



MANIAPOTO NETBALL ASSOCIATION INCORPORATED

RULES, REGULATIONS AND BYLAWS

PO Box 33 Te Kuiti

Email: maniapotonetball@hotmail.com

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This document will be updated and presented to registering teams annually and in the event of updates.

1.0 YOUR COMMITTEE 2022

President – Sasha Rickit	sashai@hotmail.com	027 254 4084
Vice Pres – Maardi Mulligan-Green	maardiwehi@gmail.com	0274489455
Treasurer – Renee Kumeroa	rmkum@hotmail.com	0212101756
Secretary – Connie Lauder	conathome@hotmail.co.nz	021 1393486

Committee

Ngaire Sheedy	ngaireandgraham@hotmail.co.nz	0274 997 245
Grace Everitt	grace.everitt@hotmail.co.nz	027 467 1893
Deb Kyle	deb@flatmatessignco.co.nz	027 5129824
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Chanell Sharpe	chanelle_05@msn.com	02102259593
Tramaine Murray	tramainemurray9@gmail.com	0273605852
Jordaane Tangihaere	jordaane247@gmail.com	02108979972

Competition Portfolio Team

- Deb Kyle, Jordaane Tangihaere, Pat Hickey, Jessica Bentham, Connie Lauder, Ngaire Sheedy, Sasha Rickit

Draw Steward/s	Deb Kyle, Jordaane Tangihaere
Fun Ferns Co-ordinator	Jessica Bentham
Walking Netball	Pat Hickey
Eddie Alcock/ Dawn Grainger	Ngaire Sheedy

Operations Portfolio Team

- Ngaire Sheedy, Connie Lauder, Renee Kumeroa, Maardi Mulligan-Green, Grace Everitt, Sasha Rickit

Control	Ngaire Sheedy
Canteen	Deb Kyle

Development Portfolio Team

- Zara Balloch, Renee Kumeroa, Maardi Mulligan-Green, Lisa Marshall, Sasha Rickit
- | | |
|-----------------------|-----------------------|
| Coaching Co-ordinator | Maardi Mulligan Green |
| Rep Co-ordinator | Zara Balloch |
| Umpire Co-Ordinator | Renee Kumeroa |

Funding and Events Portfolio Team

- Jordane Tangihaere, Tremaine Murray, Ngaire Sheedy, Sasha Rickit
- | | |
|----------------------|--------------------|
| Funding Co-Ordinator | Jordane Tangihaere |
|----------------------|--------------------|

Patroness – Dot Ball

dotball@slingshot.co.nz

Life Members:

Patricia Hickey, Liz Riley

2.0 FEES 2022 STRUCTURE

(Set Annually in conjunction with NNZ and WaiBOP)

Senior	\$300.00	
Secondary	\$200.00	
Junior Team	\$100.00	
Junior Player year 5-6	\$10.00	
Junior Player year 1-4	\$10.00	
Practice Court / Light Fee	\$50.00	Per Court
Practice Court (no lights)	\$30.00	
Late Registration Fee	\$20.00	(after 1 June \$10)
Defaulting no umpire	\$50.00	
Defaulting game – non notification	\$50.00	
Default Court Duties	\$50.00	

3.0 CODE OF CONDUCT

No tolerance will be given to any person breaching the code of conduct or Rules and Bylaws of Maniapoto Netball Association Incorporated and not adhering to a request from game official or committee members request in response to the breach

PLAYERS CODE OF BEHAVIOUR

- Play for the “fun of it”
- Play by the rules
- Never argue or direct verbal abuse at an official. If you disagree, have your captain or coach approach the official during a break or after the game. Never approach an official during the course of a game to question a call
- Control your temper. Verbal or physical abuse of officials or other players, deliberately fouling or provoking an opponent and throwing equipment is NOT acceptable or permitted in any sport
- Work equally hard for yourself and your team. Your team's performance will benefit and so will you
- Be a good sport. Cheer all good players, whether they are your team or the other team
- Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player
- Co-operate with your coach, team mates and opponents. Without them there would be no game
- Congratulate your opposing team whether you win or lose
- Practice good sportsmanship on and off the court
- Make cheer at the end of each game
- Respect the official's decision. If there is a disagreement, follow the appropriate procedure in order to question the decision
- Try to recognise all good official calls, most of them are volunteers and they are there to support the sport, without them there would be no game

