

# Social Competitions at LEISUREFIT MELVILLE



431 Canning Hwy, MELVILLE WA, 6156 (corner of Stock Rd)  
Tel: (08) 9364 0808 Fax: (08) 9330 9760  
Email: [sports@melville.wa.gov.au](mailto:sports@melville.wa.gov.au)

## SPORTS BY-LAWS

### 1. INTERPRETATION;

**1.1** The Australian Basketball Association (ABA) Official rules, FIFA Futsal 'Laws of the Game' (as adopted by the Australian Indoor Soccer Federation), the Australian Netball Association Rules and FIVB (Volleyball) shall apply unless otherwise provided for in these By-Laws.

**1.2** Day to day interpretation of these By-Laws shall be at the responsibility of the most Senior Official present on the court (ie. Sports Official).

#### **1.3 PLAYER INSURANCE**

All players are responsible for their own insurance for personal injury or property damage.

#### **1.4 REPORTING OF INJURY**

All injuries however, must be reported to the Duty Officer on the night.

**1.5** Local Laws shall apply unless otherwise provided for in these By-Laws.

### 2. NOMINATION;

#### **2.1 NOMINATION FEES**

Teams must be nominated and have paid the nomination fee by the date indicated by the Sports Management Team (usually by Regular Season - Round 2, unless team nomination received after this point). All payments must be completed via **CARD ONLY**. Those choosing to nominate mid season must pay their nomination fee upfront

#### **2.2 POINTS WITHELD**

Failure to pay nomination fee may result in team replacement or a with-holding of premiership points towards the ladder. Points are not redeemable. Any team that has not paid nomination by the cut-off date set by the Sports Management Team will not proceed until the fee is paid.

#### **2.3 CAPTAIN'S RESPONSIBILITY**

Nomination forms must be **fully** completed. It is the Team Captain's responsibility to take ownership of the team's financial responsibilities as well.

#### **2.4 WITHDRAWAL FEE**

Teams that choose to discontinue after nominating must put into writing to the Sports Management Team that they would like to withdraw from the competition. Teams choosing to

withdraw will incur a \$145 withdrawal fee. Teams that do not settle this payment at LeisureFit Melville will have an invoice sent out to their mailing address.

## **2.5 Nomination fees are non-refundable.**

## **2.6 PAYING UPFRONT**

Season in advance payments are available on game fees for all teams within our competitions. Teams choosing to do this will receive a 10% discount on the overall total of the game fees for the season. Those choosing to take up this option must advise the Sports Management Team of their request to receive a dollar amount for their payment which must be paid in full before Regular Season - Round 2. Those teams wanting to pay a season in advance once the season has begun may still do so. However, teams will not be eligible for a discount on the overall amount. Please note that discounts do not apply to nomination fees.

## **3. RE-NOMINATION;**

### **3.1 'EARLY-BIRD' NOMINATION**

Teams who are participating in the current season will have the opportunity to re-nominate up until the final round of the regular season. Any nominations after this time will go up against the general public's nominations and run the risk of not reclaiming a spot in the following season.

### **3.2 LATE NOMINATION**

Teams who fail to re-nominate in this time period will lose a guaranteed place in the following season.

### **3.3 'FIRST COME FIRST SERVE'**

Vacancies in the competition will be filled by the first priority.

### **3.4 OUTSTANDING FEES**

Teams with outstanding monies can not re-nominate until it is paid in full. A position will not be held for those teams that have outstanding money past the due date to renominate.

### **3.5 UPFRONT CREDITS/DEBTS**

Teams that are re-nominating that may have paid a season in advance the previous season, may request credits for games that were scheduled for bye or forfeited against to be credited towards to the next season. Teams with outstanding monies owed will have to pay these off before receiving any credits. Once again to be eligible for another season of an upfront payment, teams must adhere to the conditions outlined in 2.6 as stated above.

