

By-Laws

Adult Netball Competition

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1. Overview

Foreword

The following By-Laws of the Adult Netball Competition at Leisurelife, which are to be read in conjunction with the World Netball Rules of Netball, become effective from the commencement of the competition and apply to all teams and players competing in the competition.

These By-Laws are framed with the aim of organising adults to play netball in a structured but fun competition, under conditions that are fair and reasonable to the town, players and staff.

Leisurelife reserves the right to adjudicate in the best interests of the competition, on any matters not specifically covered by these By-Laws or in the case of conflict between rulings.

Leisurelife reserves the right to amend, include, vary or set aside the application of these By-Laws where necessary to ensure the effective management and best interests of the competition and community competitions conducted by the Town of Victoria Park.

Sports & Programs Management

Leisure Facilities Programs Manager – Jennifer Angelides

Sports & Programs Coordinator – Luke McLaughlan

Sports & Programs Contacts

Feedback, Enquiries & Complaints – sports@vicpark.wa.gov.au

Leisurelife Reception – (08) 9373 5450

2. Definitions

- 2.1. In these By-Laws, unless the context other requires, the following words and expressions have the following meanings:
 - 2.1.1. **“Management”** means the management staff at Leisurelife.
 - 2.1.2. **“Team”** means a group of four (4) to twelve (12) players.
 - 2.1.3. **“SPC”** means the Sports & Program Coordinator, who oversees all Sports & Programs.
 - 2.1.4. **“DS”** means the Duty Supervisor, who is a Leisurelife representative on duty in charge of all game night operations.
 - 2.1.5. **“Staff”** means all Leisurelife and/or Town of Victoria Park employees.
 - 2.1.6. **“Referee”** means any person acting as a Referee during a game.
 - 2.1.7. **“Town”** means the Town of Victoria Park.

3. General Provisions

- 3.1. These By-Laws may be amended by management as they see fit.
 - 3.1.1. Management reserves the right to adjudicate in the best interest of the competition, on any matters not specifically covered by these By-Laws.
- 3.2. Management has the discretion to waive the application of these By-Laws in exceptional circumstances.
 - 3.2.1. Any decision by management to waive the application of these Rules in exceptional circumstances shall apply to the current season only, unless it is agreed to amend these By-Laws for future seasons.
- 3.3. Any DS during competition games shall be empowered to interpret these By-Laws and adjudicate on any matter in the event that these By-Laws do not adequately resolve the matter on hand.
- 3.4. If, in the judgment of the DS, any misconduct by players, spectators and game officials is disorderly, offensive or aggressive, or in any way breach the facility Conditions of Entry, the offending party may be requested to leave the facility by the DS.
 - 3.4.1. The DS may notify management of any misconduct via their shift report or through a formal Leisurelife Incident Report, if the DS feels that further action is appropriate, or if the offending party does not immediately follow a request from the DS to leave the facility.
 - 3.4.1.1. The standard penalty for a person that does not leave the facility at the request of the DS will be a two (2) week suspension from all Leisurelife competitions, in addition to any other penalty that may be applicable.
 - 3.4.1.1.1. The DS and Leisurelife Staff may contact police if the person does not leave the facility at the request of staff.

4. Acceptance of Entry

- 4.1. Leisurelife reserves the right to accept or reject any nomination or registration from individuals or teams and may impose limits on team numbers or any other conditions deemed necessary for the effective operation and management of the competition.
- 4.2. Teams or players may be refused entry due to:
 - 4.2.1. Unpaid fees.
 - 4.2.2. Proven unreliability in previous seasons i.e. frequent no notice forfeits.
 - 4.2.3. Previous withdrawal from a fixtured competition.
 - 4.2.4. A management or Town decision taken in the best interests of the Town.
 - 4.2.5. Failure to comply with these By-Laws and/or suspensions.
 - 4.2.6. Unacceptable behaviour of players and/or spectators.
 - 4.2.7. Competition capacity.
- 4.3. Team nominations are to be lodged via the relevant software by the due date set by management.
- 4.4. In the event competition capacity is reached, Leisurelife reserves the right to give preference to teams that have registered into previous seasons.
- 4.5. Late entry will only be accepted at the discretion of management.