COACHES CODE OF BEHAVIOUR

- Be reasonable in your demands of your players time, energy and enthusiasm
- Teach your players that rules of the game are mutual agreements, which no one should evade or break
- Avoid over playing the talented players. All players need and deserve equal time
- Remember that children play for fun and enjoyment and that winning is only part of their motivation. Never ridicule or yell at the children for making mistakes or losing a competition
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the player
- The scheduling and length of practice times and competition should take into consideration the maturity level of the children
- Develop team respect to the ability of opponents as well as for the judgement of officials and opposing coaches
- Follow advise of a physician when determining when an injured player is ready to commence play

- Positively reward good play and encourage improvement through positive reinforcement to players. Negative comments will only deter and hinder a child or players desire to improve
- Promote recognition to opposing teams – players and coaches whether your team won or lost
- Make a personal commitment to keep yourself informed of sound coaching principles and the principles of growth and development of children

PARENTS CODE OF BEHAVIOUR

- Focus on the child's efforts and performance rather than the overall outcome of the event. This assists the child in setting realistic goals related to his/her ability by reducing the emphasis on winning
- Teach children that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment
- Encourage children to always play according to the rules
- Encourage good sportsmanship on and off the court to all involved in the sport
- Never ridicule or shout at a child for making a mistake or losing a game
- Remember that children learn best from example. Applaud good play by both teams
- If you disagree with an official, raise the issue through the appropriate channels rather than question the official's judgement and honesty in public. Remember, officials give their time and effort for your child's involvement
- Support all efforts to remove verbal and physical abuse from sporting activities
- Recognise the value and importance of volunteer coaches. They give their time and resources to provide recreational activities for the children and deserve your support

SIDELINE CODE OF CONDUCT

- Children play organised sports for fun. They are not playing for entertainment of spectators only, nor are they miniature professionals
- Control your temper. Verbal abuse of officials or other players is NOT acceptable or permitted in any sport
- Be a good sport. Cheer all good players, whether they are your team or the other team
- Applaud good performances and efforts by your team AND the opponents. Congratulate both teams upon their performance regardless of the game's outcome
- Never argue or direct verbal abuse at an official. If you disagree, have your captain or coach approach the official during a break or after the game. Never approach an official during the course of a game to question a call
- Never ridicule or shout at a player for making a mistake or losing a game
- Support all efforts to remove verbal and physical abuse from sporting activities
- Promote positive verbal encouragement to all players
- Try to recognise all good official calls, most of them are volunteers and they are there to support the sport, without them there would be no game
- Respect the official's decision. If there is a disagreement, follow the appropriate procedure in order to question the decision and set an example for the children to do likewise
- Promote positive verbal comments of good play from players on both sides of the game
- Encourage players to play according to the rules and officials decisions

RULES AND BYLAWS

Uniforms:

- 3.1** Registered uniform MUST be worn at ALL times.
Registered uniform consists of
- Skirt, Shirt (or dress), bib, Black underwear, correct footwear
 - Only soft soled shoes may be worn.
 - Thermal wear may be worn under shirt or dress in team colours or Black only
 - No mixed colours or Track pants/ bike pants will be permitted
- 3.2** No jewellery, badges, buckles or hair clips of any description will be worn. Wedding rings if worn must be taped. Pierced earrings and studs including tongue and nose will not be worn
- 3.3** Jewellery worn for medical reasons will be considered on a case-by-case basis. A note from a medical practitioner must be presented with a request for dispensation to the Maniapoto Netball Committee upon registration and will be assessed at the discretion of the Committee
- 3.4** Nails must not be long or filed to a point and no sticking plaster may be worn over them. NO gloves shall be worn unless accompanied by a current medical certificate

Court and pavilion

- 3.5** Drugs and Alcohol - No player may take the court under the influence of drugs or alcohol. Drugs and alcohol are not permitted on the premises
- 3.6** Foul language will not be tolerated from players, umpires, coaches, parents or spectators. Refer to the Maniapoto Netball Centre Code of Conduct
- 3.7** Smoking is not permitted on or in the vicinity of the courts
- 3.8** Rubbish and litter must be placed in the bins provided. There are recycling bins outside the canteen area and around the courts
- 3.9** Courtside:
No prams, pushchairs, children or obstacles are to be left unattended in the court area. Keep clear of the yellow painted areas. These are for umpires and game officials
- 3.10** No bicycles, scooters, skates or skateboards are allowed in the court or pavilion area
- 3.11** Dogs are not allowed at the courts
- 3.12** No congregating in changing rooms or toilets
- 3.13** No chewing or bubble gum permitted
- 3.14** Items and clothing left at court will be left in the Pavilion until end of season and then will be donated

