



**Netball Hong Kong, China Limited**

# **MIXED LEAGUE BY-LAWS**

**2025**



**SUBVENTED BY THE LEISURE AND CULTURAL  
SERVICES DEPARTMENT**



# Netball Hong Kong, China Limited

## Mixed League

### BY-LAWS 2025

To the extent that any rules are not covered by these By-Laws, the World Netball Rules and Regulations will apply to the mixed league:

<https://netball.sport/game/the-rules-of-netball>

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 Netball Hong Kong, China Limited (NHKC) Mixed League must submit the required registration forms by the due date. Late registrations may be accepted at the sole discretion of the NHKC Executive Council.

- (a) Teams will register with the NHKC through their clubs on Form B. Team and player fees are as stated on the set forms. A deposit of HK\$300 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 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 7 players and a maximum of 15 players (**guest players are included in team registration numbers**). Only a **maximum of twelve 12 players** can take the court at any particular game. **Each player could only register for and play for one team** (i.e. registered players cannot guest for another team)

#### 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.
- (b) All players must register using the NHKC designated method before playing their first match. The procedure of registration will be communicated to the Club Convenors and Team Captains and information submitted will be used by the League Convenor to check players and correct membership throughout the season.

All players, including guests, are required to register on the NHKC website before playing their first match.

<https://netball.org.hk/registration/>

- (c) If a player changes name (e.g. through marriage), the Team 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 the age of 18 years. NHKC takes no responsibility for these players.
- (e) **New Players**

New players arriving after initial registration must have NHKC approval to join a team and should complete the Online Membership Application Form as a new player. This must be completed and the NHKC office must be informed by email on or before 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 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 relevant information to NHKC via email such as player name, date of birth, identity card number, contact details and previous playing history.

New player not approved by the League Convenor will be considered as 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.

- (f) **Guest Players**

Guest Players are defined as players not registered with NHKC as Ordinary Members. All guest players must register as a 'Guest Player' via email and must reach the NHKC 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 player not approved by the League Convenor will be considered as 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.

Guest players may only guest in a team that is of their standard or higher and not lower unless with the prior approval of the 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.

**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.**

### 3. TRANSFERS

Any person wishing to transfer from an independent team during the season must obtain written approval from the NHKC and written agreement from the original team. Any team playing a transferred player without NHKC 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 a HK\$100 fine.

### 4. WITHDRAWALS

Any team wishing to withdraw from the League must give 2 weeks notice to the NHKC. NO REFUND will be given once the league has commenced or the draw has been finalised (whichever is earlier).

### 5. COMPETITION SYSTEM

- (a) In the first three weeks, round-robin games will be played consisting of two quarters lasting 12 minutes each. (2 to 3 games each night)
- (b) After the round-robin games, teams will be ranked based on the points they have earned per game (total points/ no. of games played) and their Goal Average (Goals For / Goals Against). Divisions will be formed, with Pool A and Pool B (and Pool C in Division 4).
- (c) Teams will then compete against other teams within their respective pools for the following three weeks.
- (d) The semi-finals will be as follows:
  - 1st Place Pool A vs 2nd Place Pool B
  - 2nd Place Pool A vs 1st Place Pool B

The winning teams from each semi-final match will proceed to the final.

- (e) Points system
  - 4 for a win/ forfeit
  - 3 for a draw
  - 2 for losing but scoring more than half of an opponent's score
  - 1 for a loss

## 6. 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 will be sanctioned in accordance with these By-Laws and the World Netball Rules and Regulations.

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://netball.sport/game/the-rules-of-netball>

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 clubs upon request).

### (a) 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).



### (b) Timing

All matches will be timed by a central clock and will start strictly as pre-determined and advised by the League Convenor. Please review the schedule CAREFULLY).

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.

**(c) Substitutions and Team Changes**

- Both teams have the right to make substitutions and/ or team changes:
  - i. During an interval.
  - ii. When play is stopped for injury/ illness of a player or blood.
- Both teams may make tactical changes immediately after a goal has been scored following a request from an on-court player to hold time for this purpose.

Rule 10 of the World Netball Rules and Regulations provides further information on substitutions and team changes.

**(d) Jewelry and Fingernails**

No items of jewelry, except a wedding band or medical alert bracelet, shall be worn. If a wedding band or medical alert bracelet is worn, it must be taped.

Fingernails must be short and smooth. 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 player's fingernails again and allows the player to take the court. If the game has started, the offending player must wait until an interval before taking the court.

**(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) Pregnancy**

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

**(g) Match Balls**

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

**(h) 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 team captain and club convenor, the captains of the designated umpiring teams and the League Convenor if a team is unable to play. A HK\$200 fine will be incurred. The forfeiting team will be considered to have forfeited the match and 4 points will be awarded to the non-offending team and 0 points being awarded to the forfeiting 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 notifications after 5pm on the day of the match, the offending team will be fined \$600 and will also incur a 4 point penalty.
- v. 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.

- vi. If a team forfeits 2 games in the competition and does not provide a satisfactory explanation in writing to the NHKC League Convenor, that team may be asked to withdraw from the league. No refund will be given.
- vii. 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 NHKC 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 fulfil that rearrangement forfeits the game.