- 4.6. A team may be withdrawn from competition at the discretion of management, when the team and/or spectators:
 - 4.6.1. Gives a total of five (5) or more forfeits in a single season.
 - 4.6.2. Give a total of two (2) or more < **1 Hour Notice** forfeits in a single season.
 - 4.6.3. Refuses to pay any outstanding fees incurred.
 - 4.6.4. Breaches acceptable standards of behaviour.
 - 4.6.5. Breaches the facilities Conditions of Entry.

5. Fees

- 5.1. All fees and charges are determined in accordance with the **Town of Victoria Park's Fees and Charges**.
 - 5.1.1. Where the **Town of Victoria Park's Fees and Charges** is amended, the revised fees will apply from the commencement of the next competition season unless otherwise advised by Leisurelife.
- 5.2. Each team is required to pay their Team Nomination fees at the point of nomination.
 - 5.2.1. Team Nomination Fees are non-refundable, except where required by law or otherwise approved by Leisurelife in exceptional circumstances.
- 5.3. Each team is required to pay their game fee prior to the commencement of their fixtured game.
 - 5.3.1. Games will not commence until both teams have paid their relevant game fee.
- 5.4. A team becomes unfinancial when any of its team nomination, game or forfeit fees or any other fees related to the team have not been paid by the due date as detailed by management.

6. Team Nomination

- 6.1. Team nominations must be entered into the relevant software by the closing date as communicated and specified by management each season.
 - 6.1.1. Teams are considered to be nominated once the nomination fees and any outstanding fees have been paid in full.
 - 6.1.1.1. Upon payment of these fees, the team contact agrees that they have read, understood and agrees to be bound by these By-Laws.
- 6.2. Any nomination received after the specified closing date is not guaranteed a place in the competition.
 - 6.2.1. All nominations received after the specified closing date will be subject to competition availability.
- 6.3. Where a team intends to withdraw from a season, the team contact must inform management via email or phone immediately and pay all outstanding fees.
 - 6.3.1. A team's withdrawal will not be confirmed until all outstanding fees, including the **Team Withdrawal Fee** have been paid in full.
- 6.4. Management will endeavour to place all teams in the appropriate divisions as per team nominations, however, management reserves the right to allocate teams to a division deemed most suitable for the competition.

7. Divisions

- 7.1. Within each game night, the competition is divided into divisions. Team contacts will nominate their team into a specific division at the point of team nomination.
 - 7.1.1. Management will evaluate all team nominations and allocate teams to divisions in the best interest of the competition.
- 7.2. Divisions are ranked from A, B, C and D, etc. with the most skilled teams placed in A and the least skilled at the lower end of the range.
- 7.3. Adult Netball Competition divisions have the following competition categories:
 - 7.3.1. Ladies
 - 7.3.2. Mixed
 - 7.3.2.1. A minimum of one (1) and a maximum of three (3) males can be playing on court during the game.
 - 7.3.2.1.1. Two males are not permitted to simultaneously occupy GD and GK positions.
 - 7.3.2.1.2. Two males are not permitted to simultaneously occupy GS and GA positions.
- 7.4. Re-grading of the competition will occur at the discretion of management with feedback from the teams when necessary.
 - 7.4.1. Leisurelife reserves the right to grade/re-grade team nominations to ensure fair competition at management discretion.
 - 7.4.2. The usual grading period will be during the first four (4) weeks of the season.
- 7.5. Teams that are regraded are credited the average competition points of their new division.
- 7.6. Management shall have the power to alter or grade teams and thus the fixtures during the season.

8. Player Registration

- 8.1. All players must complete their registration online via the relevant software and complete all questions during the process.
 - 8.1.1. Failure to register as a player will result in that player's games not counting towards finals eligibility.
- 8.2. Players must be between the ages of sixteen (16) and ninety-nine (99).
 - 8.2.1. Any player that is outside of this age must complete a **Competition Age Exemption Form**.
 - 8.2.1.1. The minimum age of a player completing a **Competition Age Exemption Form** is fourteen (14).
- 8.3. Players must nominate their Gender Identity at the time of registration to a team.
 - 8.3.1. The player's gender identity will determine their competition category.
 - 8.3.1.1. Players identifying as male can play in the Mixed category.
 - 8.3.1.2. Players identifying as female can play in the Ladies or Mixed category.
 - 8.3.1.3. Players who wish to identify as neither trans or gender diverse and non-binary can choose the category they play in.