## **4. PLAYER REGISTRATION;**

**4.1** Each team must register all players prior to the commencement of the Regular Season – Round 1.

### **4.2 PLAYING FOR MULTIPLE TEAMS (SAME COMPETITION)**

A player is not permitted to register in more than one team on any one night at the Centre. Players are permitted to "fill in" for other teams on the same night as long as they are not playing in a grade lower than the grade they are registered OR within the same grade. This is subject to the approval of the opposing team and Sports Official. Any breach to this rule will result in an automatic forfeit to the offending team.

**4.21 EXCEPTION - FILL-INS IN SAME DIVISION (NETBALL)**

In the case of our Tuesday Ladies Netball, Wednesday Morning Ladies Netball and Wednesday Mixed Netball, players can fill-in for another team in the same division but must play in a WA/WD position.

**4.3 NEW REGISTERED PLAYERS**

New players may be registered at anytime during the season provided they comply with By-Law requirements. The Sports Management Team must also be notified of this introduction.

**4.4 PLAYER FINALS 'FILL-IN' ELIGIBILITY**

Players who have filled-in for a team but are registered to another in the same competition are only eligible to play for the team they are registered with during the finals series.

**5. FIXTURES;****5.1 ADJUSTED FIXTURES**

The Sports Management Team reserves the right to alter fixtures at any time. Teams affected will be notified.

**5.2 FIXTURE REQUESTS**

Requests for fixture times are considered. However, these requests cannot be guaranteed. A team is still expected to make the fixture, and if not should communicate their intention to forfeit in advance. The normal forfeit fees still apply.

**5.3 FIXTURE LOCALITY**

Fixtures are sent to Team Captains via email. They can be accessed on our website at [www.melvillecity.com.au/sports](http://www.melvillecity.com.au/sports) (follow the links to related sports and competitions). They are also available at the centre.

**6. PLAYER TRANSFERS;**

**6.1** A player may transfer from one team to another only once during the season provided that:

\* Such a player is financial with and does not possess any assets of the team from which the player is transferring.

\* Transfers are presented to the Sports Management Team in writing before the night of the player playing for the new team.

**6.2** Disputes on clearances will be heard upon request by the Sports Management Team.

**7. ELIGIBILITY OF PLAYERS;****7.1 FALSIFYING SCORESHEETS**

Penalty for including the names of players who are not present and ready for play in the match is loss of all premiership points accrued for that match.

**7.2 PLAYERS ARRIVING LATE**

Late arrivals of players who are ready to play may have their name included on the official scoresheet, or during the play, without penalty.

### **7.3 PLAYERS PLAYING NOT ON SCORESHEET**

Should it be discovered during the course of a match that the name of an on-court player does not appear on the scoresheet, this players name may be added without penalty.

### **7.4 UNUSED SUB PLAYERS**

A substitute player who is present and ready to play but does not actually participate in the match shall be considered a legal player. This will also be counted as an appearance towards the finals minimum games eligibility calculator.

### **7.5 TEAMS OVER-REGISTERING PLAYERS**

Whilst the Sports Management Team recognises the need for teams to introduce new players during the season, they reserve the right not to allow teams to increase their playing strength beyond the compatibility of the grade in which they play, by introduction of such players.

### **7.6 UNDER AGED PLAYERS**

The minimum age for players to play in our senior competitions is 16 years of age. Players that are younger than this must apply via our **Junior Eligibility Application** to be a registered player for the remainder of the season. This application may be followed through by the Team Captain via an online application form on our website. As part of the process the Sports Management Team will conduct a risk assessment of this player through a “trial” during a fixture game and provide an outcome before the next fixture game to the Team Captain. This decision will be final. There is a maximum one request per season for each under aged individual. No under aged player may fill in for a fixture game without going through this application process.

