



Hong Kong Netball Association

LEAGUE BY-LAWS

2009/2010



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



Hong Kong Netball Association

LCSD Hong Kong Netball League

BY-LAWS 2009-10

Rules not covered by these By-Laws will be as shown in the 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. Late registrations may be accepted at the sole discretion of the HKNA Executive Council.

(a) Fees

Teams will register with the HKNA through their clubs on Form A.

Team and player fees are as stated on the set forms. A deposit of HK\$600 per team should also be enclosed with the registration form. This is refundable, at the end of the season, if all obligations/fines are met and all By-Laws adhered to. Payment for team registration must be completed on or before the due date.

- (b) A team must register a minimum of seven players and a maximum of fifteen players. (Guest players are included in team registration numbers.)
- (c) Any club submitting two or more teams must register each team individually in rank order (the strongest team being in the higher division etc). Should a club not give a ranking the HKNA will rank club teams.

2. PLAYER AFFILIATION

- (a) All teams must submit the Member Application Form (Form C) and Playing History Form (Form B) listing all of their team players by the due date. Fees should be submitted with Form C. No refund will be issued.
- (b) If a player changes name, e.g. through marriage, the Captain must notify the League Convenor in writing.
- (c) No player under the age of 14 years may play for a team. All players under 18 years must be supervised by an adult. HKNA takes no responsibility for these players.
- (d) **Ordinary Members**
Each player wishing to participate in HKNA Netball League will be required to affiliate with the HKNA as an Ordinary Individual Member (22 years and over) or as an Ordinary Junior Member (21yrs and under as of registration date). The respective annual fees are to accompany the player registration forms.
- (e) **New Players**
New players arriving after initial registration must have HKNA approval to join a team and should complete the Membership Application Form (Form C), as a new player. This form must reach HKNA office at or before 12pm on the date the new player first plays for the team. New or guest players must be clearly indicated on the score sheet for that evening.

The League Convenor must approve all new players, when guesting from another club or newly registered, prior to them taking the court. League Convenor approval is

not needed for players guesting up within their clubs; however this must be clearly indicated on the scoresheet.

New players not approved by the League Convenor will be considered a defaulting player. New players must pay the appropriate Ordinary Member fee before playing their third game. Games won with defaulting player(s), shall be forfeited to the opponent, who will be credited with 4 points. The offending team will also incur a fine of HK\$100 and a 4 point penalty.

(f) **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' with HKNA using the Member Application Form (Form C). This form must reach HKNA office at or before 12pm on the date the guest player first plays for the team. The League Convenor must approve all guest players prior to them taking the court. Guest players not approved by the League Convenor will be considered a defaulting player and penalties will be applied as described in 2(e) above.

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 HKNA League Convenor. A player may play a maximum of two games before being registered as an Ordinary Member and required to pay the associated fee. A guest player after playing for an independent team/club may not play for another independent team/club.

A maximum of 15 players may be registered in a team 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 one club to another club, or to or from an independent team during the season must obtain written approval from the HKNA and written agreement from the original club. Any team playing a transferred player (default player) without HKNA approval will have 4 points deducted and \$100 fine. Games won with defaulting player(s), shall be forfeited to the opponent, who will be credited with 4 points.

4. UNIFORMS

- (a) New teams must submit their proposed uniform and colours on Form A to the HKNA Committee for approval at team registration.
- (b) No team may have the same colours as the Hong Kong National Team which are dark navy / white or red / white.
- (c) All players in a team must be in uniform, no tracksuits, bike pants or gloves may be worn. Umpires will ask players to remove tracksuits, bike pants or gloves. Players who refuse to do so must leave the court. Subject to the By-Laws, players not in team uniform will not be able to take the court.
- (d) A team has until the 4th round of the competition to ensure all players have the correct uniform. The League Convenor may grant an extension of time to clubs/teams. Teams/clubs must submit a formal request to the League Convenor in writing clearly stating the reason for the extension and a date by when teams will be in correct uniform.