- 8.4. Players are permitted to play for more than one (1) team regardless of division during the regular season.
- 8.5. When a player plays in more than one (1) game on the same competition night, they are only permitted to play in a primary position during one (1) game.
 - 8.5.1. Primary positions are GS, GA, C, GD, GK.
- 8.6. Team contacts are responsible for ensuring that each player's personal details are accurate in the relevant software.
- 8.7. Fill In players are to be added to the scoring device prior to the game commencing.
 - 8.7.1. Players registered to our competition software can be selected to have their game allocated to their profile and will count towards finals eligibility.
 - 8.7.1.1. Unregistered players will not have their games allocated to their profile and will not count towards finals eligibility.

9. Competition Structure

- 9.1. Competition points will be allocated at the conclusion of each game as follows:
 - 9.1.1. Win – Three (3) Points.
 - 9.1.2. Loss – One (1) Point.
 - 9.1.3. Draw – Two (2) Points.
 - 9.1.4. Bye – Two (2) Points.
 - 9.1.5. Win by Forfeit – Three (3) Points.
 - 9.1.6. Loss by Forfeit – Zero (0) Points.
- 9.2. Teams must be considered financial to accrue competition points and compete in any Adult Netball Competition game.

10. Fixturing

- 10.1. Fixtures will be structured at the discretion of management.
- 10.2. Individual circumstances of players or teams will be considered but not guaranteed when constructing the fixtures.
 - 10.2.1. All individual circumstances must be supplied to management during the team nomination process.
- 10.3. There will be two (2) Adult Netball Competition seasons each calendar year.
- 10.4. Should a team withdraw from the competition prior to the completion of the season, management shall determine the fairest way to adjust the competition so that teams that have played or are yet to play the withdrawing team are not disadvantaged.
- 10.5. Team contacts may be notified via SMS, email or phone call regarding any fixture changes throughout the season.

11. Playing Rules

- 11.1. Except as provided for in these By-Laws, all games shall be played in accordance with the World Netball Rules of Netball, save for the variations agreed by management, and distributed via these By-Laws.
 - 11.1.1. Where there are differences between World Netball Rules of Netball and these By-Laws, these By-Laws are to take precedence.
- 11.2. A player who has been ordered off from a game must, upon being notified by staff, immediately leave the playing area and move to a location where they are no longer able to view or influence the game for the remainder of the match.
 - 11.2.1. The game shall not resume until the player has left the playing area.
 - 11.2.1.1. Failure to leave the playing within three (3) minutes will result in the game being forfeited however no fee will be levied.
 - 11.2.1.2. When a player has been ordered off from a game with less than five (5) minutes remaining in the game, the game shall resume play immediately.
 - 11.2.1.2.1. While the game will resume immediately, the ordered off player is still required to leave the paying area as directed by the DS.

12. Uniforms

- 12.1. Teams must wear their approved playing uniform by week four (4) of the season. A team which breaches this By-Law will result in the penalty outlined below.
- 12.2. Any exemptions to these uniform rules are subject to approval of management.
- 12.3. A playing uniform must consist of:
 - 12.3.1. A playing top of the same dominant colour as the team, displaying their relevant position on the front and back.
 - 12.3.2. Appropriate and professional playing shorts or activewear.
 - 12.3.3. Enclosed sports shoes suitable for indoor court use that do not mark or damage the court surface.
- 12.4. The DS and Leisurelife Staff reserve the right to prevent a player from participating where clothing, footwear, jewellery, equipment or any other item is considered unsafe or may impact the safety of participants.
- 12.5. All players must ensure fingernails are trimmed or taped, and that all jewellery is removed or securely taped prior to participating.
- 12.6. Compression Garments and T-Shirts are permitted, provided they do not impact safety or uniform compliance.
- 12.7. In the event of a colour clash, the second named team (right) on the scoring device shall wear an alternative clash set provided by Leisurelife.
- 12.8. Uniform violations will be applied from week four (4) of each season.