### **7.7 GENDER ELIGIBILITY**

All teams and players must conform to the restrictions outlined in the title of a competition based on gender. Therefore, players are restricted to competitions specified for their gender. ie. Men's Soccer Competition is only for males. Competitions that do not state either gender may have all players involved (according to other bylaws). In a mixed netball competition however, an all female team may play and nominate.

However, players that would like to play in a gender specific competition that does not relate to their own gender may apply via the Gender Eligibility Application to be registered player for the remainder of the season. This includes fill in players too. This application may be followed through by the Team Captain via email to the Sports Management Team. As part of the process the Sports Management Team will conduct a risk assessment of this player through a “trial” during a fixture game and provide an outcome before the next fixture game to the Team Captain. This decision will be final. There is a maximum one request per season.

## **8. TO PLAY;**

### **8.1 MINIMUM NUMBER OF PLAYERS TO COMMENCE FIXTURE**

A team must have a minimum of:

- Netball 5 registered players
- Basketball / Soccer / Volleyball 4 registered players

These must be entered on a scoresheet who are ready to take the court at the commencement of the game. The Sports Official must be notified of the team's intention to commence the game if they are unable to field the full playing quota from “Kick-off”.

**8.2** For mixed netball a maximum of 3 males can take to the court at anyone time. There are no restrictions with court positions. For mixed volleyball is a minimum of 2 males and 2 females.

**8.3** If a prepared team has less than enough players then:

Basketball

- For every minute or part thereof that play is late commencing, the opposing team will be awarded two points until the 10 mins has expired.

Netball

- For every minute or part thereof that play is late commencing, the opposing team will be awarded 1 goal until the 9 mins has expired.

Soccer

- 1 goal will be awarded to the opposing team for the first 30 seconds then 1 goal every 3 mins that goes by.
- If a team does not have enough players on the court and are not ready to play\*\* within 10 minutes of the scheduled starting time, they must forfeit the game and be required to pay a forfeit fine as detailed in the By Laws Section 19. See section 19.7 for the final score.

Please note: the clock must be counting down.

\*\* *“Ready to play”* – definition – the team has;

- a) Paid their game fee
- b) Fully completed scoresheet
- c) Correct sports attire (bibs, matching jerseys etc.)
- d) In position and on court.

A scratch match may be played if the teams involved so desire. Normal game fees will still apply to both teams.

**8.4** In regards to point 8.3, clarification may be requested through both Team Captain’s and only through them in sportsperson like conduct. This can be done at half time or at the end of the match but not during.

### **8.5 RESPECT**

Participants must behave respectfully and courteously to the umpires, other officials, opponents, team mates and spectators. No foul language under any circumstance shall be displayed on the court. Players may be asked to leave the court if foul language continues. Players may be suspended due to this misconduct.

## **9. TEAM RESPONSIBILITIES;**

### **9.1 SCORESHEETS**

It is each team’s responsibility to provide a scorer/check the score to ensure the accuracy of the scoresheet. The electronic scoreboard is to be used as a guide only and the scoresheet will be used as the official result. Team Captains are to check the scoresheet at the end of the game.

### **9.2 SPECTATORS**

The team will be held responsible for the conduct of its members and spectators. Further, teams are expected to conduct themselves in keeping with the ethos of participation, enjoyment and

healthy competition. Spectators can be sent from the Centre. Due to this, the game can be called off and considered a forfeit.

### **9.2.1 UNDERAGED SPECTATORS**

Children attending as spectators are the responsibility of the parent/guardian they arrived to the Centre with. This player may be asked to leave the court if required by any Centre staff member to attend to the needs of their children. The parent/guardian may only re-enter the game once the Duty Officer on the night confirms the needs of the child have been resolved.

**9.3** No participants can wear jewellery, pins, or other dangerous items (including, but not exclusive to awareness bracelets) while on court. Fitness tracking devices located around the wrists are also unacceptable. Sweat bands may be worn to cover religious arm bands. Any player that refuses to comply may receive a technical foul/ yellow card, (at the Sports Officials discretion) and must remove item/s before continuing to participate.

