fastening items of clothing that the fasteners are not a danger to themselves or others. Umpires will ask players to remove any extra or potentially dangerous items before taking the court.

- (d) Players may wear (i) bikepants (above the knee) under their uniform; (ii) extra clothing items upon presentation of a medical certificate as long as such items do not present an injury risk to other players; and (iii) long tight-fitting athletic garments under their uniform when playing 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 team's uniform.
- (e) A team has until the fourth round of the league season to ensure all players have the correct uniform. The League Convenor may grant an extension of time to a team upon receipt of a written request in advance of the fourth round stating clearly the reason for the extension and a date by which the team will be in correct uniform.
- (f) The umpires are responsible for reporting to the League Convenor the failure of a team to comply with the uniform requirements as set out in section 2. The Team Captain of the opposing team may raise a potential uniform infringement to one or both of the umpires who will then determine whether there has been an infringement and/or whether it should be escalated to the League Convenor for further handling. Alternatively, one or both of the umpires may independently notify the League Convenor of any uniform infringements for further handling. Any complaints or allegations regarding uniforms received outside of this process will not be considered.
- (g) The offending team (i.e. team not playing in the correct uniform) will incur a 1 point penalty per match.

3. WITHDRAWALS

- (a) Teams are strongly encouraged to consider the impact of a withdrawal on the netball community as a whole before deciding to withdraw from the league. Every effort should be made by a team to ensure that a team is not withdrawn given the impact it has on players and other teams in the league.
- (b) Any team wishing to withdraw from the Men's League, under extenuating circumstances, must give two weeks' notice to the NHC. **No refund of the fees will be given.** The team deposit will be refunded if two weeks' notice has been given and any outstanding fees/penalties have been settled.

4. CONDUCT OF MATCHES

- (a) 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 will be sanctioned in accordance with these By-Laws and the World Netball Rules and Regulations.
- (b) 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. Rule 18 of the World Netball Rules and Regulations provides further information on disciplinary action for unsporting behaviour.

https://drive.google.com/file/d/1YjpwvQ6a3VLRft6kocYKmNExuX2COoF/view?usp=s_haring

- (c) NHKC 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 teams upon request).

(d) **Rules**

To the extent not inconsistent with these By-Laws, the rules of play shall be those of the World Netball Rules and Regulations. The World Netball Rules and Regulations can be accessed by downloading the World Netball Rules of Netball App (available from [App](#) or [Google Play](#) Stores)

(e) **Timing**

All matches will be timed by a central clock and will start strictly on the hour at 8:00pm and 9:00pm or as pre-determined and advised by the League Convenor.

Games will start and finish on the umpire's whistle. There will be a 1 minute warning before the start of each match. If one match starts at a later time due to late arrivals, the timing from the central clock must be adhered to.

Umpires will stop the game for injury time in accordance with the World Netball Rules and Regulations but will not add this time to the end of the quarter.

For all the matches (including the play-offs), the timing of these games will be:

4 x 12 minutes quarters

2 minutes quarter and three-quarter time breaks

4 minutes half-time break

(f) **Substitutions**

Both teams have the right to make substitutions and/or team changes:

- i. During an interval.
- ii. When play is stopped for injury/illness or blood.

If there is an infringement during a substitution, the umpire may award a free pass where the ball is when the interference or offside entry/exit occurs or play advantage where, for example, the opposing team is taking a shot at goal. The number of substitutions is not limited provided the players used are those named for the match.

(g) **Points System**

4 for a win / forfeit

3 for a draw

2 for losing but scoring more than half your opponent's score

1 for a loss

0 for the team who forfeits

(h) **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)

(i) **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. See further paragraph 13(g) below and refer to the World Netball Blood Policy.

(j) **Match Balls**

Clearly marked match balls will be provided by the NHKC. 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.