- 12.9. Failure to comply with any uniform rules will result in the following:
 - 12.9.1. One (1) game point awarded to the opposing team for each player out of uniform.
 - 12.9.1.1. A player can only have a maximum of one (1) game points awarded to the opposing team for not complying with these By-Laws.
 - 12.9.1.2. A team can only have a maximum of three (3) game points awarded to the opposing team for not complying with these By-Laws.
 - 12.9.2. The game points must be awarded before the commencement of the third quarter.
- 12.10. Leisurelife reserves the right to apply further penalties or take additional action where teams repeatedly fail to comply with these uniform requirements.
- 12.11. Alternative clash sets can be hired from Leisurelife in the event a team does not have permitted uniform or wants to avoid penalties.

13. Equipment

- 13.1. Leisurelife will provide the following equipment:
 - 13.1.1. A suitable game ball.
 - 13.1.2. A suitable warm up ball.
 - 13.1.3. Scoring device or scoresheet.
 - 13.1.4. Alternative clash set.
 - 13.1.4.1. When there is no uniform clash, teams will be required to hire an alternative clash set.

14. Commencement of Play

- 14.1. The names of players must be added to the playing team list on the scoring device prior to the commencement of the game.
- 14.2. Teams are required to take the court at the published time for their game.
 - 14.2.1. All pre-game administration, e.g., payment of game fee, provision of alternate clash set, etc. should be completed before the published start time for the game.
- 14.3. A team that is not ready to commence playing when the game clock is started shall be penalised.
 - 14.3.1. If both teams are unable to commence playing, the penalty shall be disregarded.
 - 14.3.2. The penalty for a late start is one (1) game point for every minute lapsed.
 - 14.3.2.1. If a team is unable to commence play at the conclusion of the first quarter, the game will be declared a **No Show** forfeit and a fee will be levied.
- 14.4. A player's name must be removed from the scoring device by the team if they are not present at the game by the commencement of the third quarter.
 - 14.4.1. Players that are not present at the game by the commencement of the third quarter are not permitted to play.
- 14.5. Each team must have a minimum of four (4) players on court at the commencement of the game.

15. Game Timing

- 15.1. All regular season games shall consist of four (4) quarters each of ten (10) minutes with the clock running.
- 15.2. Where possible, the warmup period will be a minimum of three (3) minutes, and the half-time break will be two (2) minutes with no timed break between quarters one (1) and three (3).
 - 15.2.1. One (1) minute changeover will take place between quarters at the commencement of second and fourth quarters.
- 15.3. No overtime is played for any regular season game.
- 15.4. Semi Finals and Grand Finals will be sixty (60) minute schedules with four (4) ten (10) minute quarters.
 - 15.4.1. In the event of a draw at the conclusion of the fourth quarter, an interval of two (2) minutes followed by an extra time period will occur.
 - 15.4.1.1. Extra time will be five (5) minutes with the clock running.
 - 15.4.1.1.1. In the event of a draw at the conclusion of extra time, the game will continue until a team gains a two (2) goal advantage.
- 15.5. In all running clock games, any actions causing interruptions to play should be carried out with minimal delay.

16. Scoring

- 16.1. Each Team is responsible for correctly confirming players on the scoring device located at the score bench prior to the commencement of the game.
- 16.2. Each team may supply a competent person to act as score bench official for all games, including finals.
 - 16.2.1. The competent person may be a substitute player.
- 16.3. In the case of one (1) team supplying a score bench official the result of the game cannot be protested by the other team.
- 16.4. Scoring queries must be raised with Leisurelife Staff during the course of the game.
- 16.5. If there is a conflict between the score recorded on the scoreboard and the score on the scoring device, the scoring device will take precedence unless both score bench officials agree to the error.
- 16.6. During the game, a score bench official is a game official and must act impartially and refrain from challenging referee decisions or bring the game into disrepute.
- 16.7. Score bench officials and referees may not leave the score bench until the final score is checked, agreed upon and confirmed on the scoring device.
 - 16.7.1. Once the scoring device has been confirmed, individual stats cannot be updated.