**9.4** Fingernails may be taped or cut at the discretion of the Sports Officials. Alternatively, gloves may be worn. Shin Pads (Soccer) and Mouth guards are also recommended where applicable.

**9.5** As the Centre is an alcohol and drug free zone, any player/spectator deemed under the influence of drugs/alcohol (other than prescribed medication) shall be denied entry to the playing area and will be subject to report. Any player/spectator that does not leave the court when asked can cause the game to be cancelled or for the opposing team to receive goals/points.

## **10. SPORTS OFFICIAL'S (UMPIRES/REFEREES):**

**10.1** Responsibility of the Sport Official is:

**10.1.1.** Prior to the match:

- Inspect the condition of playing area, ball and equipment
- Check player eligibility
- Ensure all players are wearing correct uniform
- Check all players' nails and jewellery
- Ensure scoresheets are filled out in full (including numbers and team captain)
- Apply and inform both teams about late points/goals and uniform penalties

**10.1.2.** During the match:

- Sanction misconduct and delays
- All faults and play

**10.1.3** Post Match:

- Complete game's Most Valued Player (MVP)
- Check for injuries – if necessary gain assistance from Duty Officer
- Complete Incident Report/Official Match Report Forms – if necessary

**10.2. The Sports Official's decision is final.** He/she shall not permit any discussion about his/her decision. However, at the request of the Team Captain, he/she will give an explanation on the application of interpretation of the rules he/she has based his/her decision on. The explanation can only occur at half time or full time.

## **11. TEAM CAPTAIN:**

**11.1** Game fees must be paid in full prior to the commencement of the match or the match will not proceed. By- Law 8.3 will then apply for any lost time.

**11.2** Responsibilities of the Team Captain are:

**11.2.1** Prior to the match:

- Completing the scoresheet with **full names and numbers and identifying the Team Captain**
- Represent team in “coin toss”

**11.2.2** During the match:

- To ask for an explanation of rule of interpretation (at half time or after match)
- To ask authorisation to change uniforms, equipment

**11.2.3** After the match:

- Thank sports official/s
- To check the final score of the game, as reflected on the scoresheet
- Ensure all borrowed equipment from the team has been returned to front reception.

## **12. TEAM UNIFORMS:**

**12.1** All players in each team are required to present themselves in conforming uniforms for each match. Uniforms are to have the same colour (shade) top.

**12.2** Same colour bottoms are requested. Bottoms may include shorts, skirts or track pants and **must not** have pockets. In Netball, all bottoms must be black.

**12.3** Failure to comply will result in:

### Basketball

- Team must visit reception for singlets to hire (hire fees apply)
- If this is not applied forfeiture of match will occur to the offending team

### Netball

- 1 goal per quarter per player in netball will be given to every player out of uniform

### Soccer

- Team must visit reception for jersey's to hire (deposit is required)
- If this is not applied within 30 seconds of the game starting, one goal will be awarded to the opposition. Every 3 minutes after that another goal will be awarded to the opposition until uniform is worn.

Please note: in soccer a Goal Keeper is not required to wear a numbered uniform whilst playing in the Goal Keeper position however; if this position is rotated a correct uniform is necessary.

The Sports Official will use their own discretion in regards to the suitability.

**12.3** All players shall be required to be identified by a number on their uniform for basketball and soccer. This must be displayed on the front and back of the playing shirt. Numbers must be neat and tidy and between 0-99. Written on numbers or taped numbers are not acceptable & will be penalised as per 12.2. Discretion of the Sports Officials or the Sports Management Team will apply.

**12.4.** Exchanges of uniform with any other players is not permitted.

**12.5** The two grading weeks will be allowed for players to procure conforming numbered uniforms (netball will be without numbers). After this period (start of regular season), players not in correct numbered uniform will be penalised as stated in point 12.2.