(k) **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 phone and email) must be given to the opposing Club Convenor and Team Captain, the Team Captains of the designated umpiring teams and the League Convenor if a team is unable to play. A fine of HK\$200 will be incurred for failure to make such notifications. The forfeiting team will be considered to have forfeited the match and 4 points will be awarded to the non-offending team with 0 points being awarded to the forfeiting team.
- (iii) If the game is forfeited within 48 hours of the game, the forfeiting team will be fined HK\$400 and will incur a 2 point penalty.
- (iv) If the game is forfeited within 24 hours of the game, the forfeiting team will be fined HK\$400 and will incur a 4 point penalty.
- (iii) If there is a no show or forfeit notification after 5:00pm on the day of the match, the forfeiting team will be fined HK\$600 and will incur a 4 point penalty.
- (iv) Teams withdrawing from friendly games organised by the NHKC will be fined HK\$200. Umpiring commitments of both teams must still be fulfilled. The offending team for each umpire not provided with be fined HK\$400 and will incur a 4 point penalty.
- (v) If a team forfeits two games in the league season and does not provide a satisfactory explanation in writing to the League Convenor, that team may be asked to withdraw from the league. No refund will be given.
- (vi) 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, otherwise the game will be considered a forfeit. Umpires for the game must be approved by the NHKC Umpires Convenor prior to the match. The non-offending team has the right to say no to a request to reschedule the match and if the forfeiting team cannot field a team as per the league draw, the game will be considered a forfeit. If a rescheduled game is organised with the approval of both teams, any team who is unable to fulfil that rearrangement will forfeit the game.
- (vii) For the purpose of player qualification in accordance with paragraph 5(e) below, (A) the non-offending team may submit a team list for the forfeited match, and (B) any team list submitted by the forfeiting team will be disregarded and not considered.

(l) **Late Arrivals**

- (i) Players, substitution(s)/late arrivals: refer to the World Netball Rules and Regulations.

- (ii) 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 Duty Desk and a record of time is to be kept by the Duty 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 (i.e. at the end of the first quarter), the match will be forfeited in favour of the team present. The forfeiting team will be fined HK\$600 and will incur a 2 point penalty.

(m) **Wet weather**

If the NHKC Executive Council determines to stop games at or after half-time due to unforeseeable weather conditions, the score at the time of stopping the games will stand.

5. LEAGUE FORMAT

- (a) Two stages of the Men's League shall be played before the play-off games.
- (b) At stage 1 of the Men's League, a single round-robin will be played among all teams. At the conclusion of stage 1, the teams shall be ranked according to the points accumulated. If two teams finished on equal points, then the team who won their encounter at stage 1 will be deemed the higher ranked team. If their last encounter was drawn, then the team with the higher goal average will be the higher ranked team. If three or more teams are on equal points, then teams will be ranked according to their goal average. Teams with the higher goal average will be deemed the higher ranked team.
- (c) The goal average for each team shall be decided as follows:

Total number of effective goals scored by the team, divided by the total number of goals scored against the team.

i.e.
$$\frac{\text{Sum of effective goals scored}}{\text{Sum of goals scored against}}$$

- (d) The effective goal scored for each game shall be calculated as follows:

Goal Ratio between:			Marginal Weighting for Goal Scored:
0	&	2	1
2		Above 2	0.5

Notes: Goal Ratio = Goal scored / Goal scored against for a specific game

- (e) Example of the calculation of the effective goal scored is as below:
 - i) For a game in which Team A wins against Team B by 30 to 10, the actual goal scored for Team A is 30. The effective goal scored for Team A is $20 \times 1 + (30 - 20) \times 0.5 = 25$. The actual and effective goal scored for Team B is 10.
 - ii) For a game in which Team A wins against Team B by 20 to 10, the actual and effective goal scored for Team A is 20. The actual and effective goal scored for Team B is 10.

- (f) After the ranking for stage 1 is determined, the Men's League may be divided into two divisions at stage 2. The league format for stage 2 (including the configuration of the two divisions if the Men's League is to be divided) shall be determined by the League Convenor as he deems suitable (e.g. a single round-robin for a division of 4 teams or a double round-robin for a division of 3 teams).
- (g) The ranking for stage 2 shall be determined through the same method as that for stage 1. When determining the ranking for stage 2, the points and goal average from stage 1 shall be given a weighting of 0.5.
- (h) Play-off games shall be played for the final ranking of the Men's League. The configuration of the play-off games shall be determined by the League Convenor as he deems suitable (possible configuration is listed below).

POSSIBLE PLAY-OFF FORMAT

<i>For 4 teams</i>		<i>For 3 teams</i>	
<i>Semi-Finals</i>		<i>Semi-Finals</i>	
1 st vs 4 th	2 nd vs 3 rd	2 nd vs 3 rd	(Loser as 3 rd)
<i>Finals</i>		<i>Finals</i>	
Winners of Semi-Finals	(For 1 st & 2 nd)	1 st vs Winner of Semi-Final	(For 1 st & 2 nd)
Losers of Semi-Finals	(For 3 rd & 4 th)		

- (i) Each player must have played a minimum of TWO matches during the season (including stage 1 and stage 2) to be eligible for the play-off. Any matches played by a defaulting player will not be taken into consideration for such purpose.
- (j) For the play-off games, unless otherwise specified beforehand, **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.