5. WITHDRAWALS

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

6. LEAGUE TEAMS

- (a) Premiership winning teams from the previous season must move to the next division if they have 5 or more team members from that registered team. If the team remains in their winning division due to having less than 5 premiership team members then at no stage during the season may additional members from the premiership team be registered in the current team such that the total number of premiership team members is equal to or exceeds 5.

The HKNA Committee and League Convenor reserve the right to override this requirement to ensure fair balance between teams within a division.

- (b) Player history must be declared and accurate. Players may play in one division lower than their previous HKNA playing division without formal approval. If playing in a division more than 1 grade lower than their previous HKNA playing division, formal approval by HKNA Executive Committee is required.

- (c) Where clubs have more than one team in each division, it is required that clubs rank those teams. Players may not play down within divisions 1 or 2 to the lower ranked team.

In divisions 3 and 4, players may play down within the division if the lower ranked team is unable to field 7 players. However, notice must be given by 12pm on the day of play to the League Convenor. Guesting down within the division may only be allowed once per season in division 3, and twice per season within division 4.

Independent team players remain able to guest within their division to other independent teams once per season, as described in the By-Laws.

All guesting must again be clearly indicated on the score sheet for that game.

7. HKNA YOUTH SQUAD TEAMS

- (a) HKNA may enter Youth Squad teams in the HKNA Netball League Divisions 1 and 2 respectively.

- (b) The coach must advise HKNA of the playing format of the teams which will determine if the following is to apply.

The teams are to abide by the League rules with two exceptions:

- (i) Youth Squad players can be registered in 2 teams
- (ii) If players are not clearly nominated for a Youth Squad team then for Round 1, players maybe interchanged between teams and only 1 point for playing will be awarded to each team.
- (iii) For Round 2, a Youth Squad team will be named for each division and will enter the competition fully.
- (iv) From Round 2, the Youth Squad teams must abide by the HKNA competition rules.

- (c) Teams playing against the Youth teams will be awarded points according to the result and HKNA point system.

- (d) Youth Squad players may play for both their Youth Squad team and another league team on a given night. Where possible clubs are to place the Youth Squad player in the same division or higher than their Youth Squad team. If clubs/teams are unable to meet this requirement then they may request a change of division for the youth player. This must be put in writing to the League Convenor.

- (e) Youth Squad players' first playing priority is to the HKNA Youth Squad Team. If a Youth Squad player is released from their Youth Squad game on a given night to play for their second team then they must take the court for at least 2 quarters in that team.
- (f) Youth players may be used as guest players only if they are **not** registered in a second HKNA League team.

8. HKNA DEVELOPMENT YOUTH SQUAD TEAM

- (a) HKNA may enter one Development Youth Squad (DYS) team in the HKNA Netball League.
- (b) The team will abide by the League rules with one exception:
 - (i) DYS players can be registered in 2 teams.
- (c) DYS players may play for both their DYS team and another league team on a given night. Where possible clubs are to place the youth player in the same division or higher than their DYS team. If clubs/teams are unable to meet this requirement then they may request a change of division for the DYS player. This must be put in writing to the League Convenor.
- (d) DYS players' first playing priority is to the HKNA DYS Team.
- (e) In the event that a DYS player is released from their DYS game on a given night to play for their second team then they must take the court for at least 2 quarters in that team.
- (f) DYS players may be used as guest players only if they are **not** registered in a second HKNA League team and must abide by the guest player rules.

8. GRADING

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

9. CONDUCT OF MATCHES

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

Inappropriate behaviour and comments may result in a warning, penalty, suspension or ordering off by an umpire. Such behaviour includes but is not limited to, calling to an umpire, disputing decisions, commenting on team or individual actions. The official IFNA rules 19 and 20 provide further information on disciplinary action for unsporting behaviour.

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

(a) Rules

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

(b) **Timing**

All matches will be timed by a central clock and will start strictly on the hour at 7pm, 8pm and 9pm. Games will start and finish on the umpires' whistles. There will be a 1 minute warning before the start of each match. Matches will consist of 4 x 12 minute quarters. If one match starts at a later time due to late arrivals the timing from the central clock must be adhered to. There will be a 2 minute quarter and three-quarter time break and a 4 minute half-time break (leaving a 4 minute period before the start of the next game). Umpires will stop the game for injury time in accordance with the Rule Book but will not add this time to the end of the quarter.