**12.6** Any new teams will be given two (2) weeks to comply with conforming uniforms. Discretion of the Sports management Team will apply.

### **13. ILLEGAL PLAYERS:**

**13.1** The penalty for playing illegal players is automatic forfeiture of the match in which the offence occurred. Players and/or team will be subject to the Sports Management Team guidelines.

**13.2** Illegal players will be defined as follows:

- Players under suspension
- Players participating under an assumed name
- Non observance of transfer regulations for Regular Season
- Non observance of qualification criteria for finals matches

### **14. TIMING:**

**14.1** Games will be played on a time limit of:

- Basketball: 2 x 20 min halves with a 2 min half time
- Netball: 4 x 9 min quarters with a 2 min half time (no break at quarter time or three quarter time)
- Soccer: 2 x 20 min halves with a 2 min half time
- Volleyball: Best of 3 sets within a 45 min timeslot

**14.2** The clock will start at the stated time (in accordance to Centre clocks) whether teams are ready or not.

**14.3** During all regular season and semi-final games, each team is entitled to one time out per half.

**14.4** A time out cannot be taken in the last three minutes of the second half during regular season and semi-final games, and if a time out is called in the last four minutes, the referees shall call the players back onto the court when three minutes remains.

**14.5** During grand finals:

- each team is entitled to one time out in the first half;

- each team is entitled to one time out in the first 17 minutes of the second half whilst the clock is running and if the team does not use their time out, then that time out is forfeited;
- each team is entitled to one time out in the last 3 minutes of the second half or during any period of overtime where the clock stops pursuant to Rule 18.6.

**14.6** All time outs are to be for one minute.

### **15. PREMIERSHIP POINTS:**

**15.1** Premiership points are as such:

WIN	3 points
DRAW	2 points
LOSS	1 point
FORFEIT	-1 points
NO SHOWS	-2 points

**15.2** Position on the ladder is determined by premiership points divided by the number of games the team has played. If points are the same, the team with the best goal % will be placed higher. If it remains even the team with the highest goals/points scored will then receive the ascendancy on the ladder.

### **16. SUBSTITUTES:**

**16.1** Each team shall be permitted a maximum of five (5) substitute players.

**16.2** In soccer, a substitute **MUST** enter the field of play from the half way line or between the cones applied. A substitute can only enter the field of play once the player being replaced has left the field. Non compliance will result in an indirect free kick to the non offending team from the sideline.

### **17. ABANDONED GAMES:**

**17.1** The final outcome of abandoned games will be decided upon by the Sports Official on the court at the time.

**17.2** If a game is abandoned due to lack of team cooperation, misconduct, or any other incidents at the Sports Officials' discretion, the game will be ended and called as a forfeit by the offending team. A win will be awarded to the opposition team.

**17.3** The Team Captain will be given 30 seconds to sort out any team/ spectator/ player issues. After the 30 seconds has lapsed, the game will be ended and called as a forfeit by the offending team. A win will be awarded to the opposition team. See section 18.7 for the final outcome of the game.

**17.4** If a team "chooses" to discontinue play although the game can continue after injury, then the game will be called as a forfeit by this team. A win will be awarded to the opposition team.

**17.5** If the match is abandoned due to circumstances outside of the Sports Management Team's control (roof leaks, blackouts, injury etc.) the following results will take place:

- Match abandoned BEFORE half time, the score will be deemed a 0-0 draw
- Match abandoned AFTER half time, the score at the time will stand as the final result

## **18. FINALS:**

**18.1** To participate in **major** finals, a PLAYER must be registered and have participated in four of the regular season games in the grade. Players who fill-in from another team are not eligible regardless the amount of times they played for that particular team.

**18.2** To participate in **major** finals, a TEAM must be registered and have participated in 1/2 of the regular season games in the grade.