6. RESTRICTIONS ON PLAYERS

(a) National Players

At stage 1, each team may only play a maximum of 4 national players per game. National players for this regard shall be determined as any player who was a playing member of any of the Hong Kong Men's National Netball Squad in the last 4 years (i.e. since 2020) at the time of the registration deadline. Any additional national player(s) who play in the same game shall be considered a defaulting player. No such restriction shall be in place for stage 2 or play-off.

(b) Fresh Players

Subject to paragraph 6(a) above, no restriction will be imposed on the teams regarding fresh players. However, teams shall note that such restrictions may be imposed in future years so as to encourage the involvement of fresh players in Men's League.

7. 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 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. A maximum of 12 registered players is allowed on the score sheet per team per match. If found to be incorrect, the offending team will incur a 1 point penalty.
- (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.
- (m) If a team cannot provide a scorer, the Team Captain of the opposing team may agree to take sole responsibility for providing a scorer. In such circumstances, the score at end of the game cannot be disputed.
- (n) Any discrepancies in the outcome of the game must be resolved by the two captains before submitting the score sheet to the desk and/or NHKC.
- (o) Protests to the final score will not be investigated by NHKC.

8. DESK DUTY

- (a) Teams will perform Desk Duty and will be rostered to evenings throughout the league season on a proportional basis. It is the responsibility of the Team Captains that teams are aware of their duty night and to ensure that the duty is performed satisfactorily. If a team does not provide any representation for Desk Duty or perform it satisfactorily, the team will be fined HK\$200 per Desk Duty and will 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 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 the duty.
- (c) The Desk Duty supervisor will report/log any game related issues. Only Team Captains and umpires may approach the Duty Desk regarding current games. If the Desk Duty supervisor is a team representative, they cannot be called upon to deal with controversial situations.
- (d) A NHKC representative can be contacted by phone throughout the evening if the Desk Duty supervisor needs to query any issue arising. The NHKC representative is not responsible for doing the Desk Duty.
- (e) All escalation and clarification of league guidelines and rules must be performed by 12:00 noon on the day of the fixtures to the League Convenor. Any clarification of the league guidelines or rules on the night of the fixtures is not permitted and appropriate penalties will be levied where rules are deemed to have been breached.

9. UMPIRES

(a) Umpiring Qualifications

For Men's League, 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 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 Men's League.

The umpire **must** sign the scoresheet.

If teams cannot provide a suitable umpire upon Team registration, they can pay the Umpiring Fee (HK\$300 per game) which would mean that NHKC will find an umpire to do your umpiring duty.

(c) Reporting

Reporting umpires should:

- (i) report at least 15 minutes before the start of the game, unless playing beforehand;
- (ii) sign in at the Duty Desk before the start of the game; and
- (iii) clearly print their name and sign the Umpire's score sheet. This sign-in sheet will be used by NHKC for umpire points and fines

(d) Number of Umpires

Matches will not commence until two umpires take the court.

(e) **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 be fined HK\$400 and incur a 1 point penalty. 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 be fined HK\$400 and incur a 4 point penalty. 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.

(f) **Umpiring Duties**

Subject to the foregoing, umpires cannot umpire two games in a row or umpire-play-umpire in breach of the League Umpiring Requirements. Umpires who breach this requirement will be suspended from the Approved Umpires List for two weeks, will be deemed an unqualified umpire and may be subject to unqualified umpiring penalties. Where there is a minimum 15 minute break between matches, umpires may oversee back-to-back matches within the League Umpiring Requirements.

The NHKC reserves the right to assume the allocated umpiring duty of any team throughout the league season for the purpose of upgrading and or the qualification of umpires. In such circumstances, the NHKC will endeavour to provide one week's notice to any team affected, but this cannot be guaranteed. Duty teams will be responsible for the payment of such umpires.

(g) **Swapping Duties**

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

(h) **Umpires' Decisions**

An umpire's decision shall be final and no appeal can be made during a match. The umpires may be approached by a Team Captain for clarification of the rules ONLY during an interval. Any dispute with an umpire will be penalised with whatever action is considered appropriate by the umpire in accordance with the World Netball Rules and Regulations.

(i) **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.