Points System

4 for a win / forfeit

3 for a draw

2 for losing but scoring more than half your opponents score

1 for a loss

(c) **Jewellery and Fingernails**

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

(d) **Injuries**

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

(e) **Pregnancy**

Players are asked to note that once their pregnancy is disclosed to the HKNA the Executive Council reserves the right to ask that player not to continue playing in the League. No refund will be made.

(f) **Match Balls**

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

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

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

(ii) At least 48 hours notice (by both telephone and email) must be given to the opposing team captain and club convenor, the captains of the designated umpiring teams and the League Convenor if a team is unable to play. A HK\$200 fine will be incurred. This team will be considered to have forfeited the match and 4 points will be awarded to the non-offending team and 0 points to the offending team.

- (iii) If the game is forfeited within 48 hours of the game the offending team will be fined HK\$400 and will also incur a 2 point penalty.
 - (iv) Teams withdrawing from friendly games organised by HKNA be fined HK\$200 fine.
 - (v) Umpiring commitments of both teams must still be fulfilled a fine of HK\$400 will be incurred and one point deducted from the offending team for each umpire not provided.
 - (v) If a team forfeits 2 games in the competition and does not provide a satisfactory explanation in writing to the HKNA League Convenor, that team may be asked to withdraw from the league. No refund will be given.
 - (vi) League matches maybe rescheduled **only** if the opposing team agrees and it is organised by the Friday before the scheduled League match. The League Convenor must be notified of all details by 8:00pm on the Friday before the scheduled League match. Umpires for the game must also be approved by the HKNA Umpires Convenor prior to the match. Opposing teams have the right to say no and if the requesting team cannot field a team as per the League draw then the game will be considered a forfeit.
- (h) **Late arrivals**
- (i) Players, substitution / late arrivals: Refer to the IFNA Rule Book.
 - (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 2 points and also incur a fine of HK\$400.
- (i) **Wet weather**
If an HKNA Executive Committee decision is made to stop games at, or after half time due to unforeseeable wet weather, the score at the time of stopping will stand.

10. PROMOTION AND DEMOTION OF PLAYERS

(a) CLUBS

- (i) Any player may play up to two matches in a season in a team in a higher division. On the 3rd game the player is deemed to be in the higher team and can no longer play in their original team. Where any club has more than one team playing in the same division, any player may play up to two matches in the higher ranking team within the relevant club.
- (ii) A player shall not be registered in more than one team. Unless a player has been officially demoted with acknowledgment from the HKNA, they may not play in a lower division game. Those teams not adhering to this By-Law will forfeit any game in which they play the offending player.
(HKNA Youth Squad and DYS exempted)

(b) Single Independent Teams:

- (i) Any player may play up to two matches in a season in a higher division team without the team incurring penalty. On the 3rd and any subsequent games that the player has played up, the offending team (higher team) shall be penalised 4

points and incur a \$100 fine. A player shall not be registered in more than one team.

- (ii) Divisions 3 and 4 – Players in these divisions may play across in their division twice only. On the 3rd and any subsequent games in the one team the offending team (recipient team) shall be penalised 4 points.
- (iii) Players in Division 1 and 2 may not play across their division.

11. FINALS SERIES

- (a) The first 4 teams in each division will play in the Final Series. If at the end of the competition rounds, two or more teams finish on equal points or if teams have had forfeits or wet weather cancellations that have not been played then positions for the Finals Series shall be decided on goal averages.
- (b) The goal average for each team shall be decided as follows:
Total number of goals scored by the team, divided by the total number of goals scored against the team, multiplied by 100 and divided by the actual number of matches played by the team.

i.e. $\frac{\text{goals scored}}{\text{goals scored against}} \times \frac{100}{\text{matches played}}$

The number of matches actually played includes a match the team has forfeited, **but does include a match where the team has received a forfeit.**

- (c) Final Series configuration will be decided by HKNA Committee in consultation with Team/Club Convenors once the competition is complete and all possible wet weather games played.