17. Finals Eligibility

- 17.1. For a player to be eligible to play in finals for any team, the player must have played in at least six (6) qualifying games for that team.
- 17.2. A player may only play for one (1) team in the same division during finals games.



- 17.3. Byes are not considered to be qualifying games.
- 17.4. When a game is forfeited, registered players for the team which did not forfeit will be deemed to have been in attendance and to have participated in the game for finals eligibility.
- 17.5. It is the responsibility of the team contact to check the eligibility of players prior to allowing them to play in finals.
 - 17.5.1. Any ineligible player that participates in a finals game will cause the game to be declared a forfeit however a fee will not be levied.

18. Finals Format

- 18.1. Finals will be played in each division.
- 18.2. The teams that shall play in the finals for each division shall be determined by:
 - 18.2.1. The top four (4) teams with the highest competition points recorded at the end of regular season.
- 18.3. In the event two (2) or more teams are tied on points at the end of the regular season, their position on the ladder shall be decided by:
 - 18.3.1. Overall percentage (%), which is calculated by points for and against.
 - 18.3.2. Head-to-Head result of the tied teams.
 - 18.3.3. Overall percentage (%) of the Head-to-Head games.
- 18.4. Finals fixtures are under the control of management and will be played at the times decided by management.
 - 18.4.1. Individual circumstances of players or teams will be considered but not guaranteed when constructing the finals fixtures.
 - 18.4.1.1. All individual circumstances must be supplied to management via email prior to any publication of the finals to be considered.
- 18.5. Finals shall be played as follows:
 - 18.5.1. Semi Finals:
 - 18.5.1.1. SF 1 – 1 vs 4
 - 18.5.1.2. SF 2 – 2 vs 3
 - 18.5.2. Grand Final:
 - 18.5.2.1. Winner of SF 1 vs Winner of SF 2
- 18.6. Where possible, conciliation games will be played for teams that did not make finals.

19. Forfeits

- 19.1. A forfeit will be declared a notified forfeit when a team contact either phones Leisurelife Reception or emails sports@vicpark.wa.gov.au regarding their team forfeiting.

- 19.2. A forfeit fee shall be levied as per the below:
 - 19.2.1. Prior to Game Day – Game Fee
 - 19.2.2. > 1 Hours Notice – Game Fee + \$20
 - 19.2.3. < 1 Hours Notice – Game Fee + \$60
 - 19.2.4. Team Withdrawal Fee - \$130
- 19.3. The applicable fee must be paid prior to the next fixtured game.
- 19.4. It is the responsibility of the team contact to pay all fees associated with their team.
- 19.5. Teams have up until the conclusion of the first quarter to commence the game, after which the game will be declared a forfeit and a fee levied.

20. Cancellation of a Fixture

- 20.1. Where a game cannot be played as scheduled due to circumstances beyond the control of Leisurelife, excluding forfeits, the game will be declared a draw and competition points will be awarded accordingly.
- 20.2. Where an entire round of fixtures is cancelled due to circumstances beyond the control of Leisurelife, the round will be declared a washout. Cancelled games will not be rescheduled, and no competition points will be awarded to all teams in the relevant divisions.

21. Abandoned Games

- 21.1. A game may be abandoned where circumstances make it unsafe, impractical, or unreasonable for play to continue. Such circumstances may include, but are not limited to, power failure, unsafe playing surfaces, a serious injury requiring an extended stoppage, insufficient staffing, facility emergencies, or unacceptable player or spectator behaviour that compromises the safety or conduct of the game.
 - 21.1.1. The DS and management shall have the authority to decide as to whether or not playing conditions are such to warrant abandonment.
- 21.2. When a game commences and the game is subsequently abandoned, all players on the scoring device and in attendance shall be deemed to have participated in the game.
- 21.3. If games are abandoned during the first half for any reason, the end result of the game will be declared a draw.
- 21.4. If a game is abandoned in the second half for any reason, management will rule to either keep the result at the point of abandonment or rule a draw.
- 21.5. Any games cancelled prior to starting will be declared a draw except in the case of **By-Law 20.2**.