Practice Courts/ Lights

- 3.15** Teams wishing to use the courts for practice must notify Maniapoto Netball via Email
- 3.16** Court/ Light Fee applies
- 3.17** Key available from: Pat @ Rothbury Insurance, Rora Street, Te Kuiti and must be returned
- 3.18** Only the set of lights being used for your teams practice are to be turned on
- 3.19** Turn off lights and lock up. Remove all rubbish from site

Games

- 3.20** Decisions on playing days are to be made by Committee.
- Currently set for Thursday Nights
- 3.21** No night games outside of Thursday allocated games are allowed unless approved by Committee
- 3.22** No deferred games unless special permission is granted by Committee
- 3.23** Notice of a defaulted game must be given to the opposing team, umpire and centre by 5pm Wednesday - the night before game or sooner. Failure to notify will result in the offending team being fined \$50. Fine to be paid before any further participation

Competition Rules and Guidelines

- 3.24** Tournaments and Travel
 - 3.24.1** Teams / Clubs, including Primary wishing to participate in outside tournaments must obtain permission from Maniapoto Netball Committee
 - 3.24.2** Teams desiring to travel overseas must first apply for permission from Maniapoto Netball by email or letter. This is then forwarded to NNZ for approval

Teams and Players

- 3.25** Secondary School players
 - 3.25.1** All secondary school players are encouraged to play for the school/ college teams. If Clubs/Teams register secondary players, then an asterisk (*) must be annotated on their team registration form. This will enable administration to identify players for Age Group Representative Teams
 - 3.25.2** All secondary school players wanting to play in the Senior Competition must gain clearance from their School/ College and provide along with team registration to Maniapoto Netball Committee

3.26 Primary School Players

3.26.1 Primary School players are not permitted to play in Senior Grade unless special permission is obtained from Maniapoto Netball Centre and clearance from their school is provided along with team registration to Maniapoto Netball Centre

3.27 Players must play in their registered teams for all competition games throughout the season

3.28 Players are able to play up a grade for a Maximum of 3 games, after this, the player must remain in the higher grade

3.29 If there are 2 teams from the same club/ school in the same grade then it must be identified which team is the strongest of the two

3.30 Teams/ Clubs can only borrow players from grade/s below their own grade

3.31 Players must have played in at least 3 competition games for their team to qualify to play in finals

Registration

3.32 All teams to complete a Team Registration and all players to complete a player registration form.

3.33 For Friendly Manager – Club Manager to register teams via Friendly Manager. Team registration forms to be submit along with New Players individual registration forms.

3.34 Subs to be paid by 3rd playing Thursday

3.35 Cut off for late registration of players applies from first round of competition.

3.36 Late registration form to be submitted to Control/ Committee and fee of \$20 per player must be paid

3.37 Any special request for draw dispensations must be notified at time of team registration, no exceptions.

3.38 Notification of a change of nominated official and any related draw dispensation requests i.e umpire with relation to the draw after initial registration is the responsibility of the team to organise until such time as the change can be incorporated into the draw.

3.39 Registrations must be submitted by due date, any teams that don't complete full team and player and officials registrations will not be allocated into the draw

3.40 Clearances for senior players who played for a different Club/Team the previous year, must be submitted on a separate form available from Control or contacting Maniapoto via email for the form.

3.41 New Teams are required to apply to Maniapoto Netball Centre for Team Colours to be registered. Essential so as not to clash with a team who may be playing in the same grade

3.42 Players in a team is limited to a maximum of 12. Any more than 12, a dispensation request needs to be submitted to Maniapoto Netball Centre with team registrations, with an accompanying letter giving reasons why dispensation is sought.

3.43 Any incidence where a team/ school is wanting a player to play up or down in their grade or school, a dispensation must be notified to Maniapoto Netball Centre, stating reasons why dispensation is sought.

3.44 If a team has a late registration as a permanent player an individual registration form will need to be completed for the new player and late registration fee paid (refer to 2.0 Fees Structure). If the team already has 12 players registered, they will need to advise which player is being replaced i.e. in the event of a player not being able to take the court for the balance of the season due to injury etc. If exceeding 12 players then 4.41 dispensation rule applies

Grading/ Competition

3.45 Committee reserve the right to change grading structure dependant on number of teams and any COVID-19 setting interference that is applied during a normal playing season

3.46 Normal Grades
Senior - Premiere, Premiere Reserve, A Grade, A Reserve, B Grade,
Junior - A Grade, B Grade, C Grade
Fun Ferns

3.47 Round Start Times
Fun Ferns 3.30pm - 4.15pm
Juniors 4.15pm - 5.15pm
Seniors 5.45pm - to finish

3.48 Promotion/ Relegation / Grading Rounds applicable in first 2 weeks dependant on number of teams entering

3.49 Process for Grading/ Promotion / Relegation – after first round highest goes up, lowest goes down. Based on win/ loss with consideration to goal difference.