FINALS SERIES OPTIONS

<p>2 Week Finals Series</p> <p>Semi Finals 1st v 4th 2nd v 3rd</p> <p>Grand Final Winners of Semi Finals</p>

<p>3 Week Finals Series</p> <p>Semi Finals</p> <p>Game 1 1st v 2nd Winner directly to Grand Final Loser to Final</p> <p>Game 2 3rd v 4th Winner to Final Loser out</p> <p>Final Loser of Semi Final Game 1 V's Winner of Semi Final Game 2</p> <p>Grand Final Winner of Game 1 Semi Finals V's Winner of Final</p>
--

- (d) Teams must be declared to the HKNA League Convenor by 8pm on the Friday before each game in the Finals Series.
- (e) New transfers are not permitted for games in the Finals Series.

- (f) All players need to be registered with their Club and the HKNA as Ordinary Members. Players need to have played on at least 6 occasions in the HKNA League over at least 6 different nights, before playing in the Finals Series.
- (g) If at full time the score is even, the Umpires must notify the Duty Desk so that time can be monitored. A 2 minute break will be given. Substitutions and changes are permitted at this interval 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 conclusion of 10 minutes extra time, a situation of sudden death will occur – meaning the ball shall return to the Centre for the next Centre pass and the team that scores the first goal shall be deemed the winner.
- (h) Umpires for the Finals Series will be appointed and approved by the HKNA Umpiring Convenor and must be badged and have umpired at least 3 games during the current League season.

12. SCORERS AND SCORE SHEET

- (a) There will be one score sheet per game. The score sheet is to be collected prior to the commencement of the game.
- (b) Each team is responsible for providing a scorer for their own game.
- (c) The scorers must sit together on the sideline at the centre of the court and ensure the accuracy of the score.
- (d) The scorers must keep a record of the goals scored together with a record of the centre passes. (Team A = first centre pass team.)
- (e) At the end of each quarter the umpire must mark the quarter time score and mark the last centre pass.
- (f) Any discrepancy in the score must be resolved before the score sheet is submitted to the Duty Desk.
- (g) The captain is responsible for ensuring that the scorers fully understand their duty in respect of keeping the score.
- (h) Captains must ensure that the names of their team members, both first and surname, appear clearly on the score sheet and that players sign the score sheet against their name prior to taking the court. A maximum of 12 registered players on the score sheet per team per match.
- (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 no scorer can be found then a player from the offending team must come off the court to score (and not play).

13. DESK DUTY

- (a) Clubs / teams will perform desk duty and will be rostered to evenings throughout the season on a proportional basis. It is the responsibility of the Team / Club Convenor that teams are aware of their duty night and to ensure that the duty is performed satisfactorily. If a team/club does not provide any representation for Desk Duty or perform it satisfactorily the team/club will be fined HK\$200 per game and will also incur a 1 point penalty. Playing is not an excuse for non-performance of Desk Duty and the fine and penalty will apply.
- (b) Teams/Clubs will be asked to sign in for desk duty and the desk duty supervisor must remain at the Duty Desk for the entire time of their duty.
- (c) The Desk Duty supervisor will report/log any gaming issues. Only team captains and umpires may approach the Duty Desk regarding current games. If the Desk Duty supervisor is a team/club representative they cannot be called upon to deal with controversial situations.
- (d) A HKNA representative can be contacted by phone or in person throughout the evening if the Desk Duty supervisor needs to query any issue arising. The HKNA representative is not responsible for doing the Desk Duty.

14. UMPIRES

(a) Umpiring Divisions

The HKNA Umpiring Convenor shall determine the level of umpire required for each League Division at the beginning of each season and report it to all Club/Team Convenors. Where possible, umpiring duties have been made reciprocal within divisions, however there are some draw constraints and on occasion lower divisions are required to umpire higher divisions – umpiring requirements still need to be adhered to. Any problems please contact the Umpire's Convenor at least 1 week in advance of the set game.