**18.3** Major finals will be played as a knockout between 1<sup>st</sup> through to 4<sup>th</sup> (if that is how many teams the division has). Remaining/New teams will begin the grading process for the next season.

**18.4** During the knockout stages (Semi Finals) the team placed 1<sup>st</sup> at the end of the regular season will play the team that finished 4<sup>th</sup>. Teams in 2<sup>nd</sup> and 3<sup>rd</sup> will play in the other Semi Final. The winner of both games will play in the Grand Final.

**18.5** In the event of a draw in any final match there will be a one minute break until overtime:

- Basketball: 3 minutes overtime with the teams continuing in the same direction as at the end of the previous period of play
- Netball: 3 mins each way with no rest in between
- Soccer: 5 min sudden death

If a draw still occurs after this extra time:

- Basketball: a further 3 minutes will be played, repeating as required, until there is a winner at the end of the time, with the teams changing ends for each extra period.
- Netball: an extra 3 mins each way or if a team leads by 2, which ever happens first.
- Soccer: teams will go to a sudden death penalty shoot out.

**18.6** In the event of the Grand Finals the clock will be stopped during the last three minutes of the second half only for basketball. The clock will not be stopped for semi finals in any sport. No time outs permitted in the last three minutes of the second half for basketball.

**18.7** In occurrence of an injury during Grand Final games the clock will stop to the Sports Officials' discretion.

**18.8** The winner of the Grand Final will be deemed the Grade Champion, with the team finishing top of the ladder the Minor champions.

**18.9** A trophy presentation will take place at the end of each Grand Final to recognise the achievements of both the Grand Final winners and runners-up.

## **19. FORFEITS:**

**19.1 Forfeits must be phoned in to front reception (9364 0808) at all times. Email notifications will not be accepted.**

**19.2** Forfeits fines will be applied according to the following schedule:

- 48 hours or more notice will incur a fine of a game fee
- Between 48 hours and 24 hours notice will incur a fine of a game fee plus an additional \$20.
- Less than 24 hours and/or a no show will be charged a double game fee

**19.3** Fines must be paid within 10 days of the forfeit date.

**19.4** Should the fine be unpaid within the 10 day period, the team can be withdrawn from the competition forthwith and replaced by another team or teams will be removed from the fixtures until such time as the forfeit is paid or at the discretion of the Sports Management Team.

**19.5** In the event of a forfeit the non offending team shall receive a credit if the game fee has been paid.

**19.6** Any team forfeiting twice in any one season may be withdrawn without notice at the discretion of the Sports Management Team. Fines will still be billed to the team captain.

**19.7** The score for a forfeited game will be:

- Basketball: 20 to nil.
- Netball: 20 to nil.
- Soccer: 5 to nil.
- Volleyball: 2 sets to none

**19.8** If a team forfeits three consecutive fixtures, they will be automatically removed from the competition. Teams who forfeit three times throughout the regular season may also be removed. However, discussions with the Team Captain will be entered to clarify the situation prior to a decision being made.

**20. PLAYER/TEAM REPORTS:**

**20.1** Any player/team can be removed from the Centre at the discretion of Senior LeisureFit Staff.

**20.2** Players and spectators shall be subject to report by the Sports Officials or by any Senior Staff Member for any form of misconduct relating to the Sports Management Teams tribunal guidelines and/or Local Government Act 1995 City of Melville Local Property Local Law 2010.

**20.3** Reported players and spectators will be advised of the date of the incident report arose from.

**20.4** The Sports Management Team reserves the right to suspend or expel players or teams from the competition.

**20.5** If a player is put on report, the Sports Management Team will notify the team captain in due course. The player then has 24 hours to lodge a written response. After the 24 hour period, no further correspondence will be entered into, until a decision has been made. Once the Sports Management Team has made a decision, the Team Captain will be notified.

**20.6** Any player put on suspension is on automatic probation for an indefinite period of time.

**20.7** Any player/team that has 3 'strikes' against their name due to player reports may see themselves banned from LeisureFit Sports Competitions indefinitely.