(j) **Whistles**

Umpires are reminded to bring their own handheld whistle.

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 NHKC 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 NHKC for such time as may be decided upon by the NHKC Disciplinary Committee. All disciplinary matters will be dealt with by the Disciplinary Committee.
- (iv) The disciplinary committee shall consist of the President, League Convenor (Chair) and another NHKC Committee member not associated with the offending club/team/player.

11. FIRST AID

The NHKC 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

Penalty Infringement	Fine Amount	Point Penalty
Incomplete scorecard (team list/signatures)	HK \$200	-
Incorrect Substitute/guest player details	-	1
Scoresheet signatures exceed maximum limit	-	1
Incorrect team uniform (after 3 rd game)	-	1
Default player	\$100	4
Umpire fails to show (before half time)	\$400	1
Umpire fails to show (after half time)	\$400	4
Unqualified umpire fielded	\$200	2
Game forfeit with at least 48 hrs notice given	\$200	0
Failure to notify game forfeit within 48 hrs of game time	\$400	2
Failure to notify game forfeit within 24 hrs of game time	\$400	4
No show or game forfeit after 5pm on game day	\$600	4
Improper desk duty representation	\$200	1

Fees	Amount
Team Registration per Team	\$600
Player's Registration – Adult (Full Season)	\$765
Player's Registration – Adult (Half Season)	\$480
Player's Registration – 21 years old or younger / Full-time undergraduate student (Full Season)	\$270
Player's Registration – 21 years old or younger / Full-time undergraduate student (Half Season)	\$170
Team Deposit for Registration (refundable)	\$600

Any player whose team has not paid all outstanding monies owed to the NHKC by the AGM of that year will not be able to register for the following league season until all fees and fines have been paid.

13. CANCELLATION OF GAMES

- (a) If a Typhoon 8 (or higher signal) or a black rainstorm warning remains hoisted at 3:00pm, the league games will be cancelled for that evening.
- (b) Games at outdoor venues will be cancelled if a Typhoon 8 (or higher signal) or a red or black rainstorm warning or "Serious" pollution level (per Air Quality Health Index [AQHI] >10+) remains hoisted at 5:00pm. If a Typhoon 3 remains hoisted at 5:00pm or no weather warning is hoisted, NHKC will decide in the case of adverse outdoor conditions at 5:00pm or 6:30pm (whichever time is deemed by NHKC to be relevant) if play shall take place. Captains and Convenors should only telephone NHKC 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.
- (c) 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 member of the HK Executive Council /League Convenor in consultation with any two team captains that are scheduled to play.
- (d) In the event of such cancellations, games will be played on the designated wet weather game nights as directed by NHKC / the League Convenor at the end of the first / second half of the league seasons. Teams are expected to be available on the designated wet weather nights.
- (e) In the event that cancelled games cannot be played on the designated wet weather nights before the end of the first / second half of the league seasons (due to, for example, insufficient time or court availability), each team in a division in which one or more games were cancelled and could not be played on the designated wet weather nights will be awarded 3 points for the round in which the games were originally cancelled. This applies even if games in the division were able to be completed.
- (f) In the event that cancelled playoff games cannot be played on the designated wet weather nights, the higher-ranked teams will be considered the winning team for the games.
- (g) If the NHKC Executive Council / League Convenor determines to stop games at, or after halftime due to unforeseeable weather conditions, the score at the time of stopping will stand.

- (h) Any un-played matches will take priority over “friendly” matches scheduled by the NHKC. In the event that matches have been cancelled or postponed throughout each half of the league season, the League Convenor will amend the schedule, where possible, to give all teams the opportunity of maximum points and to qualify players for the Finals Series.
- (i) In accordance with the World Netball Blood Policy, if a team cannot field five players due to a blood stoppage, the relevant match will cease at that time. If after 2 minutes, all traces of blood have been removed and both teams and two umpires agree, the match may recommence at that time. If the match is cancelled after half-time, the score at the time of stoppage will stand. If the match is cancelled before half-time, the NHKC will endeavour to reschedule the match on the designated wet weather dates. If the match cannot be rescheduled by the end of the last game of the first or second half of the season (depending on which half of the season the match is being played), both teams will be awarded 3 points. Teams are welcome to reschedule the match at their own convenience or may agree to declare a draw

14. DISCLAIMER

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

15. GENERAL

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

Changes to the these By-Laws may occur at the beginning of each season or as necessary with the approval of the NHKC 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.