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

Division 1 – HKNA D Badge or higher, and has the explicit permission of the Umpires' Convenor to umpire Division 1.

Divisions 2, 3 and 4- HKNA D Badge or higher, or the person has attended an approved umpires' course and has permission from the Umpires' Convenor to umpire.

No person under the age of 14 years may umpire. All umpires under 18 years must be supervised by a responsible adult. HKNA accepts no responsibility for these players.

(b) Clubs / Teams

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

- (c) Umpire Convenors need to register at least 2 umpires for each team by the 3rd round of the season. To be registered as an umpire a person must fulfil the criteria as set out in the League Umpiring Requirements.

(b) **Reporting**

Umpires should report and sign on 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 HKNA for umpire's 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 HK \$400 fine. If the umpire arrives late and the game has commenced with other umpires then the substitute umpires must continue to umpire the game until half time and the arriving umpire may not participate until after half time.

If the designated umpire does not arrive before half time for a scheduled game, the team that the umpire represents will incur a 2 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) **Swapping Duties**

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

(f) **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 IFNA Rules Book for more details.

(g) **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.

(j) **Registration**

All non-playing umpires must register with the HKNA as a non-player member (adult or junior) using the Member Application Form (Form C).

UMPIRE PAYMENT GUIDELINES

If a team wishes to pay an umpire to umpire on their behalf, the HKNA recommends the following rates of payment per game:

- \$200 for A badge
- \$150 for B badge
- \$100 for C badge
- \$50 for D Badge

15. PROTESTS

A team wishing to protest must:

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

16. DISCIPLINE

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

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

(b) **Misconduct**

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

17. FIRST AID

The HKNA will provide a basic First Aid Kit at each of the League Venues, which will be available from the duty desk. Trained medical officers will NOT be on duty.

Teams/players should have their own First Aid Kits.

18. PENALTIES & FEES SUMMARY

Penalty Infringement	Fine Amount	Point Penalty
Incomplete scorecard (team list/signatures)	HK\$200	-
Incorrect substitute/guest player details	-	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	2
Unqualified umpire fielded	HK\$200	1
Game forfeit with at least 48 hrs notice given.	HK\$200	Nil points
Failure to notify game forfeit within 48hrs of game time	HK\$400	2
Improper desk duty representation	HK\$200 per game	1

Fees	Amount
Team Registration per team	HK\$500
Team deposit for registration (refundable)	HK\$600
Ordinary Individual Member (Adult) full season registration	HK\$550
Ordinary Junior Member (21yrs and under) full season	HK\$175
Ordinary Individual Member (Adult) half season registration	HK\$330
Ordinary Junior Member (21yrs and under) half season	HK\$115
Associate Member (non-playing member – adult)	HK\$100
Associate Member (non-playing member – Junior)	HK\$50
Associate Member (umpire/ coach member – adult)	HK\$0
Associate Member (umpire/coach member – Junior)	HK\$0
Protest fee	HK\$100

19. 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) **Outdoor Venue**
Games at the outdoor venue will be cancelled if a Typhoon 3 or higher signal or a red or black rainstorm warning remains hoisted at 3:00pm. If no weather warning is hoisted, HKNA will decide in the case of adverse weather conditions at 3:00pm if play shall take place. Captains and Convenors only should telephone the HKNA answer line on 2504 8208 after 4.00pm on the day of play, where a recorded message will be played. This message will also if possible be made available on the website: www.netball.org.hk
- (c) If after 3.00pm cancellation time, there is rain, a decision of cancellation will be made at the courts at 6.30pm or after by a Committee member/League Convenor in consultation with any 2 team captains that are scheduled to play.
- (d) In the event of such cancellations, games will be made up when possible or played at the end of the competition on the designated wet weather game nights or each team shall be awarded 3 points.
- (e) If an HKNA Executive Committee decision is made to stop games at, or after half time due to unforeseeable wet weather, the score at the time of stopping will stand.

20. 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.

21. 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.

Changes to the HKNA By-laws may occur at the beginning of each season.