## **21. PLAYER SUSPENSION:**

**21.1** If necessary, a player may be disqualified by a Sports Official without warning, at any time during the course of a game. See section 20 for more details.

**21.2** If a player is disqualified from a fixtured game more than three (3) times throughout the season, they will be suspended as per point 20.7.

**21.3** For a player to see out a suspension, the team/s that they are registered to play for must be an "active" team in our competition/s. A team is deemed to be active if they are a fixtured and registered team in the competition. Players can not serve out suspended games on a public holiday, bye or forfeited game/s that their team initiated.

**21.4** For tribunal guidelines see appendix 1.

## **22. TECHNICAL FOULS/ RED CARDS/ YELLOW CARDS**

**22.1** In soccer a player awarded a yellow card for any offensive play will spend 3 minutes off the field. This player may be replaced for this time. The player may not return to the field until the sports official signals the player to do so.

**22.2** In soccer a player awarded a red card must exit the game immediately and for the entirety of the game (point 20.1 may apply). This person may only be replaced after 5 minutes. This person will automatically receive a minimum one-week suspension.

**22.3** In Basketball, a player shall be disqualified for the remainder of the game and asked to leave the venue when he is charged with 2 technical fouls. This player will also be placed on report and may incur a suspension (see appendix 1 – Tribunal Guidelines).

## **23. ADDITIONAL INFORMATION**

**23.1** Due to the nature of the venue in soccer the kick-off will be classed as an indirect free-kick. Teams will not be able to score directly from a kick-off.

**23.2** In soccer when a penalty is awarded the player taking the penalty must shoot off of one step. The sports official will use their own discretion in regards to the suitability.

## Appendix 1

# TRIBUNAL GUIDELINES

MISCONDUCT EXAMPLES	PENALTY NUMBER OF GAMES SUSPENSION (AT DISCRETION OF SMT*)
<b>ABUSIVE LANGUAGE</b>	
Abusive or offensive comments, swearing, derogatory or obscene remarks.	1-3
Hard core racial abuse or swearing that can not be contained by sensible direction from an official or referee.	2-6
<b>UNSPORTING CONDUCT</b>	
Offensive gestures, deliberate provocation, baiting of opponents.	1-3
Playing under an assumed name or playing whilst already suspended/not nominated on team sheet	1-3
Endangering players, officials or spectators with reckless or unsafe gestures and/or behaviour	1-3
Spitting on floor/player/official	1-5
<b>INTIMIDATION</b>	
Threatening gestures, words, or actions toward any player.	1-3
Threatening gestures, words or actions towards a referee or official.	2-6
<b>UNDUE ROUGH PLAY</b>	
Any undue physical action used to gain unfair advantage (Eg. tripping, elbowing, and jumping into other people, tunnelling, deliberate barging of an opponent, official or	1-3

referee.)	
<b>PUSHING</b>	
Pushing that causes another person to stagger or fall.	1-3
<b>RESISTANCE</b>	
Refusal to obey a reasonable and legal instruction given by an official or referee.	1-4
<b>STRIKING AND ATTEMPTED STRIKING</b>	
Attempted striking-refer to example (b).	2-6
Slapping, hitting, kicking, butting, or other striking actions that appears intended to harm.	3-15
Malicious or multiple striking actions delivered with apparent intent to injure or cause serious harm.	1 YR
Pushing or striking a referee or official.	LIFE

**\*SMT – Sports Management Team**

**NOTE:** IN DETERMINING THE PENALTY FOR ATTEMPTED STRIKING THE TRIBUNAL WILL CONSIDER THE REASONS THAT NO CONTACT WAS MADE

EXAMPLES:

- (A) The intended recipient ducks, thus avoiding contact.  
This example will be considered as striking.
- (B) Belated restraint by offender causes action to cease eg. attempted striking.