3.50 Final grading for competition is the sole discretion of the committee, in consideration of a fair competition to all teams and players. Any contestation of allocated grading for competition must be brought to a committee meeting

3.51 Competition round is based on Round Robin. Number of rounds dependant on length of playing season (i.e. COVID-19) and number of teams in each grade.

3.52 Scoring
Win – 4 Points
Draw – 2 Points
Loss – 1 Points (within 5 points or less)
Loss – 0 Points
Default – 0 (Defaulting Team 0 points, Defaulted team 4 points as a win)

3.53 In the event of a draw for a section winner/ runner up, the winner will be determined by
1. Most Goals scored **for** the team
or if still a draw
2. Least Goals Scored **against** the team

- 3.54** Score Cards to have players Initial and Surname of all participating players, Umpires to sign Card and must be handed into control promptly after the completion of the game

Finals

- 3.55** Depending on grade numbers and is at the discretion of the committee.

Semi Finals Structure

1st vs 4th

2nd vs 3rd

Finals Structure

1st vs 2nd

3rd vs 4th

Umpires

Teams must nominate and supply their umpire

- 3.56** The umpire must be of competent level applicable to the grade they are officiating

- 3.57** Umpires being provided must know the basic rules and be competent to officiate the game in a fair and consistent manner

- 3.58** Failure of a team to provide an umpire on an allocated game or if the umpire does not turn up, will result in a team fine of \$50, fee payable before next playing night. Failure to do so will result in the team not being able to take the court and defaulting the game until the fee is paid

- 3.59** Do not change umpires during a game

- 3.60** A Coach/ Manager of a team cannot umpire that same team

Team Duties – Opening and Closing

- 3.61** Failure to report for team duties will result in a fine of \$50

- 3.62** Opening – Set up Goal Pads, chairs and rubbish bins

- 3.63** Closing –
Bring in Goal Pads,
Pick up all Rubbish from courts
Empty all rubbish bins inside and outside pavilion into Rubbish Skip
Bring in chairs

Raffles/ Fundraising

- 3.64** Permission to be sought from Committee at least 2 weeks prior to date of proposed selling or event period

- 3.65** Only raffles pertaining to netball will be considered

- 3.66** Preference will be given to Representatives Teams fundraising for travel expenses

3.67 No Sausage Sizzles / Barbecues will be considered

COVID-19 PROTOCOLS

Maniapoto Netball Centre is governed by the NZ Government, NNZ and WaiBOP with regard to any changes in COVID-19 levels and play restrictions and protocols. Please refer to the Maniapoto Netball Centre COVID Protection Framework Policy 2022 and Maniapoto Netball Centre COVID-19 Management Plan.

4.0 UMPIRING PROTOCOLS FOR CENTRE UMPIRES

Before the Match:

- Umpires check someone is taking the score (and time if required)
- Check players – nails, jewellery, uniform compliance
- Toss for ends as soon as captains have tossed
- Umpires stand together and the non-walking umpire blows the whistle for the teams to take the court for the match
- The umpire walking to the other side of the court takes the ball and gives it to the centre as she/he moves to her/ his side line
- The umpire “starting” makes eye contact with the co-umpire to check they are also ready to start
- The umpire starts by blowing a long whistle roll and raises arm straight in the air

If the game allows for stoppage for injury or illness the procedure is:

- The umpire dealing with the injury stops the game by raising arm straight in the air, whistle is blown
- The umpire moves away from the injury to an intersection of lines
- Co-umpire moves to the other intersection to give court coverage
- As soon as the injured player **is no longer receiving treatment** the umpire restarts the game by raising arm and blowing whistle
- The umpire ensures that the injury time is being taken
- The time taken for injury is added onto the game time without a break at the end of the quarter/ half in which the injury occurred

If the game doesn't allow for stoppage for injury or illness the procedure is:

- Umpire dealing with an injured or ill player stops the game by raising the arm straight in the air
- Umpire waits until this player is taken off court and replaced. Restart game by raising arm and blowing whistle.
- No extra time added to the game time

During Play

- Umpire indicates goal scored by raising arm straight in the air
- Umpires indicate the centre pass immediately a goal is scored and call next team to take centre pass
- When the ball is in your co-umpires Goal Third move along your side line past the transverse line

During an interval

- Meet with your co-umpire Mid Court, verify score card and next centre pass

At the end of the Match

- Umpire blows a long whistle roll while holding arm straight in the air
- Sign score card