22. Heat Policy

- 22.1. During the summer months, we naturally experience days of high temperatures. Therefore, it is important to consider the wellbeing of all players, spectators and staff and as such have the necessary measure in place.
 - 22.1.1. When the outdoor temperatures exceed thirty-four (34) degrees Celsius, Leisurelife staff must implement the following mitigation strategies:
 - 22.1.1.1. Ensure all fans are turned on (where applicable).
 - 22.1.1.2. The clock shall continue to run for ten (10) minutes; however each quarter shall consist of a two (2) minute break at the start of the quarter followed by eight (8) minutes of play.
 - 22.1.1.2.1. This means play does not commence until the eight (8) minute mark of each quarter.
 - 22.1.2. Should outdoor temperatures exceed thirty-eight (38) degrees Celsius within two (2) hours prior to the commencement of any scheduled game, then staff are to:
 - 22.1.2.1. Abandon those scheduled games.
 - 22.1.2.1.1. Team Contacts will be notified via SMS.
 - 22.1.2.2. Any games that are cancelled due to the heat prior to commencement of the game will be declared a draw.

23. Half Time Conversations

- 23.1. We at Leisurelife believe that communication is a key aspect for a successful social sports experience. As such we provide half time conversation opportunities between the referees and teams.
- 23.2. During half time, the referees for the game will approach each team to discuss any queries a team may have.
 - 23.2.1. At this time, teams may:
 - 23.2.1.1. Seek clarification on rules or decisions made by the referees.
 - 23.2.1.2. Address gameplay concerns or bring attention of situations to the referees.
- 23.3. All discussions are to be conducted in a meaningful and respectful manner.
 - 23.3.1. Should the conversation be disrespectful at any stage, the referees have the right walk away and terminate the conversation.
- 23.4. If any infringements have been issued during the game, the Half Time Conversations will not take place.

24. Super Shot Feature

- 24.1. From Rounds one (1) to twelve (12), the super shot feature will be activated for the second quarter for all netball games.
- 24.2. If the goal shooter or goal attack makes a successful shot while within the super shot zone during the second quarter, two (2) goals will be awarded to the scoring team.



- 24.3. The super shot zone is the area in between (but not including) the normal outer goal circle marking (darker blue) and the inner circle marking (lighter blue).
- 24.4. For the super shot to be awarded, the shooter must not make contact with the ground outside of the super shot zone at any point during their shooting possession.
- 24.5. Games will return to the regular format from Round thirteen (13) for the remainder of the season.

25. Rulings/Decisions

- 25.1. Leisurelife reserves the right to interpret, apply, and make determinations on any matter arising from the competition that is not specifically addressed within these By-Laws.
 - 25.1.1. All decisions made by Leisurelife are final.
- 25.2. A team may lodge a protest regarding the result of a game where it believes these By-laws have been breached and that the breach has materially affected the outcome of the game.
 - 25.2.1. All protests must be submitted in writing to management by the team contact within forty-eight (48) hours of the incident.
 - 25.2.1.1. Protests relating to scoring errors identified after the completion of the game and confirmation of the scoring device, will only be accepted if the opposing team agrees that an error has occurred.
 - 25.2.1.2. Protests relating to referee decisions or judgement calls made during play will not be accepted.
 - 25.2.2. Management will investigate the protest and determine the outcome.
 - 25.2.2.1. Management's decision is final, and no further correspondence or appeals will be entered into unless otherwise determined by management.

26. Penalties

- 26.1. Management may impose penalties upon individual players, spectators, or teams as appropriate and after proper investigation.
- 26.2. Penalties for minor breaches of these By-Laws may be in the form of:
 - 26.2.1. Any competition points that the team accumulated up to and including the time of the breach to be removed.
- 26.3. For more serious or repeat breaches of these By-Laws, management may impose sanctions up to:
 - 26.3.1. Suspension of player/s.
 - 26.3.2. Disqualification of the team/s.
 - 26.3.3. Or any other penalty deemed appropriate by management.