(i) **Late arrivals**

- i. Players, substitution(s), late arrivals: Refer to the World Netball Rules.
- 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 5 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.

(j) **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.

(k) **Team Composition**

- i. Maximum of three males may be on the court at any time.
- ii. There must be only 1 male player in each third of the court.
  - GK, GD or WD
  - WD, C or WA
  - WA, GA or GS

**7. FINAL SERIES**

- (a) For Division 1, 2 and 3, the first two teams in each pool will play in the Finals Series (which includes the Semi-Finals and Finals). For Division 4, the first team in each pool, and the team with the most point among the 3 second teams from each pool, will play in the Finals Series. If at the end of the league season 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 by goal average. The goal average for each team shall be calculated as follows:

$$\text{Goal Average} = \frac{\text{Goals Scored}}{\text{Goals Scored against}} \times \frac{100}{\text{No. of matches played}}$$

The number of matches played includes a match the team has forfeited but **does NOT include a match where the team has received a forfeit.**

- (b) Team lists must be declared to the League Convenor by 8pm on the 2 days prior to each game in the Finals Series.
- (c) New transfers are not permitted for games in the Finals Series unless prior approval from NHKC Executive.
- (d) Players need to have played a minimum of 3 games on different nights before playing in the

Finals Series. The League Convenor and Executive Committee reserve the right to override this rule.

- (e) If at full time the score is even, the Umpires must notify the Duty Desk. 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.

## **8. 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. (if found to be incomplete, the offending team will incur a fine of \$200).

A maximum 12 registered players on the score sheet per match are allowed. (if found to exceed 12, 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.

## **9. DESK DUTY**

- (a) 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 Convenor 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 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 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 representative they cannot be called upon to deal with controversial situations.
- (d) A NHKC representative can be contacted by phone or in person 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.

## 10. UMPIRES

- (a) Umpire Divisions

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 NHKC run umpires courses and have passed the theory paper test. If anyone is in doubt, please contact the league convenor for clarification.

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. NHKC accepts no responsibility for these players.

- (b) Reporting

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

- (c) Number of umpires

Matches will not commence until 2 umpires take the court.

- (d) 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 2 substitute umpires will umpire a half game each and may only swap at half time. If two umpires have not shown, the 2 substitute umpires will umpire a whole game each.

If the designated umpire arrives 5 minutes or more 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 a \$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 a 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.

(e) 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.

(f) 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.

(g) Whistles

Umpires are reminded to bring their own whistle.

## 11. UMPIRE PAYMENT GUIDELINES

If a team wishes to pay an umpire to umpire on their behalf, the NHKC recommends the following rates of payment per game: \$300 (\$150 for a half hour game)

## 12. PROTESTS

- (a) Lodge the protest IN WRITING to the League Convenor, to be received at the NHKC office no later than 12:00 noon on the Thursday after the match. It must be accompanied by a fee of HK\$100, which is not refundable.
- (b) The League convenor will notify the team, player or umpire against which the protest is made of the protest. The team, player or umpire 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 and/or refer the matter to NHKC Executive Council.
- (d) The League Convenor may recommend action to NHKC Executive Council.
- (e) All involved parties will be informed of the decision made and no further protest will be permitted.

## 13. 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. Reports of misconduct against a team or player must be lodged IN WRITING by the umpires or Desk Duty supervisor with the NHKC within 48 hours of the match being played.
- ii. The League Convenor and/or the NHKC Umpiring Convenor will (A) notify players or teams of the misconduct report; (B) endeavor to investigate the report; (C) determine if the case needs to be referred to the Disciplinary Committee.

- iii. The Disciplinary Committee shall consist of the President, League Convenor and another NHKC Council member not associated with the offending club/team.
- iv. If the President or League Convenor is associated with the offending club/team, another member of the NHKC Executive Council will replace them on the Disciplinary Committee.
- v. 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 NHKC for such time as may be decided by the NHKC Disciplinary Committee.

#### 14. 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. Trained medical officers will NOT be on duty. Teams/players should have their own First Aid Kits and ice if possible.

#### 15. PENALTIES & FEES SUMMARY

<b>Penalty Infringement</b>	<b>Fine Amount</b>	<b>Point Penalty</b>
Incomplete scorecard (team list/signatures)	HK\$200	-
Incorrect substitute/guest player details	-	1
Scoresheet signatures exceed maximum limit	-	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

<b>Fees</b>	<b>Amount</b>
Team Registration per team	HK\$500
Team deposit for registration (refundable)	HK\$300
Mixed League Player Fee	HK\$340
Protest fee	HK\$100

All point penalties incurred during the round-robin games of the league season will be applied at the start of the division games of the league season, primarily to avoid teams using the penalty points system to dictate the division that they may be allocated to for the second half of the league season.

#### 16. CANCELLATION OF GAMES

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 6:00pm (whichever time is deemed by NHKC to be relevant) if play shall take place. If the game continues and weather conditions deteriorate, the NHKC committee members on the court will decide whether the game should continue or be suspended.

#### 17. 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.

#### 18. 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 two weeks' notice before the changes take effect.**