27. Reports

- 27.1. Players, teams, game officials, spectators and any other person associated with the competition may be subject to report by any Leisurelife staff.
- 27.2. Reports must be made via a formal Leisurelife Incident Report Form.
- 27.3. The team contact of the reported person/s team will be advised the following facts by management within seventy-two (72) hours of the report being submitted.
 - 27.3.1. Date that the report was submitted.
 - 27.3.2. Details of the report.
- 27.4. Any reported person will have the right of reply via email.
- 27.5. Management may suspend the reported person until such time as they deem necessary.

28. Misconduct Policy

- 28.1. All players and spectators within the Adult Netball Competition must accept responsibility for their own behaviour. Leisurelife maintains a zero-tolerance approach to abusive, threatening, discriminatory, violent or otherwise unacceptable behaviour towards players, officials, staff or spectators.
- 28.2. Any player can be issued an infringement at any given time during participant of the Adult Netball Competition.
 - 28.2.1. A player can only receive a maximum of one (1) infringement per game.
- 28.3. Infringements include:
 - 28.3.1. Official Player Warning
 - 28.3.2. Send Off.
 - 28.3.3. Order Off.
 - 28.3.4. Post Game Unsportsmanlike Behaviour.
- 28.4. Should a player be issued an infringement, the referees will inform the DS, and a record of the infringement shall be maintained.
 - 28.4.1. The infringement will be recorded against the player for a period of six (6) months.
- 28.5. A player who is ordered off from a game, will receive a one (1) week suspension from participating in all Leisurelife competitions, commencing the day after their ejection in addition to any other suspension that may be applicable.
- 28.6. Any player that has accrued three (3) or more infringements in a period of six (6) months will be subject to the following suspensions:
 - 28.6.1. Three (3) Infringements:
 - 28.6.1.1. One (1) week suspension from participating in all Leisurelife competitions.
 - 28.6.2. Four (4) Infringements:
 - 28.6.2.1. Two (2) week suspension from participating in all Leisurelife competitions.

28.6.3. Five (5) Infringements:

28.6.3.1. Removal of their player registration from all Leisurelife competitions for a minimum of one (1) year from the date of the fifth (5th) infringement.

28.7. When a player has multiple suspensions issued, they are to be served consecutively.

28.7.1. E.g. If a player were to receive a suspension for being ejected from a game and this was their third (3rd) infringement, they would be suspended for two (2) weeks.

28.8. If a player is serving a suspension and their team has a bye or forfeits a scheduled game during the suspension period, the player's suspension shall be extended until the player has missed the relevant number of games equal to the number of weeks they were suspended.

28.9. A player who breaches their suspension will be issued double their initial suspension.

28.9.1. Management reserves the right to remove any player registration from all Leisurelife competitions if they are found to continually breach their suspension.

28.10. Formal notification of suspension will be communicated to the team contact by management via email.

28.11. Infringement records will be maintained by Leisurelife Management and may be used when determining disciplinary action.

28.12. When players from the same team received multiple infringements within a short period of time or demonstrates consistent unsportsmanlike behaviour, the team will be placed on an official team warning.

28.12.1. An official team warning will last for a period of six (6) weeks and if any player on a team with a team warning is issued an infringement the following penalties will be issued:

28.12.1.1. The player issued the infringement will receive a one (1) week suspension from participating in all Leisurelife competitions.

28.12.1.2. The team will not receive any competition points for the game the infringement took place.

28.12.1.3. The six (6) week team warning period will reset for a further six (6) weeks.

28.12.2. If a team is issued three (3) infringements during this six (6) week period, management may decide to withdraw the team from all Leisurelife competitions.

28.13. Any player, team or spectator who swears at, threatens, intimidates, harasses, discriminates against, or otherwise abuses a game official, Leisurelife staff, players or spectators may be reported and may be subject to disciplinary action, including suspension, removal from the facility, or exclusion from Leisurelife competitions.

28.14. Spectators must not approach or confront any game officials before, during, or after the game.

29. Ignorance of By-Laws

29.1. A lack of knowledge, understanding, or awareness of these By-Laws will not be accepted as a defence, excuse, or grounds for appeal.

